

Ice Hockey

2004
Rules and
Interpretations



2004 NCAA MEN'S AND WOMEN'S ICE HOCKEY RULES AND INTERPRETATIONS

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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Crowd-Control Statement

The NCAA Men's and Women's Ice Hockey Rules Committee recommends that all member institutions that host intercollegiate ice hockey read the following statement before each game:

“The (name of college or university) and the NCAA Men's and Women's Ice Hockey Rules Committee promote good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, student-athletes, coaches or team representatives shall not be tolerated and are grounds for removal from the site and, if needed, additional disciplinary action.”

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Beth Burr, Eastern College Athletic Conference
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Note: Two committee vacancies had not been filled when the rules book was printed.

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

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

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

Rule 1 (except 1-9-b)

Rule 3-8

Rule 5

Rule 6

Section 39

Rule 7

Major Rules Changes for 2003-04

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.

Rules	Explanation	HR Page(s)
2-1-b	Visiting team may light-colored jerseys during regular season when teams agree.....	HR-19
2-5-b-3	Home team has up to eight seconds to change players.....	HR-23
2-5-f	Teams must begin play with proper number of players.....	HR-23
3-5	Helmet chinstrap must be fastened so that there is only room for two fingers between chin and strap	HR-30
3-5-Note	Officials shall check goalkeeper's chin strap prior to starting game.....	HR-30
5-3-c, 5-4-e	Officials shall check goalkeeper's chin strap prior to starting game	HR-45, 47
5-9-d, 6-57	Game timekeeper shall time and signal termination of timeouts	HR-50, 79
6-8	Penalty for contact to the head added	HR-54
6-13	Penalty for excessive roughness added.....	HR-56
6-15-d	Players must be stationary in immediate vicinity of faceoffs.....	HR-58
6-18-c-1	Goal disallowed when puck is struck above four feet ...	HR-61
6-18-c-14	Goal disallowed if scored on nonoffending team during delayed offside.....	HR-62
6-21-c	Puck shall not be touched with stick above four feet....	HR-64
6-30-c	Referee's discretion to issue warning for crowd control issues.....	HR-68
6-56-c	Altered video replay criteria to include puck that strikes protective netting and leads to goal.....	HR-78
6-57	Clarified that team timeout may be taken at any stoppage of play	HR-78
6-58-a	Interpretation added for diving sweep check	HR-79
7-1	Puck does not need to be present for checking to occur in women's game	HR-80

*NCAA member institutions or allied conferences that desire to experiment with the the rules during the 2004-05 regular season should submit a request to the Men's and Women's Ice Hockey Rules Committee **not later than May 15, 2004.***

Points of Emphasis

The “Points of Emphasis” section calls attention to certain areas of the game that the NCAA Men’s and Women’s Ice Hockey Rules Committee believes must be improved, not through additional rules but by a stronger emphasis on existing rules.

This year the rules committee requests that players, officials and coaches concentrate on the following areas:

Contact To The Head

The Rules Committee is concerned that, in some cases, previously legal body checking and contact are causing head injuries. The committee added a new penalty for contact to the head and urges officials and conferences to take a zero tolerance policy in this area.

Equipment

Players must be equipped with proper protection. The committee is requiring that goalkeeper’s helmets be checked prior to all games and that institutions and conferences assist officials in this area. All players must wear a helmet with chinstraps securely fastened.

Goaltender Interference

Particular attention must be paid to contact with the goaltender. These infractions often escalate and lead to altercations. Goaltenders must be allowed to play their position. To that end, the crease rules must be enforced strictly and consistently.

Body Contact (Women's hockey only; Rule 7)

The committee is concerned about the increasingly physical nature of the women’s game. To assist officials, the committee removed confusing language from this rule and encourages officials to consistently call body checking.

RULE 1

The Rink

The Rink

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

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

Rink Dimensions

SECTION 2. a. As nearly as possible, the dimensions of the rink shall be 200 feet [61m] long and 100 feet [30.48m] wide. The corners should be rounded in the arc of a circle with a radius of 20 feet [6.1m].

- b. The rink should be surrounded by a wooden or fiberglass wall known as the “boards” that shall extend not less than 40 inches [101.6cm] and not more than 48 inches [121.9cm] above the level of the ice surface. The ideal height of the boards above the ice surface shall be 42 inches [106.7cm].

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 only in the neutral zone.

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

All doors providing access to the playing surface must swing away from the ice surface.

All glass, wire or other types of protective screens and gear used to hold them in position shall be mounted on the boards on the side away from the playing surface.

Goal Posts and Nets

SECTION 3. a. A maximum of 15 feet [4.57m] and a minimum of 12 feet [3.66m] from each end of the rink and in the center of a red line two inches

[5.08cm] wide, drawn completely across the width of the ice and continued vertically up the side of the boards, regulation goal posts and nets shall be set in such a manner as to remain stationary during the progress of a game. The red line shall be known as the goal line.

Only two goal cages are permitted on the ice during the pregame warm-up period.

Note: The committee recommends that goal pins should be used whenever possible.

b. The goal posts shall extend vertically 4 feet [1.22m] above the surface of the ice. They shall be set 6 feet [1.83m] apart, measured from the inside of the posts. A crossbar of the same material as the goal posts shall extend from the top of one post to the top of the other.

Goal posts shall be affixed in the ice or floor with a release-type fixture.

c. A net shall be attached to each goal frame.

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

e. The goal area, enclosed by the goal line and the base plate of the goal, shall be painted white. It is mandatory that all nets have an open, half-circle padded base.

f. It is recommended that the interior metal of the goal cage be padded (excluding the goal posts and cross bar).

Goal Crease

SECTION 4. a. In front of each goal, a goal crease area shall be marked by a red line 2 inches [5.08cm] in width.

b. The goal crease shall be laid out as follows: One foot [1.11m] outside of each goal post a 2 inch [5.08cm] wide line shall be painted extending 4 feet, 6 inches [1.37m] in length. These lines shall be at right angles to the goal line. A semi-circle line 6 feet [1.83m] in radius and 2 inches [5.08cm] in width shall be drawn using the center of the goal line as the center point and connecting both ends of the sides of the crease.

c. The goal crease area shall include all the space outlined by the crease lines and extending vertically 4 feet [1.22m] to the level of the top of the goal frame.

d. There shall be two markings in each goal crease. Each line shall be 5 inches [12.7cm] long and 2 inches [5.08cm] wide. The lines shall extend from the goal crease lines, 4 feet [1.22m] out from the goal

line. The lines shall be parallel to the goal line (see special spot and goal crease diagrams).

Division of Ice Surface

SECTION 5. a. The ice area between the two goals shall be divided into three parts by lines 12 inches [30.48cm] in width and blue in color, drawn 60 feet [18.29m] out from the goal lines, extending completely across the rink parallel with the goal lines, and continuing vertically up the side of the boards. (Blue line and goal line extended are included in 60-foot [18.29m] measurement.)

- b. That portion of the ice surface in which the goal is situated shall be called the defending zone of the team defending that goal, the central portion shall be known as the neutral zone and the portion farthest from the defending goal shall be known as the attacking zone. The zone line shall be considered part of the zone in which the puck is.
- c. There also shall be a line 12 inches [30.48cm] 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.

Center Ice Spot and Circle

SECTION 6. A circular blue spot 1 foot [0.30m] in diameter shall be marked in the center of the rink; and with this spot as a center, a circle of 15 feet [4.57m] radius shall be marked with a blue line 2 inches [5.08cm] in width. Two blue lines 2 feet [0.61m] long and 2 inches [5.08cm] wide, parallel to the blue lines, shall be marked on the ice extending from the outer edges of both sides of the face-off circle. These lines shall be 4 feet [1.22m] apart, 2 feet [0.61m] on each side of the center of the face-off spot and circle.

Neutral Zone Face-Off Spots

SECTION 7. Two red spots 2 feet [0.61m] in diameter shall be marked on the ice in the neutral zone 5 feet [1.52m] from each blue line. Within each face-off spot, draw two parallel lines 4 inches [10.16cm] 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 [13.4m] apart and each shall be a uniform distance from the adjacent boards (see rink diagram).

End Zone Face-Off Spots and Circles

SECTION 8. a. In both end zones and on both sides of each goal, red face-off spots and circles shall be marked on the ice. The face-off spots shall be 2

feet [0.61m] in diameter. Within the face-off spot, draw two parallel lines 4 inches [10.16cm] 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 [5.08cm] wide with a radius of 15 feet [4.57m] from the center of the face-off spots. Eighteen feet [5.49m] and 22 feet [6.71m] from the goal line and parallel to it, two red lines 2 feet [0.61m] long and 2 inches [5.08cm] wide shall be marked on the ice extending from the outer edge of both sides of each face-off circle (see rink diagram).

One foot from the outer edge of the face-off 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 face-off spot, a line shall extend 2 feet, 10 inches in length. All lines shall be 2 inches in width (see rink diagram).

- b. The location of the face-off spots shall be fixed in the following manner: Along a line 20 feet [6.1m] from each goal line and parallel to it, two points shall be marked 22 feet [6.71m] on both sides of the straight line joining the centers of the two goals. Each such point shall be the center of a face-off spot and circle.

Players' Bench

SECTION 9. a. The rink shall provide seats or benches for the use of players of both teams that accommodate at least 21 persons of each team. The benches should be placed immediately alongside the ice in the neutral zone, as near to the center of the rink as possible, with the doors opening in the neutral zone, convenient to the dressing rooms. When players' benches are situated in the spectator area, they should be separated from the spectators by a protective screening of sufficient height to afford the necessary protection to the players and team personnel. Benches may be situated on opposite sides or on the same side of the rink, in which case the two teams should be separated by a substantial distance.

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

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

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

Penalty Bench

SECTION 10. a. The rink must be provided with benches or seats to be

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

- b. Immediately in front of the penalty timekeeper's bench, there shall be marked in red on the ice a semicircle of 10 feet [3m] radius and 2 inches [5.08cm] in width, which shall be known as the referee's crease.

Signal and Timing Devices

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

- b. An electrical clock, or other timing device, shall be provided for the purpose of keeping the spectators, players and game officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played in any period.

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

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

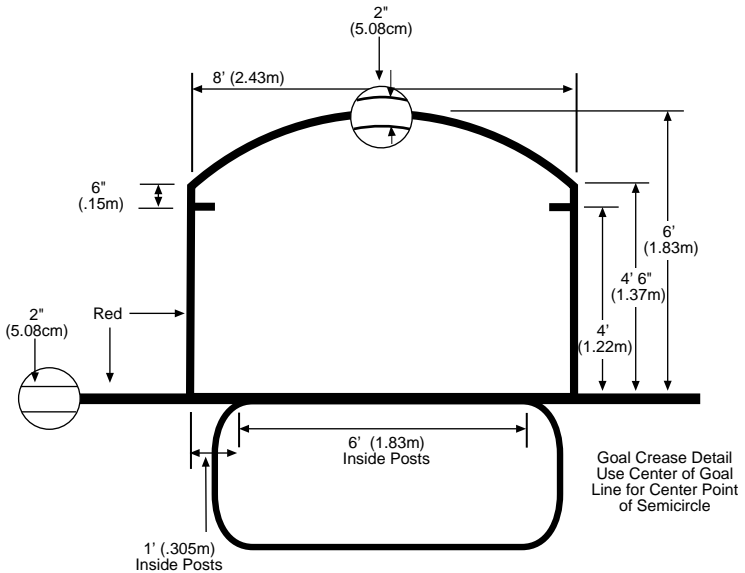
- c. Behind each goal, electric lights should be set up for the use of the goal judges. A red light shall signify scoring of a goal. Where automatic lights are available, a green light shall signify the end of a period or a game.

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

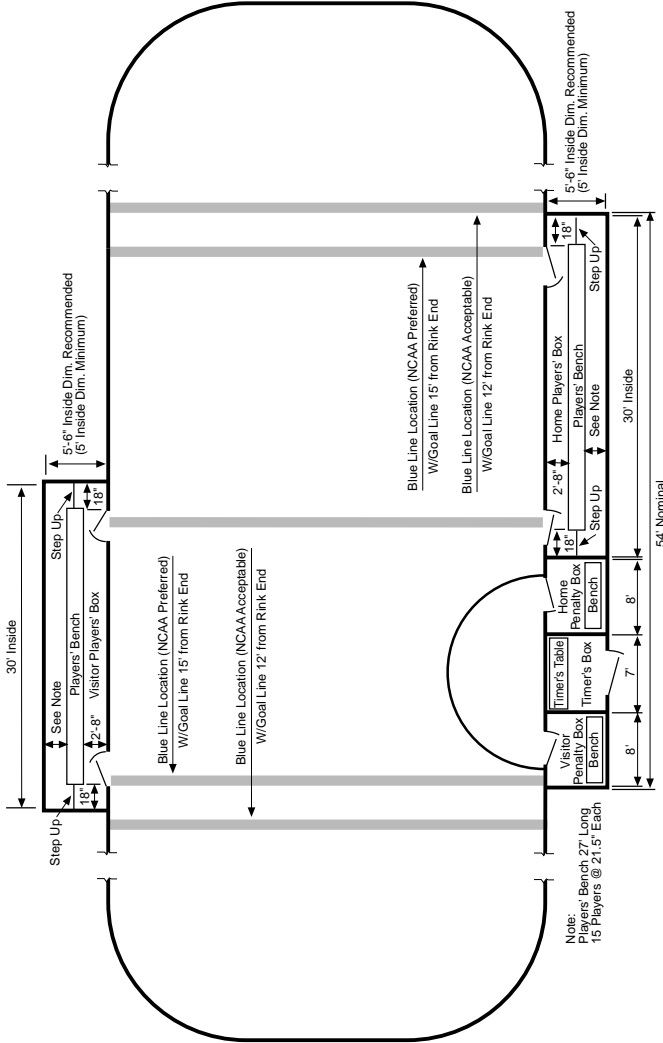
Goalkeeper's Privileged Area

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

DETAIL OF RECOMMENDED GOAL CREASE

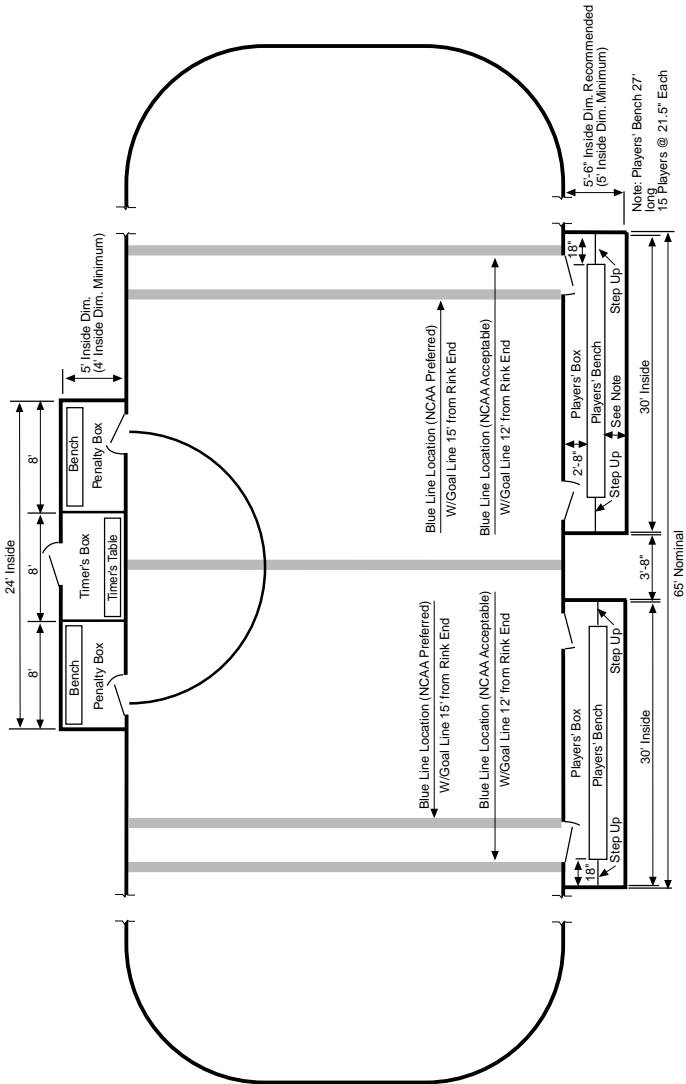


NCAA OPTIONAL LAYOUT



Notes:
 Penalty Box 27' Long
 15 Players @ 21.5' Each

NCAA OPTIONAL LAYOUT



RULE 2

Teams

Composition of Team

SECTION 1. a. A team shall have not more than six players on the ice at any one time while play is in progress. These six players shall be designated as follows: goalkeeper, right defense, left defense, center, right wing and left wing.

b. Each player and each goalkeeper listed in the lineup of each team shall wear an individual identifying number at least 10 inches [25.4cm] high on the back of the jersey and at least 4 inches [10.16cm] 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.

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 prior to the game. If the teams are unable to agree, the visiting team will wear dark-colored jerseys.

All players of each team shall dress uniformly, in that day's game jersey.

PENALTY—Bench minor to offending team.

Captain of Team

SECTION 2. a. One game captain shall be appointed by each team, and shall be the only player to have the privilege of discussing with the referee any questions relating to interpretation of rules that may arise during the progress of a game. The captain may not dispute a judgment decision of the referee. The captain should wear the letter "C," approximately 3 inches [7.62cm] in height and in contrasting color, in a conspicuous position on the front of the jersey.

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

A complaint about a penalty is not considered a matter “relating to the interpretation of the rules,” and the captain nor any other player may make such a complaint.

PENALTY—Misconduct. For further violation, game misconduct.

- b. 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.
- c. A goalkeeper shall not be entitled to exercise the privileges of captain.
- d. The captain of each team shall meet with the referee(s) before the start of each game (see Rule 8).
- e. During an altercation, the captain may not exercise his privileges until the referee(s) has entered the referees’ crease or, in the absence of penalties, signals a face-off location.

Players in Uniform

SECTION 3. a. At the beginning of each game, the coach of each team shall list the players and goalkeepers who shall be eligible to play in the game. A maximum of 18 players, plus not more than three nor less than two goalkeepers, shall be permitted; and a captain shall be designated. A substitute goalkeeper must be on the bench at the start of the game and shall at all times be fully dressed and equipped and ready to play. Upon entering the game, the substitute goalkeeper shall take his position without delay. A team shall not start a game with less than two goalkeepers.

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

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

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

pregame warm-up or more than 18 players and three goalkeepers participate in the game (see 2-1-b).

PENALTY—Bench minor.

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

Starting Lineup and List of Eligible Players

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

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

- b. Changes in the starting lineup of either team, as given to the referee or official scorer, or in the playing lineup on the ice, shall not be made until the game is actually in progress.

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

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

PENALTY—Bench minor.

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

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

Change of Players

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

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

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

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

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

FACE-OFF—Center face-off spot. When play has stopped with the puck in the offending team's defending half of the ice, the face-off shall take place at the point of the stoppage of play.

- b. After any stoppage of play, the visiting team shall promptly place a lineup on the ice ready for play; substitutions shall be made by the visiting team until the referee signals the home team for its last change. The home team then may make any substitutions that do not result in a delay of the game.

PENALTY—Bench minor.

The procedure for all stoppages, except during games with television time-outs, is as follows:

1. Referee points to location of the face-off. This starts the line change procedure. The referee should be positioned at the blue line or in the neutral zone.

2. The referee signals the visiting team that it has up to five seconds to change players.

3. The referee puts his or her hand up to the visiting team indicating no further changes can be made, and signaling the home team that it has up to 8-seconds to change players.

4. When the referee's hand comes down, the official dropping the puck blows a quick whistle, signaling the start of the face-off and that the puck will be dropped in no more than five seconds.

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

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

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

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

PENALTY—Bench minor.

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

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

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

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

PENALTY -- First offense: warning.

Second and subsequent offenses: Bench minor.

Note: 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.

FACE-OFF—Where puck was last legally played. Immediate whistle if played by the ineligible player.

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

PENALTY—Bench minor.

h. If an extra player from the bench or the penalty bench tries to prevent a breakaway, there shall be a delayed whistle. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded (see 6-34-e).

PENALTY—Bench minor, penalty shot/optional minor and misconduct.

i. 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.

j. 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. 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 the proper number rests with the teams.

Injured Players

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

b. When a team has fewer than six substitutes available and none is in goalkeeper's equipment, and it becomes necessary to substitute for the

goalkeeper because of incapacitation by injury, breaking a skate or receiving a time or misconduct penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment. If a goalkeeper sustains an injury or becomes ill, the goalkeeper must be ready to resume play within a reasonable amount of time or be replaced by a substitute goalkeeper.

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

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

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

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

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

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

PENALTY—Minor.

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

When a player's or official's uniform has blood on it (whether it is the player's or official's blood or someone else's blood), the official must stop

the game at the earliest possible time and require the player or official to leave the game to have the uniform evaluated by medical personnel. If the team's medical personnel determine that the blood has saturated the uniform, the player or official must change that part of the uniform. If saturation has not occurred, the player or official may continue to wear the uniform.

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

RULE 3

Equipment

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

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

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

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

Sticks

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

The curvature of the blade of all sticks shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the base of the heel to the base of the toe and the point of max-

imum curvature shall not exceed $\frac{1}{2}$ inch [1.27cm].

- b. A stick shall not exceed 63 inches [160.02cm] in length from the heel to the end of the shaft nor more than $12\frac{1}{2}$ inches [31.75cm] from the heel to the end of the blade. The blade of the stick shall not be more than 3 inches [7.62cm] nor less than 2 inches [5.08cm] in width at any point. All edges of the blade shall be beveled.
- c. The blade of the goalkeeper's stick shall not exceed $3\frac{1}{2}$ inches [8.89cm] in width at any point except at the heel where it cannot exceed $4\frac{1}{2}$ inches [11.43cm] in width; nor shall it exceed $15\frac{1}{2}$ inches [39.37cm] in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches [66.04cm] from the heel and shall not exceed $3\frac{1}{2}$ inches [8.89cm] in width.

PENALTY—Minor for a., b. and c. above.

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

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

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

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

PENALTY—Minor and misconduct.

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

PENALTY—Minor.

Skates

SECTION 2. All players must wear ice hockey skates. Skates shall be free from points or dangerous extensions. The ends of the skates (both toe and

heel) shall be rounded and blunt without points that might cause injury.

Goalkeeper's Equipment

SECTION 3. a. With the exception of skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body. The goalkeeper cannot wear any garment or use any contrivance that would provide undue assistance in keeping goal. Aprons or webbing extending more than 3 inches [7.62cm] below the crotch are not permitted.

b. The goalkeeper's leg pads shall not exceed 12 inches [30.48cm] in width.

c. The goalkeeper's blocker glove shall not exceed 9 inches [22.86cm] in width or more than 17 inches [43.18cm] in length.

The cuff of the goalkeeper's catching glove shall not exceed 9 inches [22.86cm] in width. The maximum length of the catching glove shall not exceed 17 inches [43.18cm]. Any bar or attachment (cheater bar) between the cuff and the thumb only shall extend from the cuff to the thumb in a straight line.

d. Goalkeepers are required to wear HECC-approved face masks. Form-fitting face masks are not permitted. It is recommended that goalkeepers wear a throat protector.

e. A goalkeeper shall not use illegal equipment in a game. When a formal complaint is made by the captain of a team regarding the measurement of a goalkeeper's equipment, the referee shall measure the goalkeeper's equipment immediately.

PENALTY—Minor if goalkeeper's equipment found to be illegal. Bench minor to challenging team if goalkeeper's equipment found to be legal.

Protective Equipment

SECTION 4. All protective equipment, except gloves, helmets and goalkeeper's leg guards, must be worn under the uniform. A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment.

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

Helmet

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

PENALTY—Minor.

It is recommended that all players, including goalkeepers, wear a HECC-approved hockey helmet.

- b. A player, excluding goalkeepers, whose helmet and/or face mask has come off during play, must replace the helmet and/or face mask immediately and properly fasten the chin straps or go to the players' bench.

PENALTY—Minor.

- c. If a goalkeeper's mask and/or helmet is displaced, there shall be an immediate whistle.
- d. All players, including goalkeepers, are required to wear face masks that have met the standards established by the HECC-ASTM F 513-95 Eye and Face Protective Equipment for Hockey Players Standard.

PENALTY—Players, including goalkeepers, 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.

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

Mouth Guard

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

PENALTY—For initial violation, offending player shall be immediately

replaced on the ice, and the referee shall warn the offending team that subsequent violations by any player of that team shall result in the player being assessed a misconduct.

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

Dangerous Equipment

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

The Men's and Women's Ice Hockey Rules Committee recommends the use of any protective equipment that is not injurious to the player wearing it or other players.

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

PENALTY—Misconduct. Returning to the game without correcting equipment shall be penalized with a game misconduct.

Puck

SECTION 8. The puck shall be black and shall be made of vulcanized rubber, 1 inch [2.54cm] thick and 3 inches [7.62cm] in diameter, and shall weigh between 5½ [155.92g] and 6 ounces [170.1g]. Any logo placed on a puck shall be situated in the center of the puck; the diameter of the logo shall not exceed ¹³/₄ inches [4.45cm].

The home team shall provide warm-up and game pucks. It is recommended that game pucks be frozen before the game.

Note: 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 their time-out.

Measurement and Challenging of Equipment

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

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

Uniform Logos

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

a. An institution's uniform or any item of apparel (e.g., team jersey) that is worn by a student-athlete while representing the institution in intercol-

legiate 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 $2\frac{1}{4}$ square inches. The item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel, provided the logo or trademark is not visible.

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

RULE 4

Penalties

Penalties

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

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

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

When play is not in progress and an infraction is committed by any player, the same penalty shall apply as though play actually is in progress.

Note: These penalties may be assessed before, during or after the game.

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

Minor Penalties

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

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

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

Note: Short-handed means that the team must be below the numerical strength of its opponent on the ice at the time the goal is scored. The minor penalty that terminates automatically is the one that causes the team scored against to be short-handed. Thus, coincidental minor penalties to both teams do not cause either side to be short-handed. A minor penalty shall not terminate as a result of a penalty-shot goal.

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

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

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

When the minor penalties of two players of the same team terminate at the same time, the captain of that team shall designate to the referee which of the players shall return to the ice first and the referee shall instruct the penalty timekeeper accordingly.

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

- e. When one minor penalty is assessed to one player of each team at the same stoppage of play, these penalties shall be served without substitution provided other penalties are not in effect and visible on the clock.

Note: This is the only time on-ice strength is four-on-four.

Unless paragraph one of this rule is applicable when coincidental minor penalties or coincidental minor penalties of equal duration are imposed

against players of both teams, the penalized players 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. Immediate substitutions shall be made for an equal number of minor penalties or coincidental minor penalties of equal duration to each team so penalized and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty (see 4-8).

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

Major Penalties

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

b. When coincidental major penalties (penalties assessed during the same stoppage of play) or coincidental penalties of equal duration, including a major penalty, are assessed against players of both teams, all penalized players 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.

Immediate substitutions on ice shall be made for an equal number of major penalties or coincidental penalties of equal duration, including a major penalty, to each team so penalized. Penalties of the players for which substitutions have been made shall not be taken into account for the purpose of the delayed penalty (see 4-8-a).

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

Misconduct Penalties

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

If a minor and/or major penalty is imposed on the same player in addition to the misconduct penalty, the 10-minute misconduct penalty shall be

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

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

Medical personnel cannot be assessed a game misconduct penalty.

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

The referee shall describe to the captain the violation that caused the misconduct penalty if requested to do so.

Disqualification Penalties

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

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

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

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

- b. The progressive game-disqualification structure shall be:
 - (1) First disqualification penalty—that game plus one.
 - (2) Second disqualification penalty—that game plus two.
 - (3) Third disqualification penalty—that game plus three.
 - (4) Fourth disqualification penalty—that game plus four.(The progression shall continue after the fourth disqualification penalty.)
- c. Progressive game-disqualification penalties shall carry over to the next season for players with remaining eligibility.
- d. The team of the disqualified player(s) shall be permitted to dress a substitute player or players (equal to the number of disqualified players) in the next scheduled game.

A player who receives a disqualification penalty in any game (including exhibition games) shall not be permitted to play in the team's next played regular-season or tournament game against an NCAA member institution. Exhibition games cannot be used to fulfill the disqualification penalty.

Penalty Shot/Optional Minor Penalty

SECTION 6. a. When any infraction of the rules calls for a penalty shot not involving a major, disqualification or misconduct penalty, the non-offending team shall be given the option of accepting the penalty shot or having a minor penalty assessed to the offending player. If, however, a major, disqualification or misconduct penalty is incurred with the penalty shot, the shot shall be awarded and the penalty for the prescribed infraction shall be assessed.

- b. A penalty shot shall be handled as follows: As directed by the referee, the player designated to take the penalty shot shall be announced by the public address announcer. The referee then shall place the puck on the center face-off spot and the player taking the shot shall, after the instruction of the referee, play the puck from there and attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion toward the opponent's goal line. When the puck is shot, the play shall be considered complete. A goal cannot be scored on a rebound of any kind, and any time the puck crosses the goal line the shot shall be considered complete. Only a goalkeeper or alternate goalkeeper, as designated on the official score sheet, may defend against a penalty shot.

- c. The goalkeeper must remain in the crease until the player taking the penalty shot has touched the puck; the goalkeeper must remain in the goalkeeper's privileged area until the completion of the play. In the event of violation of this rule or any foul committed by a goalkeeper, the referee shall allow the shot to be taken, and if the shot fails the referee shall permit the penalty shot to be taken again. The goalkeeper may attempt to stop the penalty shot in any manner except by throwing the stick or any object, in which case another penalty shot shall be awarded.
- d. When a penalty shot is awarded under Rules 2-5-h, i and 6-34-e (illegal entry into the game), 6-10-f (in the last two minutes of regulation time or anytime during overtime, displacing the goal post, goalkeeper removing the helmet and/or face mask, or deliberately displacing the goal to prevent the puck from entering the goal at any time) or 6-16-b (defending player falling on, holding or gathering the puck into the body or hands when the puck is within the goal crease), the captain of the non-offending team shall designate any player who is not serving a penalty at that time to take the penalty shot. Such selection shall be reported to the referee and cannot be changed.

When a penalty shot is awarded under Rules 6-29-e (interference) and 6-58-b (fouling from behind), the referee shall designate the player who has been fouled as the player who shall take the penalty shot.

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

- e. If the player designated to take the penalty shot commits a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be permitted to take the shot before going to the penalty bench unless the penalty is a game misconduct or disqualification penalty. In that case, the penalty shot shall be taken by a player selected by the captain of the non-offending team from the players who are not serving a penalty at that time. Such selection shall be reported to the referee and cannot be changed.
- f. If, at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the ice to substitute another player, the goalkeeper shall be permitted to return to the ice before the penalty shot

is taken.

- g. While the penalty shot is being taken, players of both teams shall withdraw to the sides of the rink beyond the attacking blue line.
- h. If any player of the opposing team interferes with or distracts the player taking a penalty shot and thereby causes the shot to fail, a second attempt shall be permitted and the referee shall impose a misconduct penalty on the offending player.
- i. If a goal is scored from a penalty shot, the puck shall be faced off at center ice in the usual way. If a goal is not scored, the puck shall be faced off at either of the end face-off spots in the zone in which the penalty shot was attempted.
- j. If the offense 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 offense for which the penalty shot was awarded was such as to incur a major, disqualification or misconduct penalty. In that case, the penalty prescribed for the particular offense shall be imposed.

- k. If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately in the usual manner even if a slow whistle permitting the play to be completed results in the expiration of the period.

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

Goalkeeper's Penalties

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

- b. If a goalkeeper incurs a major or misconduct penalty, the goalkeeper shall serve the time penalty; but a substitute player in goalkeeper's equipment shall be allowed in the game replacing some other player. When a major penalty is assessed, a player without goalkeeper's equipment shall go to the penalty bench with the goalkeeper and shall go on

the ice in place of the penalized goalkeeper when the penalty time has expired. The penalized goalkeeper may not go on the ice until the substitute goalkeeper has left the ice.

- c. If a goalkeeper, in goalkeeper's equipment, participates in the play in any manner while beyond the center red line, a minor penalty shall be assessed to the goalkeeper. However, the goalkeeper may proceed without participating in the play to the players' bench if it is beyond the center red line.
- d. Within the rectangular area bounded in the rear by the player's end of the rink, in front by an imaginary line connecting the special spots and on the sides by imaginary lines from the special spots to the end boards, the goalkeeper has certain privileges (see rink diagram). When outside of this area, however, the goalkeeper must play the puck in the same manner as that prescribed for other players and is subject to the same penalties (see 6-19-b-2 and 6-40-c).
- e. A minor penalty shall be assessed to a goalkeeper who, when located entirely outside the boundaries of the crease area (except to prevent a goal), deliberately falls on or gathers the puck into the body or who holds or places the puck against any part of the goal or against the boards (see 6-19-b-2).
- f. A penalty shot/optional minor penalty shall be assessed if a goalkeeper leaves any stick, broken or otherwise, on the ice to prevent a goal.
If a player shoots the puck and it hits the stick, preventing an obvious and imminent goal, a goal shall be awarded.
- g. If the goalkeeper for the defending team deliberately displaces the goal to prevent an obvious and imminent goal, the puck would have entered the goal had it not been displaced, a goal shall be awarded.

Delayed Penalties

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

- b. When a team has three players serving penalties at the same time and, because of the delayed penalty rule, a substitute for the third offender is on the ice, none of the three penalized players on the penalty bench may return to the ice until play is stopped. When play is stopped, the player whose full penalty has expired may return to the ice.

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

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

When the penalties of two players of the same team shall expire at the same time, the captain of that team shall designate to the referee which of the players shall return to the ice first and the referee shall instruct the penalty timekeeper accordingly.

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

Calling of Penalties

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

The resulting face-off shall be made at the place where the play was stopped unless the stoppage occurs in the attacking zone of the player penalized, in which case the face-off shall be made at the nearest face-off spot in the neutral zone.

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

The resulting face-off shall be made at the place where the play was stopped, unless during the period of the delayed whistle, the side in possession ices the puck or shoots the puck from its defensive zone so that it

goes out of bounds or is unplayable. In that case, the face-off shall take place in the neutral zone near the defending blue line of the team icing the puck.

If the penalty or penalties to be imposed are minor penalties (while the teams are at equal strength) and a goal is scored on the play by the non-offending team, the first minor penalty shall not be imposed. However, all other infractions shall be imposed in the normal manner, regardless of whether a goal is scored. If any other penalties are committed on the same play or after the appropriate on-ice official has stopped play, the offending players shall be penalized (see 4-2-d).

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

Note: "Completion of the play by the team in possession" in this rule means that the puck must have come into the possession and control of an opposing player or goalkeeper or has been "frozen." This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of an opposing player.

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

Supplementary Discipline

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

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

NCAA Tobacco Policy

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

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

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

During championships competition, the games committee shall enforce the rule.

RULE 5

Officials and Officiating Systems

Appointment of Officials

SECTION 1. All games shall be officiated by a three-person officiating system. The on-ice officials should be the referees, assistant referees and linesman; the off-ice officials should be a game timekeeper, official scorer, two goal judges and, for tournament competition, an instant-replay 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.

Officiating Systems

SECTION 2. The three-person officiating systems consist of either one referee and two assistant referees or two referees and one linesman.

Note: Beginning with the 2003-04 season, a three-person system must be used for college ice hockey.

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

They shall be equipped with whistles, a metal tape measure with a minimum length of 6 feet [1.83m], 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.

The referees in the three-person systems should wear arm bands.

- b. Should one of the appointed officials be unable to officiate because of sickness or accident or be unable to finish the game the remaining officials shall officiate the game using either a two-referee or one-referee,

one-linesman system.

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

Referee(s)

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

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

- b. In the one referee, two assistant referees system, face off the puck at the center ice face-off spot at the start of the game.
- c. Before starting the game, see that the appointed game timekeeper, penalty timekeeper, official scorer, goal judges and, for tournament competition, instant-replay official, are in their respective places and that the timing and signaling equipment is in order.

An on-ice official shall check each starting goalkeeper's chin strap prior to the start of the game.

- d. Assess such penalties as prescribed by the rules for infractions thereof, to stop play for any other infraction of the rules and to give final decisions in the matters of disputed goals. The referee(s) may, in matters of disputed goals, consult with other on-ice officials before making a decision.
- e. Announce to the official scorer or penalty timekeeper all goals and assists legally scored, as well as penalties, and for what infractions such penalties are assessed. However, conferences and tournament directors may determine an alternate policy for awarding assists.

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

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

- f. If the conditions among the players and/or spectators become unsatisfactory during the course of the game, the referee(s) may stop the game at any time. It shall be "no contest" unless two periods have been completed. Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities (e.g., not involving the players and/or spectators), it shall be continued from the point of interruption, unless the teams agree otherwise or there are conference, league or association rules to cover the situation (see 6-55-d).

Note: The rules committee has made a distinction between a game that has been stopped because of the actions of the players and/or spectators and a game that is "interrupted" because of other events (e.g., loss of electricity, hazardous ice). A "stopped" game shall not be considered a game unless two periods have been completed. An "interrupted" game would be replayed from the point of suspension. In either case or any situation, conference, league or association rules shall be the ultimate consideration.

Assistant Referees

SECTION 4. The duties of the assistant referees are as follows:

- a. Determine infractions of the rules concerning penalties not observed by the referee, offsides and icing.

Note: The prime responsibility to call penalties resides with the referee. It is expected that assistant referees will call major penalties, minor penalties behind the play, and flagrant minor penalties (not observed by the referee), particularly those that

deny a scoring opportunity or could lead to injury or an altercation, regardless of where they occur on the ice surface.

b. Conduct all face-offs with the exception of the face-off at the start of the game.

c. Stop play:

(1) By signaling and reporting to the referee any infraction constituting a minor, bench minor, major, misconduct, disqualification, or game-misconduct penalty that occurs and is not observed by the referee. The referee shall signal and assess the penalty for such infractions;

(2) When the puck goes outside the playing area;

(3) For premature substitution of a goalkeeper (see 2-5-a);

(4) For injured player(s) (see 2-6-a, d) and officials;

(5) When the puck is struck with a stick above the height of 4 feet [1.22m];

(6) When the goal post has been displaced from its normal position;

(7) For all face-off violations;

(8) For too many players on the ice;

(9) When a stick, puck or any foreign object is thrown on the ice;

(10) To report a goal not observed by the referee; and

(11) To report an ineligible player playing the puck.

d. Disallow an illegal goal not observed by the referee.

e. An on-ice official shall check each starting goalkeeper's chin strap prior to the start of the game.

Linesman

SECTION 5. The linesman's duties are as follows:

a. Determine infractions of the rules concerning offsides and icing.

b. Conduct face-offs.

c. Stop play:

(1) When the puck goes outside the playing area;

(2) For premature substitution of a goalkeeper (see 2-5-a);

- (3) For injured player(s) (see 2-6-a, d) and officials;
 - (4) For too many players on the ice;
 - (5) When a stick, puck or any foreign object is thrown on the ice;
 - (6) To report a goal not observed by the referee; and
 - (7) To report an ineligible player playing the puck.
- d. At the first stoppage of play, report to the referee any conduct calling for an unsportsmanlike or misconduct penalty.

Goal Judge

SECTION 6. The goal judge should signal the referee when the puck enters the goal cage. The referee may ask the goal judge how the puck entered the goal cage. The referee(s) shall make the final decision as to whether or not the goal will be allowed.

The goal judge shall judge at the same goal cage throughout the game. Goal judges should be isolated from the spectators.

Penalty Timekeeper

SECTION 7. a. The penalty timekeeper shall keep, on the official forms provided, a record of all penalties imposed by the officials, including the names of the players penalized, the infractions penalized, the duration of each penalty and the time at which each penalty was imposed. The penalty timekeeper shall report in the penalty record each penalty shot assessed, the name of the player taking the shot and the result.

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

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

The penalty timekeeper shall notify the referee, when play is stopped, if a penalized player entered the rink before the individual's penalty time was complete. In case of a delayed-time penalty, the penalty timekeeper shall see that a penalized player does not return to the ice until there is a stoppage of play.

- c. When players of both teams are penalized on the same play, the penal-

ty to the visiting player shall be announced first.

- d. Misconduct penalties, coincidental minor penalties for which on-ice substitutions have been made, coincidental major penalties and coincidental disqualification penalties shall not be recorded on the timing device. Players serving these penalties shall be alerted and released at the first stoppage of play after the expiration of the penalties.

Official Scorer

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

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

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

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

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

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

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

Game Timekeeper

SECTION 9. a. The game timekeeper shall signal the referee and the competing teams for the start of the game and each succeeding period, and the referee shall start the play promptly in accordance with Rule 6-51.

To assist in ensuring the prompt return to the ice of the teams and the

officials, the game timekeeper and/or home team personnel shall give a preliminary warning three minutes before the resumption of play for each period (see 8-1).

- b. If the rink is not equipped with an automatic buzzer, horn or siren, or if such a device fails to function, the game timekeeper shall signal the end of each period by blowing a whistle.
- c. The game timekeeper shall announce over the public-address system at the 19th minute in each period that there is one minute remaining to be played in the period.

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

- e. In the event of any dispute regarding time, the matter shall be referred to the referee for adjustment; the referee's decision shall be final.

Instant-Replay Official

SECTION 10. An instant-replay official is permissible in regular-season tournament and postseason tournament competition. The instant-replay official shall be in the rink proper and have a clear view of the ice surface.

RULE 6

Playing Rules

Abuse of Officials and Other Misconduct

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

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

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

PENALTY—Misconduct.

c. A player, coach or non-playing person shall not bang the board 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.

d. A coach or non-playing person shall not enter the rink 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 (this is to discourage walking up and down alongside the rink to coach).

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—Bench minor. For further violations, a player shall be assessed a misconduct and a coach or non-playing person, with the exception of medical personnel, shall be assessed a game misconduct.

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

PENALTY—Minor. If a player interferes in such a manner, a misconduct shall be assessed. A coach or non-playing person, with the exception of medical personnel, who persists in interfering in such a manner shall be assessed a game misconduct.

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

PENALTY—Bench minor. For further violation, with the exception of medical personnel, a game misconduct shall be assessed.

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

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

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

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

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

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

PENALTY—Misconduct.

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

PENALTY—Misconduct.

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

PENALTY—Game misconduct.

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

on-ice official to stop.

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

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

PENALTY—Disqualification.

Adjustment to Clothing and Equipment

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

PENALTY—Minor.

b. The responsibility of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall retire from the ice; play shall continue without interruption with a substitute.

c. Unnecessary delay shall not be permitted for the repair or adjustment of a goalkeeper's equipment. If major adjustments are required, the goalkeeper shall retire from the ice and be replaced by the substitute goalkeeper immediately. A referee may allow for minor delays.

PENALTY—Minor.

Boarding

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

PENALTY—Minor or major at discretion of the referee, based on degree of violence of the impact with the boards.

Broken Stick

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

PENALTY—Minor.

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

b. A goalkeeper may continue to play with a broken stick until a stoppage

of play or until the goalkeeper legally has been provided with a stick.

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

PENALTY—Bench minor.

Butt-Ending

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

PENALTY—Disqualification.

Charging

SECTION 6. a. A player shall not skate more than two steps or 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.

Note: A fair 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 discretion of the referee.

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

PENALTY—Minor or major at discretion of the referee.

Clipping

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

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

Contact to the Head

SECTION 8. A player shall not make contact with an opposing player's head or neck area in any manner.

PENALTY—Minor or major or disqualification at the discretion of the referee. Contact to the head shall be assessed in front of the infraction (i.e. contact to the head – elbow).

Note: The Rules Committee instructs officials to use a zero tolerance policy in this area.

Cross-Checking

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

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

Delaying the Game

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

PENALTY—Minor.

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

PENALTY—Minor.

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

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

PENALTY—Minor.

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

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

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

PENALTY—Minor. If this illegal act prevents an obvious and imminent

goal, a goal shall be awarded.

- f. With less than two minutes remaining in regulation time or any time during overtime, a player or goalkeeper shall not delay the game by deliberately displacing the goal post or a goalkeeper shall not deliberately remove the helmet and/or face mask (see 4-6-d).

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

- g. During the course of a breakaway a player or goalkeeper shall not deliberately displace the goal post, or a goalkeeper 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 without opposition between the player and the opposing goal and with a reasonable scoring opportunity.

- h. A player shall not intentionally drop the gloves and/or stick. This includes delay of the game by unnecessarily adjusting equipment or clothing, tying skates, conferring with coaches, players or others, or committing any act for the obvious purpose of stalling or delaying the game (see 6-40-b).

PENALTY—Minor.

Diving

SECTION 11. A player shall not attempt to draw a penalty through any exaggerated or deceitful action (“diving”).

PENALTY—Minor.

Elbowing

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

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

Excessive Roughness

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

personnel or to a game official.

PENALTY—Disqualification.

Face Masks

SECTION 14. a. A player shall not grasp the face mask of an opponent.

PENALTY—Major.

b. 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.

Face-Offs

SECTION 15. a. The puck shall be faced off by an on-ice official dropping the puck on the ice between the sticks of the players facing off. Players facing off shall stand squarely facing their opponents' end of the rink, within the proper markings.

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

Other players shall not be allowed to have the skates inside the face-off circle or beyond the parallel face-off lines extended or come within 15 feet [4.57m] of the players facing off the puck.

PENALTY—For initial violation, the official shall order the player(s) taking the face-off replaced. Second violation by the same team during the same face-off shall be penalized with a minor for delay of game assessed to the player committing the violation.

b. If either of the players fails to take the proper position for the face-off, the official shall be entitled to proceed with the face-off.

c. During any face-off anywhere on the playing surface, 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 face-off has been completed.

PENALTY—Minor.

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

Substitution of players shall not be permitted until the face-off has been completed and play has resumed, except when a penalty is imposed that shall affect the on-ice strength of either team.

On all face-offs, players must take a stationary position in the immediate vicinity of the face-off before the puck is dropped.

- e. 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 high stick or illegal substitution of the goalkeeper, the ensuing face-off shall be made in the neutral zone at the nearest face-off 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.
- f. When a violation of a rule has been committed by players of both teams on the play resulting in the stoppage, the ensuing face-off shall be made at the point where the puck was when the stoppage occurred.
- g. When a stoppage occurs between the end face-off spots and near the end of the rink, the puck shall be faced off at the end face-off spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules.
- h. When a goal is scored illegally as a result of a puck being deflected directly off an official anywhere in the defending zone, the resulting face-off shall be at the end face-off spot in the defending zone. When a puck is deflected directly into the goal off an official outside the defending zone, the face-off shall take place where the puck was last played.
- i. When the game is stopped for any reason not specifically covered in the official rules, the puck must be faced off where it was last played.

- j. When a team shoots the puck and it is unintentionally deflected by a glove or stick protruding from the opponents' bench, the face-off shall be in the neutral zone face-off spot nearest the bench.
- k. The whistle shall not be blown by the official to start play. Playing time shall begin the instant the puck is faced off and shall stop when the whistle is blown or an official signals a goal.
- l. If the goal cage is dislodged accidentally by a defending player, the face-off shall be at the near end face-off spot.
- m. If the puck strikes an overhead obstruction, the ensuing face-off is a last-play face-off. If the stoppage of play is caused by an attacking player in the player's attacking zone, the face-off shall be at the zone line. If the stoppage of play is caused by a defending player in the defending zone, the ensuing face-off is a last-play face-off.
- n. If an on-ice official mistakenly stops play, the face-off shall be at center ice unless, in the opinion of the official, the center ice face-off would unduly penalize either team.
- o. When a stoppage of play in an end zone takes place and is followed by an altercation (whether a penalty is called or not), an attacking player shall not enter the end zone farther than the outer edge of the face-off circles nearest the blue line.

PENALTY—Face-off at the nearest neutral zone face-off spot.

Note: All face-offs must be conducted along imaginary lines, parallel with the side boards, that connect the end-zone face-off spots, other than faceoffs conducted at center ice. See diagram in Rule 1 for further clarification.

Falling on or Diving for the Puck

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

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

PENALTY—Minor.

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

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

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

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

Fighting or Punching

SECTION 17. a. A player shall not fight an opponent or participate in a fight, on or off the playing surface (punching or attempting to punch is considered fighting).

PENALTY—Disqualification.

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

PENALTY—Minor to offending player(s) or goalkeeper.

Goals and Assists

SECTION 18. a. A goal is scored when the puck, entering from the front, passes between the cage posts below the top of the net and completely across the goal line. If the puck was touched last by a defending player before it entered the cage, the goal is allowed, unless otherwise identified in Rule 6-18-c-10.

If the puck is deflected into the goal from the shot of an attacking player by striking any part of the person of a player of the same side, the goal shall be allowed. The player who deflected the puck shall be credited with the goal.

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

- b. A goal scored shall count one point for the team not defending the cage in which the goal is made.
- c. A goal shall not be allowed in any of the following cases:

- (1) If an attacking player strikes the puck with a stick when the puck is above the height of the crossbar of the goal frame (4 feet [1.22m]);
- (2) If the puck has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick;
- (3) If the attacking team has committed a foul that assisted in the making of a goal;
- (4) If the attacking team had too many players on the ice at the time the goal was scored;
- (5) If the goal was contributed to by a nonplayer;
- (6) If the puck hits an official and goes directly into the net (see 6-44);
- (7) If any member of the attacking team (other than the player in possession of the puck) was in or skating through the goal crease when the goal was made from outside the crease, unless the goalkeeper was outside the crease when the play was made (in which case the goal is allowed). (Exception: 6-29-d);
- (8) If a goal is scored by an attacking player carrying the puck into the cage upon any part of the body, or kicking the puck into the cage;
- (9) If a goal is scored after an on-ice official or timekeeper has signaled play to stop;
- (10) If an attacking player intentionally propels or deflects the puck other than with the stick, or illegally with the stick, and it bounds or deflects off the person or equipment of any player into the net;
- (11) If a linesman reports to a referee any conduct calling for an unsportsmanlike or misconduct penalty and the referee concurs with the linesman's report, any goal scored by the offending team after the infraction shall not be allowed (see 5-5-d);
- (12) If the goal cage has been moved or dislodged;
- (13) If the puck is between the goalkeeper's pads or lodged in the equipment and is carried over the goal line by an opponent pushing the goalkeeper into the cage; and

- (14) If the puck enters the defending team's goal during a delayed offside, the goal is disallowed. The face-off will be in the neutral zone.

d. A goal shall be credited in the scoring records to a player who propels the puck into the opponents' goal. If a goal is scored by a defensive player, credit shall go to the last offensive player to have touched the puck. Each goal shall count one point in the player's record.

When a player scores a goal, an assist shall be credited to the player or players taking part in the play preceding the goal, even though the play may originate in the defensive zone; but not more than two assists can be given on any goal. Each assist so credited shall count one point in the player's record.

For statistical purposes, a save for a goalkeeper shall be credited only when the goalkeeper has prevented the puck from entering the net, regardless of which team shot the puck.

Handling the Puck

SECTION 19. a. The puck may be stopped, carried or kick-passed by the skate or by any other part of the body, but not carried or held. A player may use the hand to stop the puck on or off the ice. The puck may be batted by the open hand but the player who batted it must be the first to recover it for that team. Play shall not be stopped for any hand pass by players in their respective defensive zone, provided the pass is initiated and completed in the defensive zone.

If the puck, after being batted in the air by a high stick, is controlled first by an opponent, all players are eligible to play the puck and play shall not be stopped. If the puck, after being batted in the air by a high stick, is controlled first by that player or by a teammate, play must be stopped immediately. A face-off as provided in Rule 6-21-c shall follow. Penalties for violations of this section are specified under separate sections of this rule or elsewhere in the rules (for goalkeepers' exceptions, see 6-19-b).

If the puck is caught and dropped immediately, play shall continue. If the puck is carried or held, play shall be stopped. If the puck is thrown, a minor penalty shall be assessed.

b. A team shall have only one goalkeeper, with goalkeeper's equipment or 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 special spots and on the sides by imaginary lines from the special spots to the end boards, the goalkeeper has certain privileges (see rink diagram). When outside of this area, the goalkeeper does not have these privileges and must play the puck in the same manner as that prescribed for other players, and is subject to the same penalties as other players (see 4-7-c).
 - (a) In stopping the puck, the goalkeeper may catch it, 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—Special spot face-off. After a warning, the goalkeeper may be assessed minor for delay of game.

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

If, in the opinion of an on-ice official, such propelling or batting is done for the purpose of passing the puck to a teammate, and it is played by a teammate, play should be stopped immediately and the puck faced off at the special spot.

PENALTIES—(b) through (d)—Special spot face-off.

- (e) The goalkeeper may not interfere with an opponent who is not playing the puck (see 6-29-a)
- (f) In the act of preventing a goal, the goalkeeper may play the puck with the stick at any height; however, if injury results from the goalkeeper's high stick, the goalkeeper is liable to the appropriate penalty (see 6-21-b).

- (g) The goalkeeper shall not be body checked in the privileged area or within the crease (see 6-6-b).
- (h) A goalkeeper shall not participate in the play in any manner when beyond the center red line.

PENALTY—Minor.

Head-Butting

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

PENALTY—Major.

High Sticks

SECTION 21. a. Carrying sticks above the height of 4 feet [1.22m], height of the goal cage, is prohibited.

PENALTY—Minor.

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

PENALTY—Major or disqualification at discretion of the referee.

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

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

PENALTY—Face-off at one of the end-zone face-off spots adjacent to the goal of the team causing the stoppage of play.

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

PENALTY—Face-off at one of the end-zone face-off spots adjacent to the goal of the team causing the stoppage of play.

Hitting After the Whistle

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

PENALTY—Minor or major at discretion of the referee.

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

Hitting From Behind

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

PENALTY—Minor or major at discretion of the referee.

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

PENALTY—Major and game misconduct or disqualification.

Holding

SECTION 24. A player shall not hold an opponent with hands or in any other way.

PENALTY—Minor.

Holding the Stick

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

PENALTY—Minor.

Hooking

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

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

PENALTY—Minor.

Icing the Puck

SECTION 27. a. For the purpose of this rule, the center line shall divide the ice into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat or deflect the puck from the player's own half of the ice beyond the goal line extended of the opposing team, play shall be stopped and the puck faced off at the end face-off spot of the offending team, unless on the play the puck enters the net of the

opposing team, in which case the goal shall be allowed.

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. Last contact with the puck must be made completely over the center red line of the team in possession of the puck to nullify icing.

Icing the puck shall occur the instant the puck crosses the opponents' goal line extended.

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

When a team is short-handed as the result of a penalty and the penalty is about to expire, the decision whether icing has occurred shall be determined at the instant the penalty expires; 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 shall not alter the ruling.

When the puck is shot and rebounds from the body or stick of an opponent in the player's own half of the ice so as to cross the goal line extended of the player shooting, it shall not be considered icing.

- b. If the puck was shot by a player of a team below the numerical strength of the opposing team, play shall continue and the face-off shall not take place.
- c. If the puck goes beyond the goal line extended at the opposite end of the ice directly from either of the two players facing off, it shall not be considered a violation of the rule.
- d. If, in the opinion of an on-ice official, a player of the opposing team except the goalkeeper, is able to play the puck before it passes the player's goal line extended, but does not do so, the icing shall be nullified and play shall continue.
- e. If the puck touches any part of a player of the opposing team at any time before crossing the goal line extended, it shall not be considered icing the puck and play shall continue.
- f. 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 face-off spot. (See 6-15-n.)

Instigating

SECTION 28. When an altercation results in penalties on both teams and,

in the opinion of the official, one player was instrumental in starting the altercation, that player shall receive an additional penalty for instigating.

PENALTY—Minor.

Interference

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

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

PENALTY—Minor.

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

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

PENALTY—Minor. The ensuing face-off shall be held at the end zone face-off circle of the offending team.

c. Unless the puck is in the goal crease, a player of the attacking team may not stand on the goal crease line or in the goal crease, or skate through the goal crease while the attacking team has possession of the puck. If the puck should enter the goal while such conditions prevail, a goal shall not be allowed.

A player of the attacking team may stand or stay in the crease when the puck is in the crease or when the player has possession of the puck. The provisions of this rule shall apply only while the goalkeeper is inside the crease. If the goalkeeper is not in the crease, the rule becomes inoperative.

PENALTY—Face-off at the nearest neutral zone face-off spot.

d. If a player of the attacking team has been physically interfered with by the action of any defending player so as to cause the player to be in the

goal crease, and the puck should enter the net while the player so interfered with is still within the goal crease, the goal shall be allowed.

- e. A player controlling the puck in the player's attacking zone and having no opponent to pass other than the goalkeeper shall not be interfered with by a stick or part thereof or any other object thrown or shot by any member of the defending team.

PENALTY—Penalty shot/optional minor.

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

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

Interference by Spectators

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

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

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

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

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

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

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

Kicking a Player

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

PENALTY—Disqualification.

Kicking the Puck

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

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

PENALTY—Misconduct.

Kneeing

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

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

Leaving Penalty Bench or Entering Game Illegally

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

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

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

PENALTY—Minor after serving the unexpired penalty time.

- c. If a player leaves the penalty bench before the penalty is served fully, the penalty timekeeper shall note the time and notify a referee at the next stoppage of play.
- d. A player who returns to the ice before the penalty time has expired because of an error of the penalty timekeeper is not to serve an additional penalty, but must serve the unexpired time.
- e. A player shall not illegally enter the game and interfere with a player in possession of the puck having no opposition between him and the opposing goalkeeper.

PENALTY—Bench minor, penalty shot/optional minor to the offending player and misconduct (three penalties) against the offending player and team (see 2-5-g, h). If the offending team’s goal cage is empty and the scoring of a goal was obvious and imminent, a goal shall be awarded.

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

PENALTY—Disqualification.**Obstruction**

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

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

Offsides

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

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

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

If the defensive player retreats or fails to advance the puck, a zone-line face-off shall result. If the puck is shot into the attacking zone by an attacking player with one or more teammates already in the attacking zone, and the puck intentionally is played by any player, intentional off-sides shall be called.

c. If the official errs in calling an offside infraction, the puck shall be faced off at center ice unless, in the opinion of the official, the center ice face-off would unduly penalize either team.

d. If an attacking player precedes the puck, which is shot, passed or deflected into the attacking zone, but a defending player is able to play the puck, the official shall signal a delayed offside. If a puck is shot on goal, however, play shall be stopped immediately for the offside violation. 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 further 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.

Note: If the puck enters the defending team's goal during a delayed offside, the goal is disallowed. The face-off will be in the neutral zone.

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

Passes

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

- b. Should the puck, having been passed, contact any part of the body, stick or skates of a player of the same team who legally is onside, the pass shall be considered to have been completed.
- c. The last player to control the puck shall be deemed to be in possession. Rebounds off the goalkeeper's pad or other equipment shall not be considered as a change of possession or the completion of the play by the team when applying Rule 4-9-b (see 6-58 Note).

Preceding Puck into Attacking Zone

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

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

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

- c. If a player legally carries or passes the puck back into his or her own defending zone while a player of the opposing team is in that defending zone, the offside shall be ignored and play permitted to continue.

Protests

SECTION 39. Protests are not recognized or allowed.

Puck Out of Bounds or Unplayable

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

- b. When the puck becomes lodged in the netting on the outside of either goal so that it is unplayable, the official shall stop the play and face off the puck at either of the adjacent face-off 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 face-off 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 face-off shall take place in the end face-off zone except when the stoppage is caused by the attacking team, in which case the face-off shall take place on a face-off spot in the neutral zone.

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

PENALTY—Minor.

- d. If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered in play and may be played legally by hand or stick.

Puck Must Be Kept in Motion

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

- b. 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 face-off conducted at either end zone face-off 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 face-off. For a second violation by any player of the same team in the same period, a minor shall be assessed to the offending player.

- c. A player, including the goalkeeper, shall not hold, freeze or play the puck with the stick, skates or body along the boards in such a manner as 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. However, the referee may stop play along the boards if allowing play to continue leads to unnecessary contact surrounding the puck.

PENALTY—Minor.

Puck Out of Sight and Illegal Puck

SECTION 42. a. If a player accidentally falls on the puck and the puck is out of sight of the official, the official immediately shall blow the whistle and stop play. The puck then shall be faced off at the point where play was stopped, unless otherwise provided for in these rules.

- b. If at any time while play is in progress a puck, other than the one legally in play, shall appear on the playing surface, the play shall not be stopped but shall continue with the legal puck until the play then in progress is completed by change of possession.

Puck Striking Official

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

Refusing to Start Play

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

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

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

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

PENALTY—Forfeit (score shall be 1-0).**Roughing**

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

PENALTY—Minor.**Shooting Puck After the Whistle**

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

PENALTY — Misconduct.

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

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

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

PENALTY—Minor or major at discretion of the referee.

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

PENALTY—Disqualification.**Spearing**

SECTION 48. 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 where a spearing gesture is made regardless of whether contact occurs.

PENALTY—Disqualification.**Spitting**

SECTION 49. A player shall not spit on an official, player or non-playing person.

PENALTY—Game misconduct.**Spraying the Goalkeeper**

SECTION 50. A player shall not spray the goalkeeper.

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

Start of Game and Periods

SECTION 51. a. The game shall commence at the scheduled time by a face-off in the center of the rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

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

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

- b. The teams shall change ends at the beginning of each subsequent regular period. If, in the opinion of the official, 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 and overtime periods, but not in only two regular periods. The official must rule that this change is to be made before the commencement of the game or period.
- c. During the pregame warm-up (which shall not exceed 15 minutes in duration), each team must confine its activity to its own end of the rink for the duration of the warm-up (see 8-2-a).

Taunting

SECTION 52. A player shall not taunt an official or opponent.

PENALTY—Misconduct or game misconduct.

Throwing Stick

SECTION 53. a. A player, including the goalkeeper, shall not throw a stick in any zone.

PENALTY—Minor. If thrown to prevent an obvious and imminent goal, the goal shall be awarded.

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

PENALTY—Misconduct.

- c. When a player discards a broken stick by tossing it to the side of the ice (and not over the boards) in such a way that it shall not interfere with play or opposing players, a penalty shall not be imposed.
- d. A player shall not kick or throw an opponent's stick for the purpose of keeping it away from the opponent.

PENALTY—Minor.

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

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

Tied Games

SECTION 54. a. If the score is tied at the end of three regulation 20-minute periods, the following shall take place (Exception: see 6-56):

- (1) There shall be a two-minute intermission.
 - (2) The teams shall not change ends.
 - (3) A five-minute period shall be played.
 - (4) The team that scores first wins and the game is ended. If a goal is not scored in the five-minute period, the game shall be declared a tie.
- b. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- c. If either team declines to play in the necessary overtime period, the game shall be declared a loss for that team.

Time of Game

SECTION 55. a. The time allowed for a game shall be three 20-minute periods of actual play with a rest intermission of 12/15 minutes between each period. The intermission shall commence when the referee signals the timekeeper to start the clock. The duration of the game includes all intermissions. Unless there are extenuating circumstances, a delay of game penalty may be assessed to a team not adhering to the 12/15-minute intermissions.

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

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

- b. The team scoring the greatest number of goals during the three 20-minute periods shall be the winner.
- c. If any unusual delay occurs in the first or second periods, the official may order the next regular intermission to be taken immediately and the balance of the period shall be completed on the resumption of play with the teams defending the same goals. The teams shall change ends and play the following period without delay.

- d. If, at any time during the course of the game, a referee believes that the playing conditions or the conditions among the players and/or spectators have become unsatisfactory, the referee may stop the game; and the score of the game shall be what it was when the game was stopped. It shall be “no contest” unless two periods have been completed.

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

Tournament Competition

SECTION 56. a. Where advancement in a bracket or the determination of a tournament champion is necessary, any series in a format (e.g., single game, minigame series) that results in a tie shall be broken by 20-minute, sudden-death overtime periods (Exception: See 6-56-b). The ice shall be resurfaced upon completion of regulation play. The teams shall not change ends (except as indicated in Rule 6-50-b). Third-place games may follow the overtime procedures as described in Rule 6-53.

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

- b. For regular-season tournaments and post-season consolation games only, any game that results in a tie may be broken by use of a shootout under the following conditions:
- (1) Teams play a standard five-minute overtime.
 - (2) If game remains tied, it shall officially be recorded as a tie.
 - (3) Teams participating in the tournament must be notified not later than October 1 of the upcoming season that the shootout option will be used.

Note: For shootout procedures, see Appendix B.

- c. (1) The use of instant replay is permissible in tournament competition (regular-season and postseason tournaments). A replay must be conclusive for an instant-replay official to overturn an on-ice official's call. One of the following criteria must be met for replay to be used:
- (a) A puck crossing the goal line;
 - (b) A puck in the net before the goal frame is dislodged;

- (c) A puck in the net before or after expiration of time at the end of a period;
 - (d) A puck directed into the net by a hand or foot;
 - (e) A puck deflected into the net by an official;
 - (f) A puck hit into the net by a high stick;
 - (g) To identify individuals who participated in a fight or committed an infraction;
 - (h) To establish the correct time on the clock;
 - (i) To determine if an attacking player was illegally in the goal crease when the puck entered the goal cage;
 - (j) To determine if a goal was scored as the direct result of a hand pass or high stick by an attacking player to a teammate, initiated or completed within the goalkeeper's privileged area; or
- (k) To determine if a goal was scored, as a direct result of the puck deflecting off of the protective netting above the glass, by the first team to gain possession of the deflecting puck.

- (2) All goals will be reviewed by the instant replay official. Play shall not resume before the on-ice official verifies the review.
- (3) The instant replay official may request to review a potentially non-detected goal.
- (4) A team may use its timeout for the purpose of reviewing situations that are in the video replay criteria or a potentially non-detected goal. Regardless of the outcome of the review, the team will be charged its timeout.

Note: See Appendix C for complete video replay procedures.

Timeouts

SECTION 57.

Each team shall be allowed a one-minute timeout during the game; the timeout may be taken anytime during a stoppage of play.

The timeout may be used for warming up the substitute goalkeeper or any other purpose. If a team takes a timeout, the opposing team may exercise

the rights of a timeout, including warming up a goalkeeper (see 6-34-a). Each team is allowed the legal number of players on the ice (no more than six players and five pucks).

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

Tripping

SECTION 58. a. A player shall not place the stick or any part of the body in such a manner that causes an opposing player to trip or fall.

PENALTY—Minor.

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

b. A player shall not trip or foul from behind a player in control of the puck in the attacking zone, thus preventing a reasonable scoring opportunity.

PENALTY—Penalty shot/optional minor.

If a penalty shot is awarded, the player fouled shall be designated by the referee as the player to take the penalty shot.

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

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

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

RULE 7

Rules For Women's Ice Hockey

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

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

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

The puck does not need to be present for body checking to occur.

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

Angling

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

Incidental contact

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

RULE 8

Game Protocol

Time Schedule

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

Pregame

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

43:00—Home team personnel notifies teams and officials that five minutes remain before they 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 prior to 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.

10:00—Home team personnel notifies teams and officials that three minutes remain before they 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 goalkeepers chin straps.

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

Intermission

12:00 or 15:00—Official instructs timekeeper to start clock. Intermission will be 12 or 15 minutes in length.

2:00—Officials take ice.

1:00—Home team takes ice.

0:50—Visiting team takes ice.

0:00—Period starts.

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

Guidelines

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

- a. All teams must adhere to the game protocol time schedule.
- b. Upon entering the ice for warm-ups, teams must proceed directly to and remain in their designated half of the ice. Teams must warm up in the half of the ice they will defend in the first period (see 6-51-c). The home team shall take the ice, followed by the visiting team.

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

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

Players shall face center ice as they are introduced. When the public address announcer indicates the playing of the anthem, players shall face the flag.

- f. Upon the referee's direction, starting players shall line up for the face-off; remaining players shall proceed directly to their respective benches.
- g. For subsequent periods, starting players shall remain in their half of the ice and proceed to the center-ice face-off positions. All remaining players shall proceed directly to their benches.

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

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

- h. At the conclusion of each game, players shall assemble at center ice for the traditional handshake. Coaches shall exchange handshakes and remain at their respective bench areas until the conclusion of the player handshake.

Appendix A

Minigame Format

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

If the two-game series is split or if both games end in a tie, a 20-minute minigame will be played immediately after the second game. At the end of the second game, both teams shall proceed to their locker rooms and the ice shall be resurfaced. Coaches shall submit a new roster for this minigame and any eligible players may participate. 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. 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

1. At the end of the five-minute overtime period, the head official will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
2. The other two officials will request a list of five shooters from each coach.
3. The head official will meet at center ice with the captains to explain the protocol during the two-minute period.
4. The goalkeepers remain in the same ends as the overtime period.
5. The home team has the option of shooting first or defending first. If Team A's first three players score, while none of Team B's players score, the shootout is over and Team A advances.
6. If the shootout remains tied at the end of the first round, the same five players will shoot again in the same order, this time in a sudden death situation. Each team has an equal number of chances to shoot before a winner is declared.

Notes

- Players serving penalty time shall not be eligible for the shootout.
- If a player is injured in the shootout (goalkeeper or shooter), the player may be replaced in subsequent rounds by a player off the bench.
- All players not participating in the shootout must be on the bench. Players participating in the shootout shall stay in the neutral zone area during the shootout.
- Goalkeepers may be substituted, but no warm-up time will be allowed.
- This protocol is only to be used as in NCAA rule 6-56-b.

Appendix C

NCAA Ice Hockey Video Replay Policies and Procedures

Rule 5-10 of the NCAA Men's and Women's Ice Hockey Rules states "An instant-replay official is permissible in regular season tournament and post-season tournament competition. The instant-replay official shall be in the rink proper and have a clear view of the ice surface."

Rule 6-56-c states:

- (1) The use of instant replay is permissible in tournament competition (regular season and postseason tournaments). A replay must be conclusive for an instant-replay official to overturn an on-ice official's call. One of the following criteria must be met:
 - a) A puck crossing the goal line;
 - b) A puck in the net before the goal frame is dislodged;
 - c) A puck in the net before or after expiration of time at the end of a period or a whistle;
 - d) A puck directed into the net by a hand or foot;
 - e) A puck deflected into the net by an official;
 - f) A puck hit into the net by a high stick;
 - g) To identify individuals who participated in a fight or committed an infraction;
 - h) To establish the correct time on the clock, or
 - i) To determine if an attacking player was illegally in the goal crease when the puck entered the goal cage.
 - (j) To determine if a goal was scored as the direct result of a hand pass or high stick by an attacking player to a teammate, initiated or completed within the goalkeeper's privileged area.
-
- k) To determine if a goal was scored, as a direct result of the puck deflecting off of the protective netting above the glass, by the first team to gain possession of the deflecting puck.
-

- (2) All goals will be reviewed by the instant replay official. Play shall not resume before the on-ice official verifies the review.
- (3) The instant replay official may request to review a potentially non-detected goal.
- (4) A team may use its timeout for the purpose of reviewing situations that are in the video replay criteria or a potentially non-detected goal. Regardless of the outcome of the review, the team will be charged its timeout.

The respective tournament committee will implement video replay during the championship in the following manner:

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

The instant-replay official's duties will be:

- Responsible to the tournament committee.
- Review of all goals before play resumes.
- View play and, if necessary, request a stoppage of play to review replays. Review replays of disputed goals when requested to do so by the referee.
- After reviewing the situation, promptly convey a decision directly to the referee at the timer's bench. When a play has been referred to the instant-replay official, the decision by the instant-replay official shall be final.

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

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

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

Procedure (Video review). When the Referee requests a review of a disputed goal, he will contact the instant-replay official by direct phone from the timer's bench.

When a review is requested by the Referee or instant replay official, the Public Address Announcer shall make the following announcement:

“The play is being reviewed by video replay.”

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

- A goal has been scored at _____ of the _____ period by number _____ (name); or
- Upon review of the video, no goal has been scored.

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

The instant-replay official shall communicate a decision to the referee as quickly as possible.

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

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

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

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

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

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

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

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

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

Summary of Penalties

Minor (Two Minutes)

	Rule	Sec.	Par.
Abuse of officials.....	6	1	a
Broken stick.....	6	4	a
Coincidental penalties.....	4	2	e
Delay of game.....	6	2	a, c
	6	10	
	6	41	b, c
	6	44	c
Displacing goal cage.....	6	10	c
Disputing ruling.....	6	1	a
Diving.....	6	11	
Falling on puck deliberately.....	6	16	a
Hand on face mask.....	6	14	b
Helmets.....	3	5	b
High sticks.....	6	21	a
Holding.....	6	24	
Holding the stick.....	6	25	
Hooking.....	6	26	
Illegal stick.....	3	1	d-f
Injured player refuses to leave ice.....	2	6	e
Instigating.....	6	28	
Interference.....	6	29	
Interference by spectators.....	6	30	
Interfering with game official.....	6	1	e
Keeping stick away from opponent.....	6	29	a
Leaving penalty bench illegally.....	6	35	
Obstruction.....	6	28	g
Penalized player on ice too early.....	2	5	d
	6	34	b
Players to bench during altercation.....	6	17	c
Position of players at face-off.....	6	15	a, c
Puck leaving rink (deliberately).....	6	10	a
Replacing penalized player from other than penalty bench.....	2	6	c
Roughing.....	6	45	
Spraying the goalkeeper.....	6	50	
Throwing puck (except goalkeeper).....	6	19	
Throwing stick (not to prevent a goal).....	6	53	a
Tripping.....	6	58	a
Unsportsmanlike conduct (player to player).....	6	1	g
Waving arms in front of goalkeeper.....	6	29	a

Bench Minor (Two Minutes)

	Rule	Sec.	Par.
Abuse of officials (nonplaying persons).....	6	1	f
Banging boards with stick.....	6	1	c
Challenged equipment found legal.....	3	1	d
	3	3	e

	Rule	Sec.	Par.
Challenging ruling.....	6	1	a
Changing player-eligibility list.....	2	4	b
Coaches and nonplaying persons:			
Abusive language.....	6	1	f
Entering rink.....	6	1	d
Interference with game officials.....	6	1	g
Obscene gestures.....	6	1	f
Threatening language.....	6	1	f
Coaches' conduct.....	6	1	f
Coach entering rink.....	6	1	d
Delay of game (after warning).....	2	5	b
Disputing ruling.....	6	1	a
Failing to start game promptly.....	2	4	c
Home team—ice first.....	8	2	
	2	4	c
	8	2	
More than 19 players and three goalkeepers participate in pregame warm-up.....	2	3	b
Penalized player does not reach players' bench to be replaced after penalty.....	2	5	c
Player receiving illegal stick from bench or penalty box.....	6	4	c
Players dressed uniformly.....	2	1	b
Protocol procedures violation.....	8	2	a-g
Pucks on ice before the start of the second or subsequent periods....	2	4	c
Starting game with too many players.....	2	3	a
Starting line-up change.....	2	4	b
Too many players on the ice.....	2	5	a, g
Unsportsmanlike conduct.....	6	1	g

Goalkeepers' Minor Penalties

Delay of game.....	6	2	c
	6	19	b
	6	40	c
	6	41	c
Deliberate removal of helmet and/or facemask.....	6	10	e
Deliberately falls on puck outside crease area.....	4	7	e
Participate in play beyond center red line.....	4	7	c
Using illegal equipment.....	3	3	e

Minor or Major (Referee Discretion)

Boarding.....	6	3	
Charging.....	6	6	a
Charging or fouling goalkeeper in privileged area or crease.....	6	6	b
Clipping.....	6	7	
Contact to the head.....	6	8	
Cross-checking.....	6	9	a
Elbowing.....	6	12	
Hitting after the whistle.....	6	22	
Hitting from behind.....	6	23	a
Kneeing.....	6	33	
Slashing.....	6	47	a

Minor and Misconduct

	Rule	Sec.	Par.
Breaking stick intentionally to avoid misconduct	3	1	d
Shooting the puck after whistle at goalkeeper.....	6	46	b

**Minor/Penalty Shot/
Optional Minor/Misconduct**

*Player illegally enters game	2	5	h
	6	34	e

**Goal may be awarded if illegal actions listed prevented an obvious and imminent goal.*

Penalty Shot/Optional Minor

Covering puck in crease.....	6	16	b
*Deliberate illegal substitution	2	5	i
*Displacing the goal cage.....	4	7	g
	6	10	d, f, g
*Goalkeeper deliberately removes helmet or facemask	6	10	e
Interference	6	29	e
*Leaving stick on ice.....	4	7	f
	6	53	e
*Throwing stick.....	6	53	a
Tripping	6	58	b

**Goal may be awarded if illegal actions listed prevented an obvious and imminent goal.*

Major Penalty (Five Minutes)

Grabbing face mask	6	14	a
Head-butting with face mask	6	20	
High sticks.....	6	21	b
Refusal to start play	6	44	

Major Penalty and Game Misconduct or Disqualification

Hitting from behind into boards or goal cage	6	23	b
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Misconduct Penalties (10 Minutes)

Abuse of officials.....	6	1	
Abusive language (player to official)	6	1	g
Complaint about penalty.....	2	2	a
Continued disrespect to opposing player	4	4	a
	6	1	b
Illegal equipment (second violation).....	3	4	a, d
	4	4	a
Kick shot.....	4	4	a
	6	32	b
Mouthguard (subsequent violations same team).....	3	6	
Obscene gesture, threatening language, ethnic or racial slurs used by a player (to official)	6	1	g
Penalized player, failure to go to penalty bench.....	6	1	i

	Rule	Sec.	Par.
Player interference with official	6	1	e
Player interference with penalty shot.....	4	6	h
Puck shot after whistle.....	6	46	
Referee crease violation	6	1	j
Spraying the goalkeeper.....	6	50	
Taunting.....	6	52	
Throwing stick off ice.....	6	53	b
Unsportsmanlike conduct	6	1	g

Game Misconduct

Abusive language or acts of disrespect	6	1	h
Continued complaint	2	2	a
Continuing violations by coach and nonplaying persons.....	6	1	a, c-f
Continuing violations by players.....	6	1	b
Ethnic or racial slurs	6	1	h
Illegal equipment (third violation)	3	4	a
	3	5	d
Player interferes with spectator	6	29	f
Spitting	6	49	

Disqualification

Butt-ending.....	6	5	
Continued abuse of officials.....	6	1	m
Continuing altercations	6	1	l
Excessive roughness.....	6	13	
Fighting/Punching	6	17	a
Hitting from behind into side/end boards, or goal cage.....	6	22	b
Kicking a player	6	31	
Leaving bench during altercations.....	6	34	f
Progressive game.....	4	5	b
Spearing	6	48	
Swinging stick during altercation.....	6	47	b

Forfeiture of Game

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

Scoring

Goal not allowed.....	6	18	c
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Loss of Timeout

Pucks on ice before the start of second or subsequent periods.....	2	4	d
Request for use of video replay	6	56	c(4)

Summary of Face-Off Locations

Center Ice

	Rule	Sec.
Change of ends at midpoint of period	6	49b
Goal scored (including after penalty shot)	4	6j
*Officials err in calling icing.....	6	26f
*Official errs in calling offside.....	6	34c
*Official mistakenly stops play.....	6	14n
Premature substitution of goalkeeper.....	2	5a
Start of game, each period, each overtime period	6	49a
<i>*Note: Referee may change location if the center ice face-off would unduly penalize either team.</i>		

Defensive Zone

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

Last Play

Fouls committed by players of both teams	6	13f
Object thrown on ice interferes with progress of game	6	29a
Penalty called on player of the side not in possession of the puck (note exceptions)	4	9b
Premature substitution of goalkeeper (with puck in offending team's half of the ice)	2	5a
Puck deflects off official outside defending zone	6	13h
Puck out of sight, or illegal puck (note exceptions)	6	40a
Puck passed offside	6	36a
Puck strikes an overhead obstruction.....	6	13m
Puck unplayable at either end or side of rink (note exceptions)	6	38a
Stoppage of play caused by a defending player in the defending zone (note exceptions)	6	13m
Team starts play with fewer players than entitled and player who enters after that point illegally plays the puck	2	5f

Special Spot (Offending Team)

Goalkeeper penalties—handling the puck	6	18
Icing	6	26a
Intentional offside.....	6	34b
Player(s) interfere with movement of puck or progress of play from bench or penalty box	6	28b
Puck high-sticked directly to goalkeeper	6	20d
Striking the puck above the height of 4 feet.....	6	20c

Special Spot (Other)

Stoppages occurring between end face-off spots and near the ends of rink	6	14g
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Zone Line (Neutral Zone)

Attacking player precedes puck into attacking zone	6	36a
Coincidental penalty and icing	6	26a
Crease violation by player of attacking team	6	28c
Offending players entering end zone after stoppage of play	6	13o
Puck carried offside	6	36a
Puck deflected by glove or stick protruding from bench	6	14j
Stoppage of play caused by attacking player in attacking zone	6	14e

Officials' Signals



Boarding

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



Butt-Ending

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



Charging

Rotating clenched fists around one another in front of chest.



Checking (Women's Only)

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



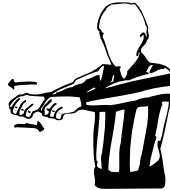
Clipping

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



Contact to the Head

Extend arm above head and tap head with open palm.



Cross-Checking

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



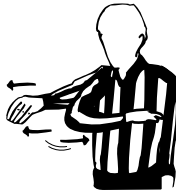
Delayed Calling of Penalty

Extend arm to upright position.



Delayed Offsides

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



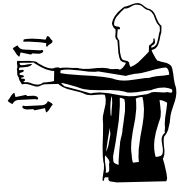
Delay of Game

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



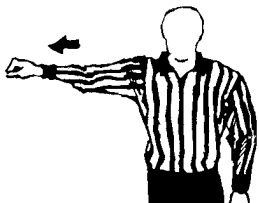
Elbowing

Tapping either elbow with the opposite hand.



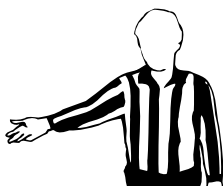
Fighting/ Punching

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



Roughing

Fist clenched, fully extending arm from the side.



Goal Scored

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



Grasping the Face Mask

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



Hand Pass

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



High-Sticking

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



Hitting From Behind

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



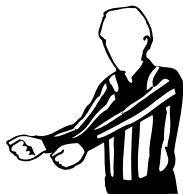
Holding

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



Holding the Stick

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



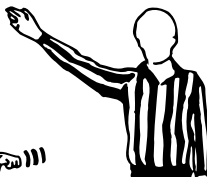
Holding the Stick

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



Hooking

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

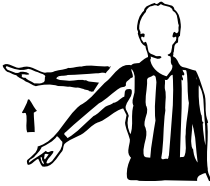


Icing

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

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

The back official then will move to the face-off spot and cross arms to indicate the icing.



Intentional Offside

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



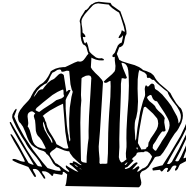
Interference

Crossed arms with fists clenched stationary in front of chest.



Kneeing

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



Misconduct

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



Obstruction

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



Penalty Shot

Arms crossed (fists clenched) above the head.



Spearing

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



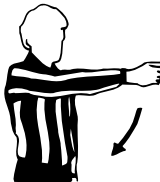
Slashing

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



Timeout/ Unsportsmanlike Conduct

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



Tripping

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



"Wash-out"

Both arms swung shoulder height, not waist height.

Part II

Interpretations

Foreword

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

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

PAUL J. DUFFY
Secretary-Rules Editor

RULE 1

The Rink

SECTION 2. Rink Dimensions

A.R.: Is it allowable to have commercial or institutional logos in the ice in either of the attacking zones? **RULING:** No. Logos are allowed in the ice in the neutral zone only.

SECTION 3. Goal Posts and Nets

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

SECTION 4. Goal Crease

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

SECTION 5. Division of Ice Surface

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

SECTION 12. Goalkeeper's Privileged Area

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

RULE 2

Teams

SECTION 2. Captain of Team

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

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

SECTION 3. Players in Uniform

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

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

SECTION 5. Change of Players

A.R. 1: Team A controls the puck in Team B's zone. The official signals a delayed penalty on Team B. The Team A goalkeeper, seeing the delayed penalty signal, skates toward the Team A bench; however, before the goalkeeper is at the bench, the Team A substitute enters the game prematurely. **RULING:** Immediate whistle, since both teams have committed an infraction. Face-off at center ice even though Team B fouled, since the play was stopped for an infraction by Team A.

A.R. 2: A Team A player intentionally delays a faceoff by repeatedly skat-

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

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

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

A.R. 5: Where should the referee be positioned to conduct lineup changes?

RULING: The official should be anywhere from the blue line to center ice.

SECTION 6. Injured Players

A.R.: Team A controls the puck in the neutral zone. A Team B player falls injured in the Team A zone. As Team A receives an offside pass in Team B's zone, the back official blows a whistle due to injury, while the front official whistles the play offside. **RULING:** Last "fairly" played also must mean last "legally" played. Face-off in the neutral zone where the offside pass originated.

RULE 3

Equipment

SECTION 1. Sticks

A.R.: A goal is scored with a legal stick, but in an immediate challenge before the face-off, the “assisting” stick is found to be illegal. **RULING:** The goal counts and the player using the illegal stick is assessed a minor penalty.

SECTION 3. Goalkeeper’s Equipment

A.R.: Team A’s captain requests the referee to measure the Team B goalkeeper’s leg pads. The Team B goalkeeper wishes to remove some tape on the sides of the pads before they are measured. **RULING:** The referee must not allow any tape to be removed before the pads are measured. The pads must be measured in the same condition in which they were used in play.

SECTION 4. Protective Equipment

A.R. 1: A player is able to immediately replace a helmet that has been dislodged, but is unable to fasten the chin strap before participating in the play. **RULING:** If the player has replaced the helmet, the player can participate in the play. At the next stoppage of play, the player must fasten the strap securely.

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 chinstraps. **RULING:** A minor penalty shall be assessed to the goaltender and that player may not participate until the equipment is corrected.

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

RULE 4

Penalties

SECTION 1. Penalties

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

SECTION 2. Minor Penalties

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

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

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

A.R. 2: A1 receives a minor penalty and B1 a double minor, both at 1:00. B2 receives a minor at 2:45. At 3:00, B1's replacement returns to the ice, and Team B now is short-handed one player. At 4:04, Team A scores. Which penalty should terminate? **RULING:** B2's penalty would terminate because at the time of the goal, B2's minor penalty was one of the two minor penalties being served causing Team B to be short-handed.

A.R. 3: A1 receives a major penalty at 1:00, A2 and B1 receive coincidental minors at 1:30. Team B scores at 2:00. **RULING:** No one comes out, since

A1's major was the only penalty to actually "cause" a short-handed situation.

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

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

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

A.R. 7: A1 is assessed a minor and a misconduct. B1 is assessed a minor. What is the on-ice strength? **RULING:** Four-on-four.

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

Coincidental Minor and Major Penalties

(Same Stoppage of Play)

If only coincidental minor penalties are to be assessed—a penalty or penalties must be in effect and visible on the clock—the officials must add the minor penalties for both sides. (**Remember to add the total amount of penalties and not the amount of players in the penalty box for the coincidental minor penalties.**) If the minor penalties are equal, the penalties cancel each other and nothing is put on the clock. The penalty time will start immediately (no delay on canceled-out penalties) and the on-ice strength will be the same as before the penalties were called. Players will return on the first stoppage of play after their penalty expires.

If major penalties are called on both teams or a combination of major and

minor penalties on both teams, use the same formula as above.

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

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

If there is an uneven amount of penalties on one team, the captain has the choice of which penalty or penalties would be considered coincidental and which penalty or penalties will go on the penalty clock.

A.R. 8: 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 periods are completed. Both penalties go on the clock.

A.R. 9: A1 receives a minor penalty at 1:00. At 1:30, A2 and B1 receives minor penalties. **RULING:** On-ice substitutions shall be made for A2 and B1. However, A2 and B1 shall remain on the penalty benches until the first stoppage of play after the expiration of their penalties.

A.R. 10: 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 following the first stoppage of play after the expiration of four minutes.

A.R. 11: 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 following the first stoppage of play after the expiration of four minutes.

A.R. 12: 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 13-15) of coincidental minor penalties cancel out, **whether or not other penalties are in effect.**

A.R. 13:

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

A.R. 14:

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

A.R. 15:

TEAM A	TEAM B
A1, 2 min.	B1, 2 + 2 min.
A2, 2 min.	B2, 2 min.
A3, 2 min.	

The following examples (A.R.s 16-18) will have some penalty time served. In all examples, teams are at full strength when play is stopped.

A.R. 16:

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

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

A.R. 17:

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

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

A.R. 18:

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

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

SECTION 3. Major Penalties

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

A.R. 1:

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

RULING: All time is served.

A.R. 2:

TEAM A	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 3-5), including coincidental major penalties, cancel out whether or not other penalties are in effect.

A.R. 3:

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

A.R. 4:

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

A.R. 5:

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

SECTION 4. Misconduct Penalties

A.R.: A1 receives a minor and misconduct penalty at 2:30. At 3:00, Team B scores. What is the on-ice strength and when is A1 released? **RULING:**

The minor penalty terminates immediately and A1 starts serving the misconduct penalty. A1 may enter the game following the next stoppage after the misconduct penalty is served.

SECTION 5. Disqualification Penalties

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

A.R. 1: In the same sequence, a player instigates two fights. Should the player receive two majors and two disqualifications? **RULING:** The player must be assessed two disqualification penalties. (*Note: If only one player is involved, a substitute player must enter the penalty bench to serve two five-minute major penalties.*) This interpretation also applies to Rule 6-14-a.

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

SECTION 6. Penalty Shot/Optional Minor Penalty

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

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

SECTION 9. Calling Penalties

A.R. 1: Team A ices the puck, but, while the icing situation exists, Team B commits a foul. **RULING:** If icing occurs simultaneously with a foul by the opposing team, the face-off will take place in the neutral zone near the defending blue line of the team icing the puck.

A.R. 2: There is a delayed whistle for a penalty against Team A. As Team B player B1 brings the puck up ice, he swerves to avoid Team A player 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. Face-off at the Team B zone line.

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

RULE 6

Playing Rules

SECTION 6. Charging

A.R.: A1 takes three steps and checks B1. **RULING:** Charging must be called. No more than two steps are allowed for a body check to be legal.

SECTION 10. Delaying the Game

A.R. 1: Team A shoots the puck on goal. The shot hits the goalkeeper in the chest and rebounds into the air. 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 batted it directly out of the playing area, a minor penalty for delaying the game should be assessed.

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

SECTION 12. Elbowing

A.R.: What criteria should be used in determining whether to assess a minor, major or disqualification penalty for elbowing? **RULING:** A minor penalty should be assessed in most situations. When the elbow is used in a flagrant or violent manner, a major penalty should be assessed. Whenever a player attempts to injure an opponent with an elbow, a disqualification penalty must be assessed.

Elbowing penalties may be assessed as minor, major, or disqualification penalties, even though physical contact with an opponent may not have occurred. (Example: deliberate attempt to elbow.)

SECTION 15. Face-Offs

Note: As a reminder, all face-offs must take place along the imaginary line that connects the end-zone face-off spots parallel to the boards, with the exception of the center-ice face-off.

A.R. 1: Player A1 is penalized for checking after the whistle in the attacking zone. **RULING:** Zone line face-off. The penalty takes precedence even if the original face-off spot was inside the attacking zone.

A.R. 2: Player A1 has lined up to take the face-off with player B1 in the Team B special spot. Before the official can drop the puck, A1 charges B1. A1 is assessed a minor penalty. **RULING:** Face-off at the nearest neutral-zone face-off spot.

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

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

A.R. 5: In the process of conducting an end zone face-off, 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 face-off? **RULING:** In the one referee-two assistant referees system, the forward referee; two referees-one linesman, the back referee; and two referees, either referee. If the encroachment occurs a second time during the same attempt, the referee in the one referee-two assistant referees system; the back referee in the two referees-one linesman system; and either referee in the two referees system must assess a minor penalty for delay of game.

A.R. 6: Team A player 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, Team A players A2 and A3 skate into the end-zone circle where player A1 has fallen on the puck. Where is the ensuing face-off? **RULING:** At the nearest neutral-zone face-off spot.

A.R. 7: The referee signals a delayed penalty against Team A in its attacking zone. Team B has control of the puck. In attempting to advance the puck out of its zone, Team B shoots the puck onto the back of its goal. Where is the ensuing face-off? **RULING:** At the nearest neutral-zone face-

off spot. The face-off must be held in the neutral zone because of the penalty to be assessed to the attacking team.

SECTION 17. Fighting and 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 that participates in fighting.

SECTION 18. Goals and Assists

A.R. 1: The puck is shot by either an attacking or defending player, hits an official, hits another player and rebounds into the goal. Is the goal allowed? **RULING:** No. If the puck deflects off an official and, as a direct result, a goal is scored, the goal shall not be allowed.

A.R. 2: Team B player 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 Team B player B1 failed to be aware when to return to the ice.

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

A.R. 4: Team A player 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 Team B player B1. At the stoppage of play, Team A argues the puck legally entered the goal cage. **RULING:** The referee should consult with the assistant referees 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.

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 Team A player A2. At the stoppage of play, Team A argues the puck legally entered the goal cage. **RULING:** The referee should consult with the assistant referees 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.

A.R. 6: Team A player A1 shoots the puck from just inside the attacking blue line through a maze of players in front of the Team B goal. The goal judge turns the goal light on signaling a goal, but play continues as the officials don't signal a goal. At the next stoppage of play, the officials confer with the goal judge and award a goal to Team A. The officials do not put time back on the clock. **RULING:** The officials are correct in consulting with the goal judge and, if the puck entered the goal cage, awarding the goal to Team A. The officials were not correct, however, in not putting time back on the clock. Given the fact that the goal was awarded, the officials should, to the best of their ability, determine when the goal was scored and put the time that elapsed after that point back on the clock.

SECTION 19. Handling the Puck

A.R. 1: A goalkeeper leaves the crease and rushes forward to a loose puck inside the privileged area to beat a lone attacking player to the puck. **RULING:** If the goalkeeper reaches the puck first and falls on it a minor penalty will be assessed.

A.R. 2: A goalkeeper dives on the puck outside of the crease area. **RULING:** A goalkeeper can dive on a puck outside of the crease area, as long as part of the goalkeeper's body is in contact with the crease when the goalkeeper makes contact with the puck.

A.R. 3: A goalkeeper comes out of the crease area to cut down the angle of

a shooter. The shot is taken and the goalkeeper catches the puck in the air. 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 face-off should ensue.

SECTION 21. High Sticks

A.R.: Player A1 deflects the puck above four feet when contact is made with A1's stick. The puck enters Team B's goal. **RULING:** The goal should be disallowed. The determining factor is when the stick and puck make contact, not where the stick is when contact is made.

SECTION 23. Hitting From Behind

A.R.: Team A player A1 and Team B player 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. Team A player 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 face-off 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 face-off should be conducted at the Team A attacking zone line spot as it was an attacking player, A2, causing a stoppage of play in the attacking zone.

SECTION 25. Holding the Stick

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

SECTION 29. Interference

A.R.: Team A player 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 Team B defenseman B1 and is prevented from "tagging up." **RULING:** Minor penalty for interference to B1.

SECTION 29. Interference by Spectators

A.R.: Due to a previous incident at the Team A rink, the referee has the public-address announcer issue a warning before the game that a bench minor will be assessed to the offending team if any objects are thrown from

the stands onto the ice. After a Team A goal is disallowed, the spectators throw debris on ice. **RULING:** Team A assessed a bench minor penalty.

SECTION 33. Kneeing

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

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

SECTION 34. Leaving Penalty Bench or Entering Game Illegally

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

SECTION 36. Offsides

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

A.R. 2: Team A player A1 shoots the puck from behind the center red line. The back official signals a potential icing. Player 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 offsides. 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 offsides? **RULING:** No. This is an icing situation.

A.R. 3: The official has signaled a delayed offsides. In trying to clear the puck, a Team B defending player B1 shoots the puck out of the playing surface. Where is the face-off? **RULING:** Face-off outside the zone, "last play" before the offsides. Since the delay was "on" when the puck left the rink,

the offsides takes precedence. If the puck had crossed the attacking zone line (Team B defensive zone line) before leaving the rink, the face-off would be inside the zone at the origin of the shot.

A.R. 4: Team A player 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 offsides, and the puck should be faced off at the point of origin of the pass.

A.R. 5: Team A player A1 is the only player offsides when the official signals a delayed offsides. A1 is able to make skate contact with the attacking zone line as teammate 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 offsides be nullified? **RULING:** Yes. Both players are required only to make skate contact with the attacking zone line.

SECTION 37. Passes

A.R.: Team A has possession and control of the puck in the attacking zone. The referee signals a delayed penalty on Team B defenseman B1. Team A player A1 shoots at the Team B goal. The puck rebounds off the Team B goalkeeper to A2 who is able to shoot the puck into the Team B goal. **RULING:** Goal. Rebounds off goalkeepers' pads are not deemed changes of possession and control or completion of play.

SECTION 38. Preceding Puck Into Attacking Zone

A.R. 1: Team A player A1 attempts to pass the puck to a teammate, but the puck deflects off the skate of Team B player B1 and goes to player A3 who is offside in the attacking zone. The pass originated in the neutral zone. **RULING:** Immediate whistle. Play is offsides since the impetus for the deflection came from A1's pass. Face-off 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 offsides pass in the attacking zone. The back official blows the whistle because of the injury as the front official blows the whistle for the offsides. Where is the ensuing face-off? **RULING:** Last "fairly" played also must mean last "legally" played. Face-off in the neutral zone where the offsides pass originated.

SECTION 40. Puck Out of Bounds or Unplayable

A.R. 1: Team A player A1 in the attacking zone shoots the puck so that it rebounds off the end boards and drops on top of the Team B goal cage.

Neither team is able to play it off the top of the cage within three seconds. The referee stops play. Where is the ensuing face-off? **RULING:** At the attacking zone line face-off spot in the neutral zone nearest the point where the shot originated.

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

SECTION 41. Puck Must Be Kept in Motion

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

SECTION 42. Puck Out of Sight and Illegal Puck

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

SECTION 43. Puck Striking Official

A.R. 1: Team A player 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 face-off? **RULING:** The location of the shot.

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

SECTION 55. Time of Game

A.R.: The Team B goalkeeper is injured with two minutes remaining in the second period. The goalkeeper is able to skate to his 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 goal-

keeper 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 were such that he could not be moved due to the seriousness of the injury, the referee, at his discretion, could consider this an unusual delay and end the period with the remaining time to be played when play resumes.

SECTION 58. Tripping

A.R.: Player A1, on a two-on-one, has the puck. Player B1 slides on the ice, knocking the puck away from A1, but in the process, tripping A1. **RULING:** Minor for tripping must be called. Tripping must be called anytime it occurs, regardless of whether or not contact is made with the puck.

RULE 8

Game Protocol

SECTION 1. Time Schedule

A.R. 1: May the visiting team take the ice before the home team for warm-ups. **RULING:** Yes. While the visiting team may not take the ice before the time designated in the pregame time schedule, it may take the ice before the home team if the home team is not prepared to take the ice at its appointed time. The home team must be assessed a bench minor penalty in this situation.

A.R. 2: If a team is not able to post 60 minutes on its scoreboard clock should a penalty be assessed for violation of game protocol? **RULING:** No. A team should not be penalized based upon facility limitations; however, such limitations shall not prevent teams from following the game protocol. If, for example, a team can post only 20 minutes on its clock, it shall do so 60 minutes before the game and follow the time schedule by posting 20-minute intervals on the clock.

A.R. 3: If facility limitations or circumstances prohibit a 60-minute pregame period shall a team be penalized for violation of the time schedule? **RULING:** No.

A.R. 4: May the home team alter the intermission clock? **RULING:** No. The clock may not be changed for any reason (e.g., promotions, contests, etc.). The home team should ensure that this does not occur.

A.R. 5: Is it permissible for the home team to alter the protocol in situations where there is a common entrance to the ice surface for both teams? **RULING:** Yes. Game management officials should avoid having teams cross when entering or exiting the ice surface. Conferences and institutions are encouraged to establish a written policy for visiting teams.

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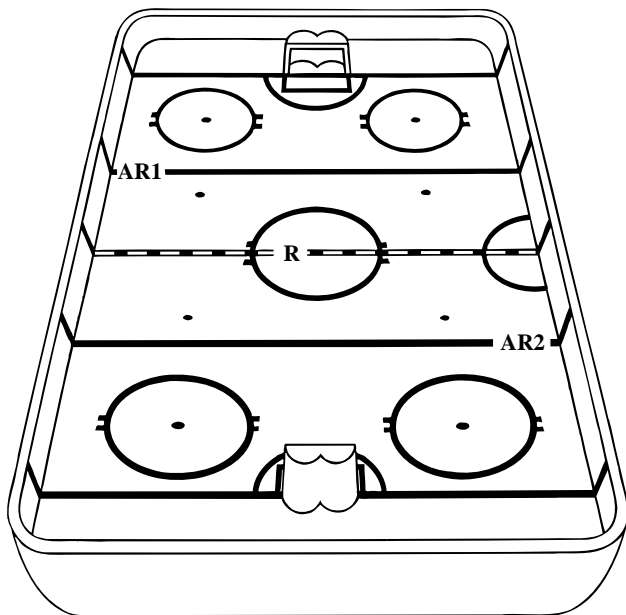
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Part III

Officials' Mechanics

Face-Offs

Start of the Game



The referee (R) always will face the timekeeper/penalty box when dropping the puck at the start of the game.

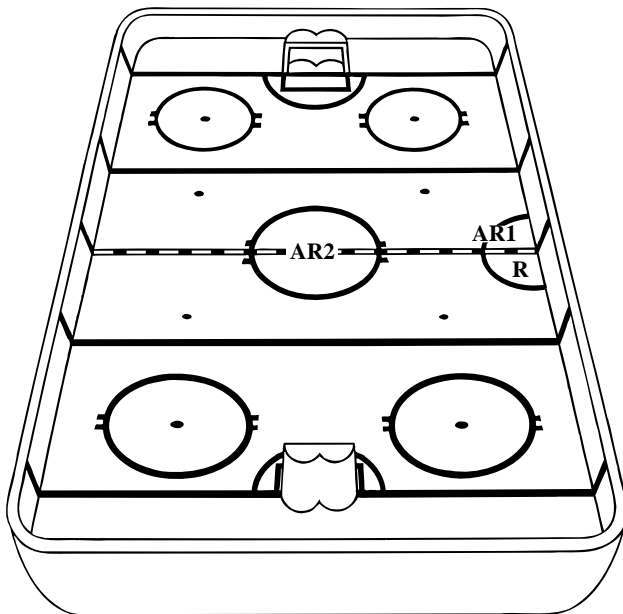
After a goal, the R and ARs will apply the procedures outlined on the following pages.

The AR on the blue line will pick the puck up after a goal is scored.

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

Face-Offs

Start of Second and Third Periods, and Overtime (If necessary)

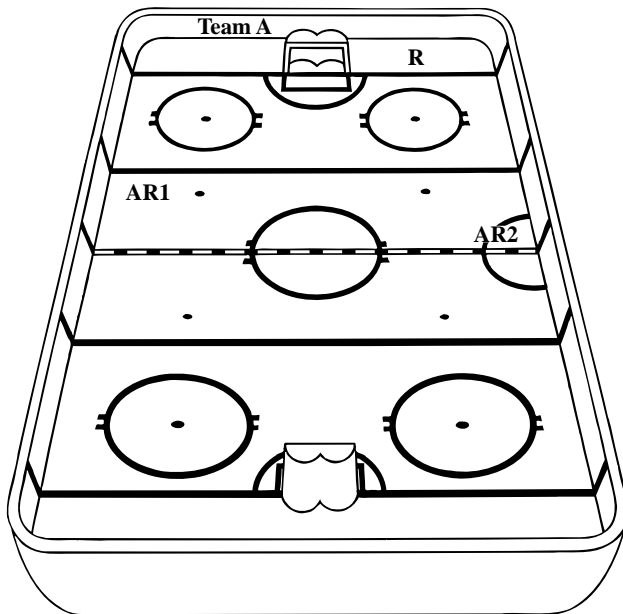


AR2 will drop the puck facing the timekeeper/penalty box.

The referee should always be positioned off the boards. This allows the AR to move behind the R, if necessary.

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

Goal Scored



AR1 on blue line will pick up the puck.

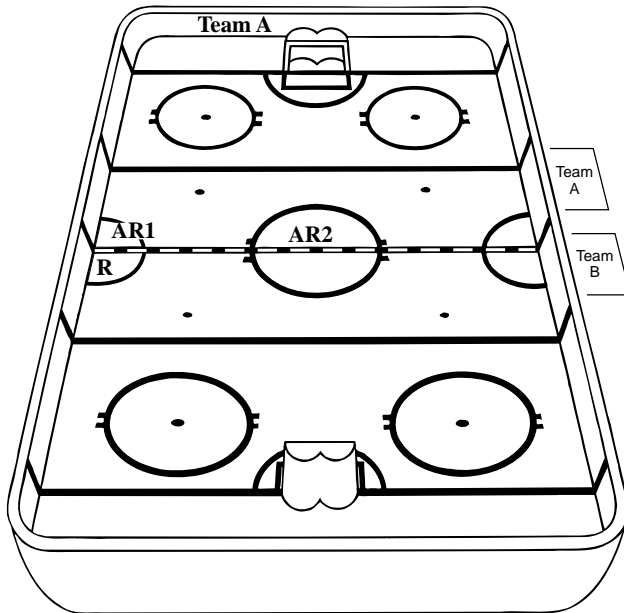
AR2 will observe players while moving to center spot.

AR1 will conduct face-off.

Note: After a goal is scored, all officials should observe players until they are separated. There is no reason to rush in picking up the puck or reporting a goal.

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

Goal Scored, Benches on Same Side



AR2 drops puck facing the timekeeper/penalty box.

R and AR1 observe players and benches.

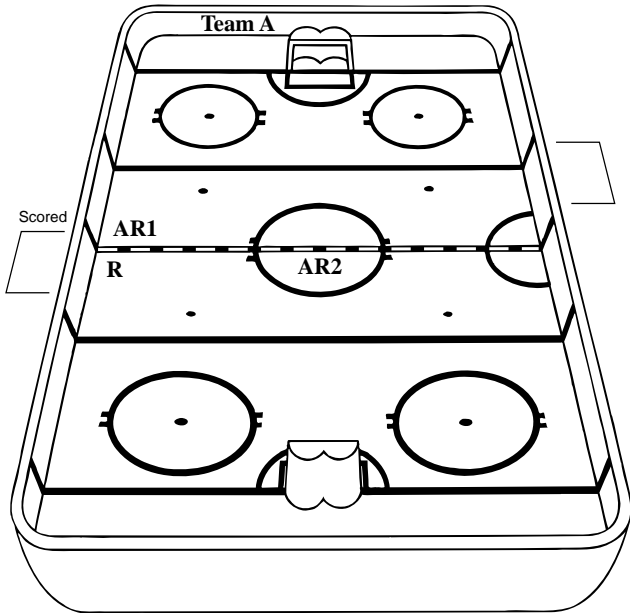
AR1 will go with the play.

AR2 will back out of the center spot and assume position depending on which way AR1 goes.

The referee is allowed to choose the best position to observe players or address any potential problems.

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

Goal Scored, Benches on Opposite Sides



AR2 will drop the puck facing the team that scored.

R and AR1 observe players and benches, and face team scored against.

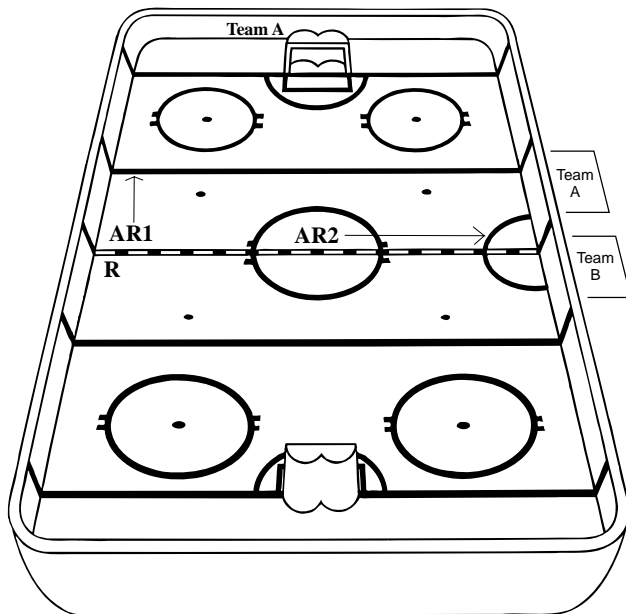
AR1 will go with the play.

AR2 will back out of the center spot and assume position depending on which way AR1 goes.

The referee is allowed to choose the best position to observe players or address any potential problems.

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

After Center Ice Face-Off

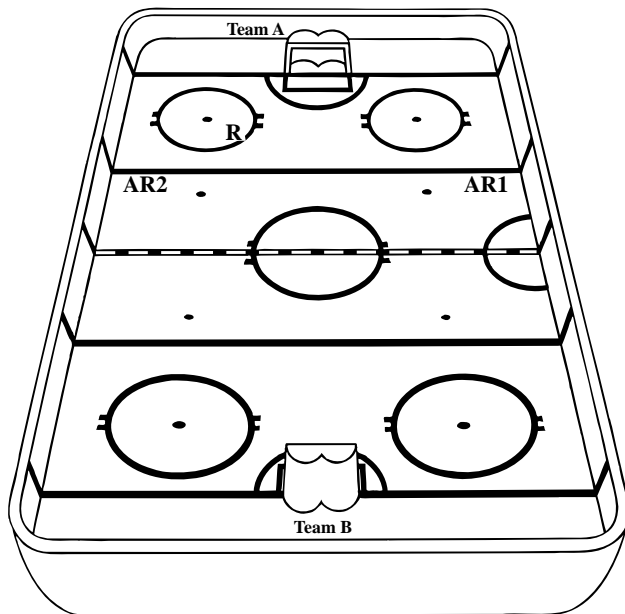


If the puck proceeds into Team A's zone, AR1 will stay on the blue line, and AR2 will come up over the red line.

AR1 will be responsible for calling penalties in the attacking zone that the R does not observe.

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

Zone Line Face-Off

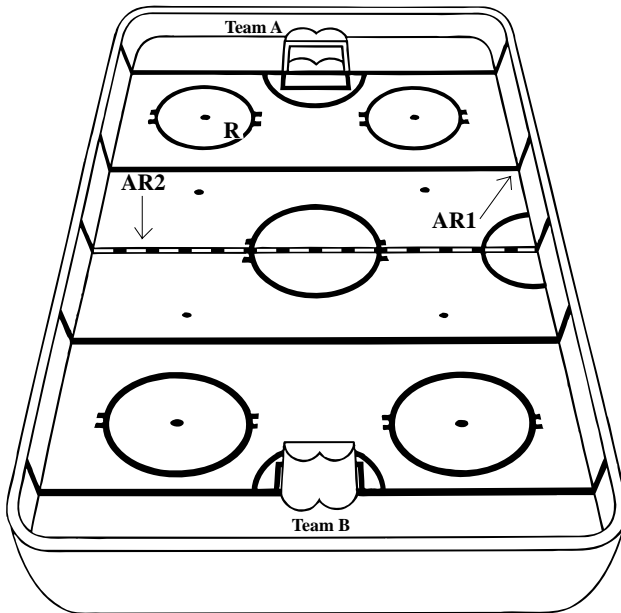


AR1 will drop the puck facing the far side of the ice.

AR2 will cover the blue line. The R is inside the Team A zone.

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

Neutral Zone After Face-Off

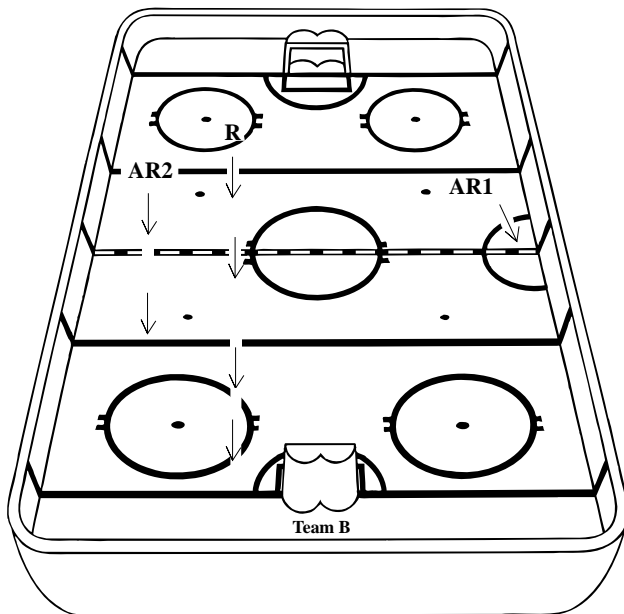


If the play advances toward Team A's zone, AR2 will cover the near blue line. AR1, after dropping the puck, will relieve AR2 at the blue line. AR2 will slide back toward the red line.

AR1 will be responsible for calling all penalties in the Team A zone not observed by R.

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

After Zone Line Face-Off



If the play advances toward Team B's goal, AR2 will move to cover the blue line. AR1, who has just dropped the puck, will follow the play to the Team B blue line.

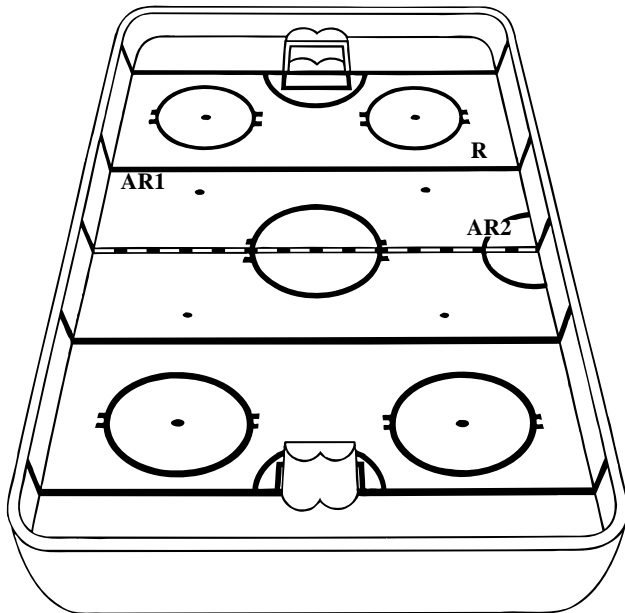
The R would move to Team B's goal line.

AR1 would be responsible for calling any infractions not observed by the R as play is followed up the ice.

Once the play is deep in Team B's zone, AR2 (on the blue line) would be responsible for calling any infractions that the R does not observe.

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

Offsides



AR1 has called an offside. AR1 will go to the spot of the face-off. AR2 will pick up the puck and bring it to AR1.

At least two officials always will keep a full field of vision of the entire ice.

On a delayed offside, the person signaling the delay raises his arm (non-whistle hand), brings his other hand out and points with the open palm.

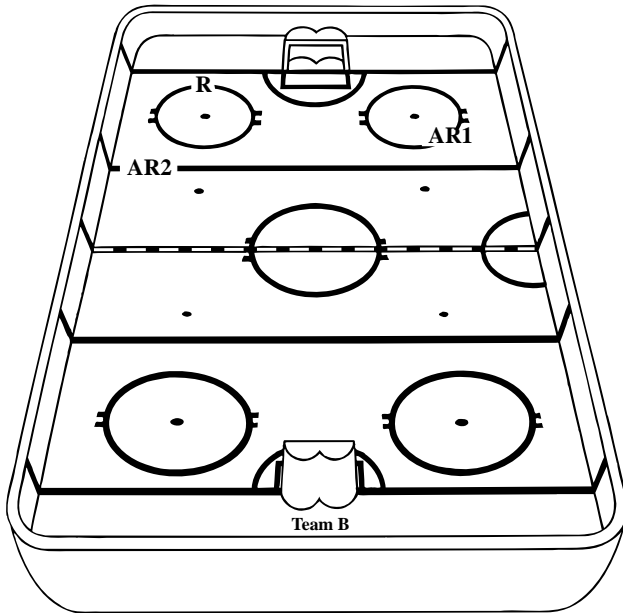
**Note: ARs are numbered for identification only.*



HM-11



Special Spot Face-Off

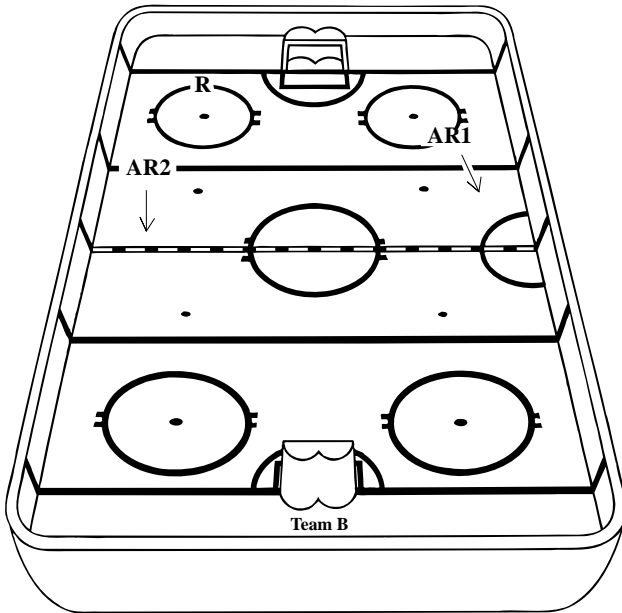


The R's primary responsibility is to signal a legal goal and to call all penalties. He should be between the goal line and the circle. He should see that a proper face-off is conducted.

AR1 will conduct the proper face-off.

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

Special Spot After Face-Off



AR1, after dropping the puck, will move along the boards to the blue line.

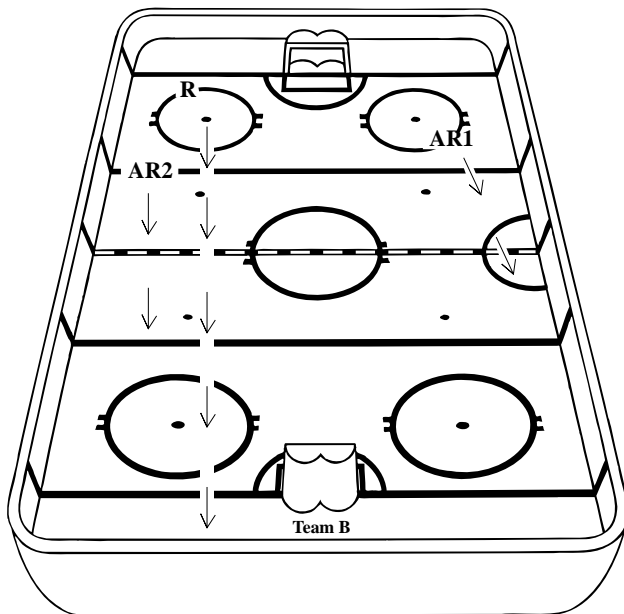
AR2 will then move up to just inside the red line.

Once the officials are in position, AR1 will be responsible for calling any penalties that the R does not see (AR1 is on the blue line).

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



Special Spot After Face-Off

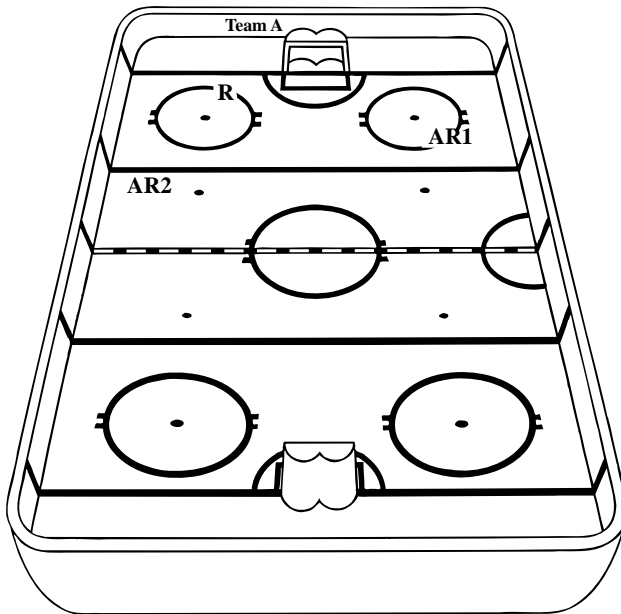


On the face-off, if the puck immediately proceeds to Team B's zone, AR2 will move to cover the far blue line. AR2's primary responsibility will be to get to the far blue line to call an offside.

After dropping the puck, AR1 will be the trail official and will move just over the red line. AR1 will be responsible for calling any penalties not observed by the R.

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

Face-Off Between Blue Line & Top of Special Spot Face-Off Circle

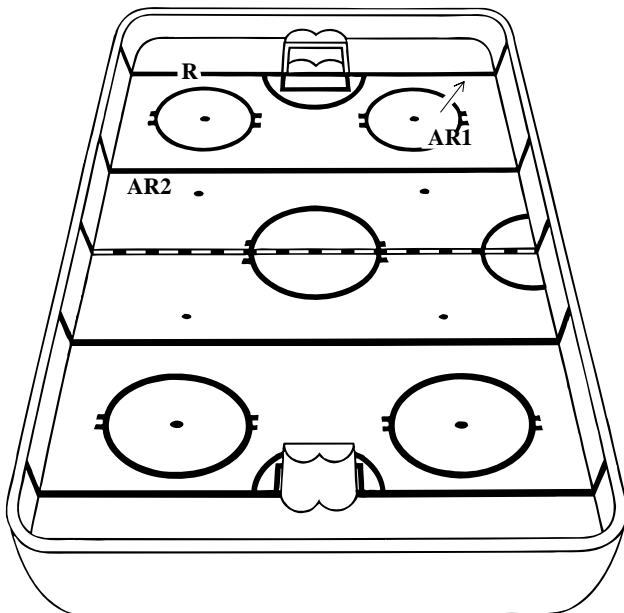


When a face-off takes place in the Team A zone (between the top of the special spot face-off circle and the blue line), AR1 will conduct the face-off. AR2 should line up on the blue line on the opposite side of the ice.

R will line up on the opposite side of the face-off inside the special spot.

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

Face-Off With 10 Seconds or Less Left In Period

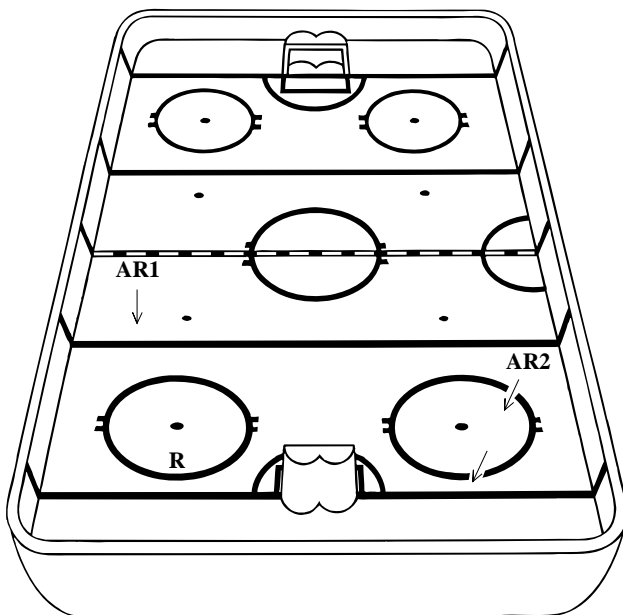


AR1, after dropping the puck, will move to the goal line and assist the R on calling a goal.

AR2 will blow the whistle when there is no time remaining on the clock.

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

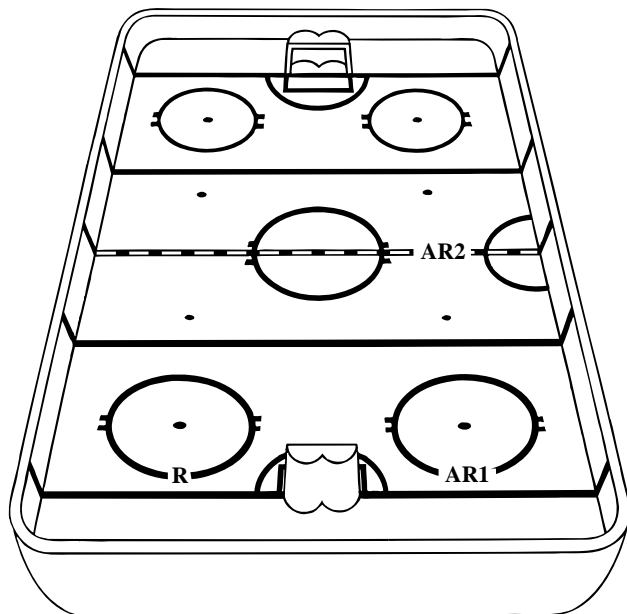
Eight Seconds or Less in Period



AR2 will skate to the goal line to assist the R on calling a goal.
AR1 will move to the blue line.

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

Penalty Shot



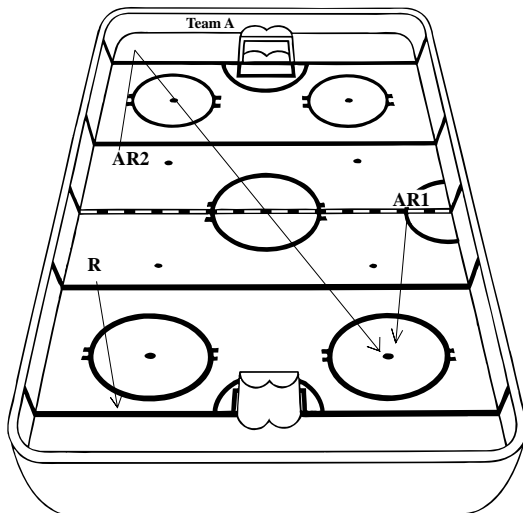
R is on the goal line and signals a goal, if scored.

AR1 is assisting the R on calling a goal.

AR2 is positioned at the red line.

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

Icing



AR1 signals icing by raising the non-whistle arm at a 66-degree angle toward the Team A zone and skates with arm raised into the center ice zone.

AR2 on receiving the icing signal skates toward 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, AR2, after checking with AR1 to see that icing is still on, immediately raises the non-whistle arm and blows the whistle stopping play. AR1 lowers the arm, folds both arms across the chest and skates backwards to the Team B special end-zone face-off circle.

AR2 retrieves the puck and delivers it to AR1 to be faced off in the Team B end zone face-off circle.

If the puck can be played by Team A or is played by either team before it crosses the Team A goal line extended, AR2 will give the washout sign nullifying icing.

AR1 will be responsible for calling penalties the R does not observe.

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

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