ICE HOCKEY

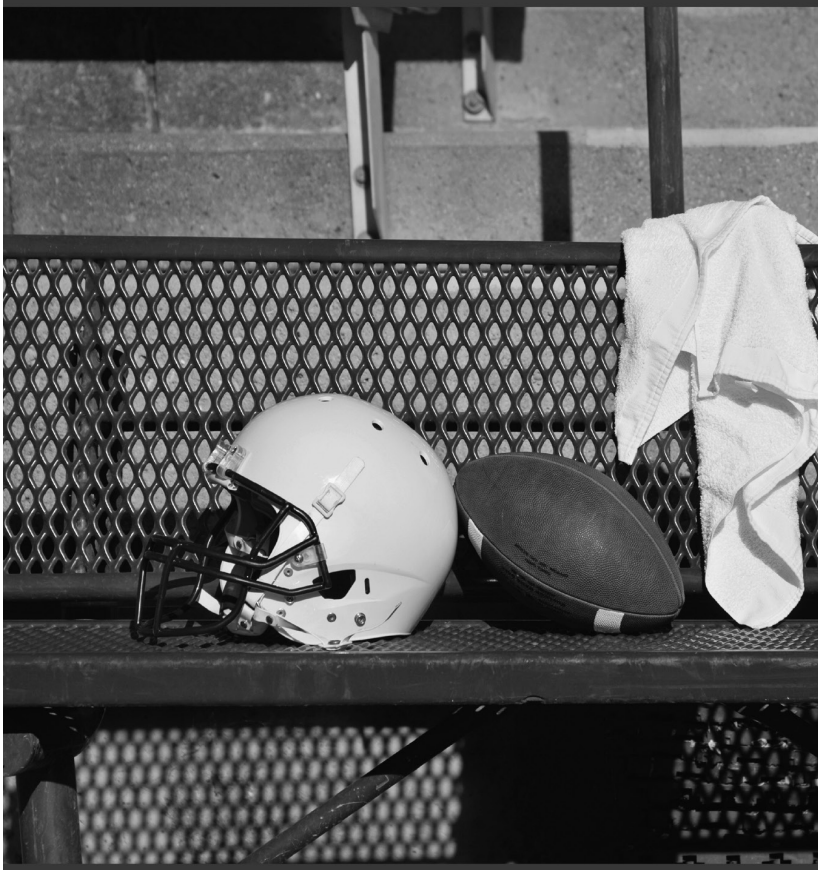
UPDATED OCT. 16, 2026

2026-27 AND 2027-28
RULES BOOK

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2026-27 AND 2027-28 NCAA MEN'S AND WOMEN'S ICE HOCKEY RULES AND INTERPRETATIONS

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Note: Part II: Official Ice Hockey Rules Interpretations has been removed from the 2026-27 and 2027-28 Ice Hockey Rules Book and will be available online.

Preface

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

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

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

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

The NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III 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 Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III 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."

NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee

The chart below lists the members of the NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

DIVISION I MEN'S ICE HOCKEY RULES SUBCOMMITTEE

Name	Institution	Term Expiration
Steve Chouinard	Colgate University	9-1-29
Frank Cole*	National Coordinator of Officials	9-1-26
Jeff Fulton*	Secretary-Rules Editor	9-1-28
Trevor Large, chair	Canisius University	9-1-28
Chris Leavitt	Active Official	9-1-26
Erik Martinson	University of North Dakota	9-1-29
Brian Murphy	Hockey East Association	9-1-29
Luke Strand	Minnesota State University, Mankato	9-1-27
Thomas Weis*	The Ohio State University	9-1-26
Dennis Williams	Bowling Green State University	9-1-29

DIVISION I WOMEN'S ICE HOCKEY RULES SUBCOMMITTEE

Name	Institution	Term Expiration
Kelsey Cline	The Ohio State University	9-1-30
Jeff Fulton*	Secretary-Rules Editor	9-1-28
Mackenzie Gaydosh*	Active Official	9-1-29
Katie Lachapelle	College of the Holy Cross	9-1-29
Krissy Langley*	National Coordinator of Officials	9-1-27
Lee-J Mirasolo	Stonehill College	9-1-29
Emma Pais*	Colgate University	9-1-26
Melanie Ruzzi, chair	Brown University	9-1-27
Jeff Siegel	Rochester Institute of Technology	9-1-29

DIVISIONS II AND III MEN'S AND WOMEN'S ICE HOCKEY RULES COMMITTEE

Name	Institution	Term Expiration
Gil Burgmaster	State University of New York at Brockport	9-1-28
Mark Digby	State University of New York at Oswego	9-1-29
Jeff Fulton*	Secretary-Rules Editor	9-1-28
Mike Looney	Assumption University	9-1-29
Bettiann Peura	Fitchburg State University	9-1-27
Craig Russell, chair	Plymouth State University	9-1-27
Morgan Stenson	Aurora University	9-1-28
Jim Ward	Connecticut College	9-1-29

*Non-voting member.

For a complete and current listing of the NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee, please go to ncaa.org/playing-rules.

Those seeking interpretations of rules or play situations may contact:

Jeff Fulton
NCAA Secretary-Rules Editor
NCAAFulton@gmail.com

Major Rules Changes for 2026-27 and 2027-28

In numerous sections of the 2026-27 and 2027-28 rules book, editorial changes are noted to clarify verbiage or align with some other levels of hockey. These sections are shaded in gray. These are being highlighted to draw attention to the adjustments, but it should be noted that the application of these rules did not change.

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.

3.1 Require that bench accommodations are similar for both teams.

7.2 Align penalty structure when a goal is scored during a delayed penalty.

9.7 Begin to implement cut-resistant equipment in NCAA Ice Hockey.

20 Assess a game misconduct when a player receives a second major penalty.

47.1 Include other helmet openings in Face Mask fouls (Women's Only).

49 Allow for a minor penalty to be called for an attempted head-butt.

50 Remove "in open ice" from checking from behind.

55.5 Change penalty for throwing stick out of the playing area to a game misconduct.

79.5 Alter penalty for spitting to a game disqualification.

92.1 Remove the mandatory shootout following overtime. (Women's Only)

94 Further clarify Body Checking and Body Contact rules. (Women's Only)

The following rules were changed to further NCAA Ice Hockey's alignment with other levels of Ice Hockey.

9.4
19
28.2
28.4 (Men's Only)
28.6
48.1
53.1
55.3
59.1 (Men's Only)
67.6
81 (Men's Only)
84.2
84.3
84.4 (Men's Only)
86.1
92 (Men's Only)
93.4

Points of Emphasis

Because this rules book will cover two full seasons, the points of emphasis will be housed on the NCAA website at www.ncaa.org/playing-rules in the Men's and Women's Ice Hockey Playing Rules section.

Additional officiating information on the points of emphasis and all rules is posted on the NCAA Center Ice Hub, which may be found at www.refquest.com. This site is produced and managed through the NCAA's partnership with RefQuest.

DIVING AND EMBELLISHMENT

The NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee remain committed to eliminating actions that attempt to deceive officials into assessing penalties against an opponent. Diving and embellishment negatively affect the integrity of the game and are not consistent with the principles of sportsmanship.

Officials are expected to distinguish between legitimate fouls and actions by players that exaggerate or fabricate the effect of contact in an attempt to draw a penalty. Players who deliberately dive, embellish, or simulate fouls should be assessed the appropriate penalty under the rules.

Officials should focus on the following:

- Exaggerated reactions to minimal or routine contact.
- Deliberate actions intended to create the appearance of a foul.
- Players who initiate or anticipate contact and then dramatically fall or react in an attempt to influence the official's judgment.
- Situations where both a foul and embellishment occur. A player who is fouled may still be penalized for embellishment if they intentionally exaggerate the effect of the contact.

The objective is not to discourage players from protecting themselves or reacting naturally to illegal contact, but rather to ensure that penalties are assessed based on actual infractions and not on actions intended to deceive officials.

WOMEN'S BODY CONTACT

The NCAA Division I Women's Ice Hockey Rules Subcommittee continues to emphasize the proper application of the body contact rule. Legal body contact is an important part of the game and may occur while competing for possession of the puck. However, body checking remains prohibited.

Officials are expected to consistently distinguish between legal body contact that occurs as a result of playing the puck and illegal body checking that is delivered to separate an opponent from the puck or gain a competitive advantage through force.

Officials should focus on the following:

- Contact must be made while making a legitimate play on the puck.

- Players must not use the body to intentionally drive, force, or punish an opponent.
- Contact delivered with unnecessary force or where the primary purpose is to impede, intimidate, or separate an opponent from the puck should be penalized.
- Players who take several strides, accelerate into, or otherwise deliver avoidable forceful contact to an opponent should be assessed the appropriate penalty.

Officials should evaluate the timing, angle of approach, degree of force, and the player's intent to determine whether the contact is legal body contact or an illegal body check.

Consistent enforcement throughout the season is essential to maintaining player safety while allowing legal competitive play. Conference coordinators should continue to use video review and education to ensure a uniform standard is applied across all NCAA Women's Ice Hockey competition.

FACE-OFF INTERFERENCE

The NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee continues to emphasize the enforcement of face-off interference away from the face-off dot, particularly actions by wingers designed to create an unfair advantage immediately following the puck drop.

Officials should closely monitor offensive wingers who illegally restrain, hold, cross-check, or set picks on defending wingers to prevent them from exiting the face-off circle or defending players at the point. These actions are not legal face-off tactics and should be penalized under the appropriate rule.

Officials should focus on the following:

- Offensive wingers holding or restraining defending wingers immediately after the puck is dropped.
- Cross-checks delivered to prevent a defending winger from pursuing the play.
- Illegal picks or screens established by initiating contact that impedes a defending player's ability to skate to the point or assume their defensive responsibilities.
- Players who intentionally establish body position solely to impede an opponent rather than pursue the puck.

Officials should maintain awareness of players away from the puck immediately following the face-off and enforce these infractions consistently throughout the game. Consistent enforcement will promote fair competition, allow defending players the opportunity to play their position, and eliminate tactics that create an unfair territorial advantage following face-offs.

FACE-OFF MECHANICS

The NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee emphasizes the importance of proper face-off mechanics and positioning to ensure a fair and consistent administration of every face-off.

Before the puck is dropped, centers must be properly positioned by standing squarely facing their opponent's end of the rink. Both skates must be clear of the face-off markings where applicable, and the full blade of the stick must be flat on the ice within the designated white area. Linespersons should not drop the puck until both players have established a legal position.

During the rules survey and committee discussions, coaches expressed concern regarding the quality of second face-offs following an initial face-off violation. Too often, players continue to violate the face-off procedures after being warned or replaced, resulting in an unfair advantage and unnecessary delays.

Officials should focus on the following:

- Ensuring centers are square to their opponent and facing the opponent's end of the rink.
- Verifying both skates remain outside and clear of the face-off markings where applicable.
- Confirming the full blade of each stick is flat on the ice and completely within the designated white area. (*Men's Games Only)*
- Ensuring wingers and defense players are legally positioned prior to the puck drop.
- Administering the face-off only after all players have established a legal position.
- When a player clearly commits a second face-off violation, officials should assess the appropriate penalty in accordance with the rules rather than allowing repeated violations to continue.

Consistent enforcement of face-off procedures, particularly on second face-off violations, promotes fairness, improves the pace of play, and reinforces proper player behavior. Conference coordinators should continue to emphasize these standards through preseason education and video review to ensure a consistent national standard throughout NCAA competition.

Please note the following in the Rule Book:
Shaded Text references Editorial Changes
Blue Text references Rule Changes

SECTION 1

Playing Area

RULE 1 - RINK

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

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

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

Commercial, institutional or conference logos and/or names are permitted in the ice with the exception of the offensive zone face-off circles. Logos in the end zone may not be closer than 4 feet to the circles.

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

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

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

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

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

The ice area between the two goals shall be divided into three parts by lines 12 inches in width and blue in color, drawn at least 60 feet out from the goal lines, extending completely across the rink parallel with the goal lines, and continuing vertically up the side of the boards. It is preferred that the offensive zone be 64 feet when possible.

That portion of the ice surface in which the goal is situated shall be called the defending zone of the team defending that goal, the central portion shall be known as the neutral zone and the portion farthest from the defending goal shall be known as the attacking zone. The zone line shall be considered part of the zone in which the puck is.

There shall be a line 12 inches in width and red in color, drawn completely across the rink in center ice, parallel with the goal lines and

continuing vertically up the side of the boards, known as the "center line." This line shall contain at regular intervals markings of a uniform distinctive design that shall easily distinguish it from the two blue lines; the outer edges must be continuous and be visible on the ice through any logos or other markings.

1.5 **Goal Crease** - The goal crease (see Rule 1.4) shall be laid out as follows: One foot outside of each goal post, a 2-inch-wide line shall be painted extending 4 feet, 6 inches in length. These lines shall be at right angles to the goal line. A semicircle line 6 feet in radius and 2 inches in width shall be drawn using the center of the goal line as the center point and connecting both ends of the sides of the crease.

The goal crease area shall include all the space outlined by the crease lines and extend vertically 4 feet to the level of the top of the goal frame.

There shall be two markings in each goal crease. Each line shall be 5 inches long and 2 inches wide. The lines shall extend from the goal crease lines, 4 feet out from the goal line. The lines shall be parallel to the goal line (see end zone spot and goal crease diagrams).

1.6 **Women's Game: Goalkeeper's Privileged Area** - The goalkeeper's privileged area is an area bounded in the rear by the end of the rink, in front by an imaginary line connecting the end zone spots, and on the sides by imaginary lines from the end zone spots to the end boards.

Note: Divisions II and III Men's Ice Hockey will use the privileged area through the 2026-2027 season until the Restricted Area takes effect in 2027-2028

Men's Game: Goalkeeper's Restricted Area - A restricted trapezoid-shaped area behind the goal will be laid out as follows: Seven feet (7') outside of each goal crease (eight feet (8') from each goal post), a two-inch (2") red line shall be painted extending from the goal line to a point on the end of the rink ten feet (10') from the goal crease (eleven feet (11') from the goal post) and continuing vertically up the kick plate. (See 28.4)

Note: When rinks do not have the goal line set at the preferred distance of 11 feet, a 75 degree angle shall be made at the intersection of the restricted area and the goal line and that line shall extend to the boards. The kick plate shall be marked in that spot.

Division I: In effect for 2026-2027 Season

Divisions II and III: In effect for 2027-2028 Season.

1.7 **Center Ice Spot and Circle -** A circular blue spot 1 foot in diameter shall be marked in the center of the rink; and with this spot as a center, a circle of 15 feet radius shall be marked with a blue line 2 inches in width.

1.8 **Neutral-Zone Face-off Spots** - Two red spots 2 feet in diameter shall be marked on the ice in the neutral zone 5 feet from each blue line. Within each face-off spot, two parallel lines shall be drawn 4 inches from the top and bottom of the spot. The area within the two lines shall be painted red; the remaining area shall be painted white. The spots shall be 44 feet apart and each shall be a uniform distance from the adjacent boards (see rink diagram).

1.9 **End Zone Face-off Spots and Circles** - 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 in diameter. Within the face-off spot, two parallel lines shall be drawn 4 inches from the top and bottom of the spot.

The area within the two lines shall be painted red; the remaining area shall be painted white.

The circles shall be 2 inches wide with a radius of 15 feet from the center of the face-off spots. At the outer edge of both sides of each face-off circle and parallel to the goal line shall be marked two red lines, 2 inches wide and 2 feet in length. It is recommended that these lines be 5 feet and 7 inches apart (see rink diagram).

One foot from the outer edge of the 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).

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

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

RULE 2 - GOAL POSTS AND NETS

2.1 **Goal Posts** - The goal posts shall extend vertically 4 feet above the surface of the ice. They shall be set 6 feet apart, measured from the inside of the posts. A crossbar of the same material as the goal posts shall extend from the top of one post to the top of the other. Goal posts shall be affixed in the ice or floor with a release-type fixture. A goal anchoring system with 8- to 10-inch pegs in place is required. *(Note: Institutions that are unable to meet this requirement may apply for a waiver through the NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee or Divisions II and III Men's and Women's Ice Hockey Rules Committee on a case-by-case basis.)*

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

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

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

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

2.2 **Nets -** A net shall be attached to each goal frame. It is recommended that the net be a nylon mesh product that completely encloses the back of the frame. The net should be made of three-ply twisted twine [0.197 inch (5 mm) diameter] or equivalent braided twine of multifilament white nylon with an appropriate tensile strength of 700 pounds. The size of the mesh should be 2½ inches (inside measurement) from each knot to each diagonal knot when fully stretched. The net should be laced to the frame with medium white nylon cord not smaller in size than No. 21.

RULE 3 - BENCHES

3.1 **Players' Benches** - The rink shall provide seats or benches for the use of players of both teams that accommodate at least 21 persons of each

team. The accommodations provided, including benches and doors, must be uniform for both teams. The benches should be placed immediately alongside the ice in the neutral zone, as near to the center of the rink as possible, with the doors opening in the neutral zone, convenient to the dressing rooms.

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

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

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

The use of video in the players' bench area is prohibited. Cell phones with earphones may be used on the player's bench exclusively for verbal communication with authorized video replay personnel. Tablets may only be used for the collection of biometric and performance-related data by the training staff.

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

3.2 **Penalty Bench** - The rink must be provided with benches or seats to be known as the penalty bench. It is preferable to have penalty benches for each team separated from each other and substantially separated from either players' bench. The penalty benches should be situated in the neutral zone. The penalty benches should accommodate at least 10 persons, including the timekeeper, the penalty timekeeper, the scorer and penalized players.

3.3 **Separation from Spectators -** All benches shall be separated from any spectator areas, preferably by boards and glass of a sufficient height.

RULE 4 - SIGNAL AND TIMING DEVICES

4.1 **Signal Devices** - A suitable sound device, such as a buzzer, horn or siren, must be provided for the use of timekeepers. A backup sound and timing device must be provided by the home team.

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

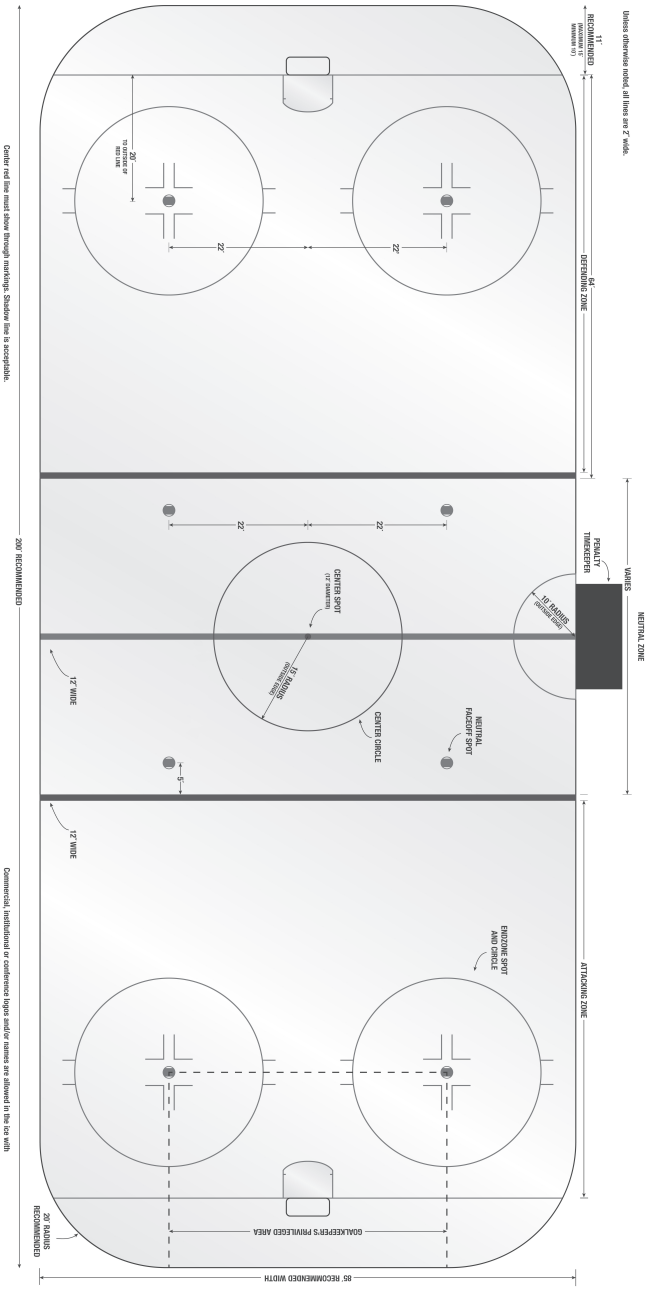
4.2 **Timing Devices** - An electrical clock, or other timing device, shall be provided for the purpose of keeping the teams, game officials and spectators accurately informed as to all time elements at all stages of the game.

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

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

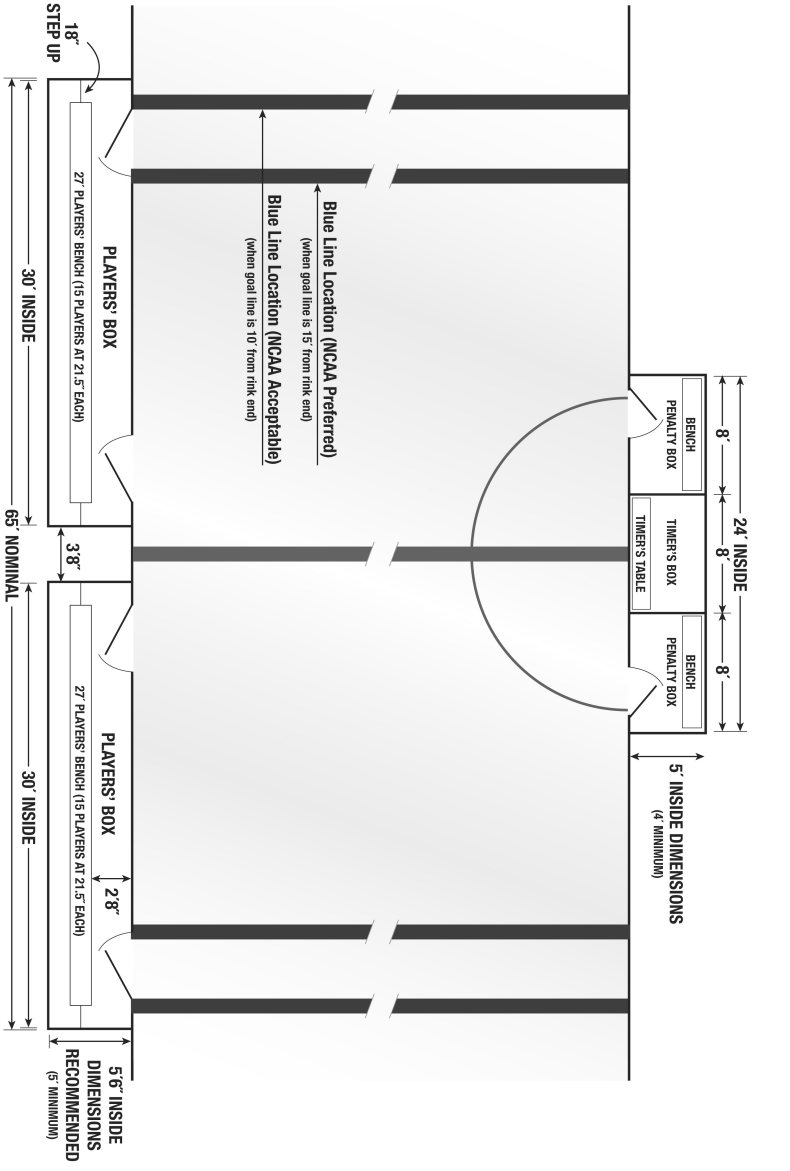
The referee may adjust the game clock to correct a timing error or malfunction.

Rink Diagram

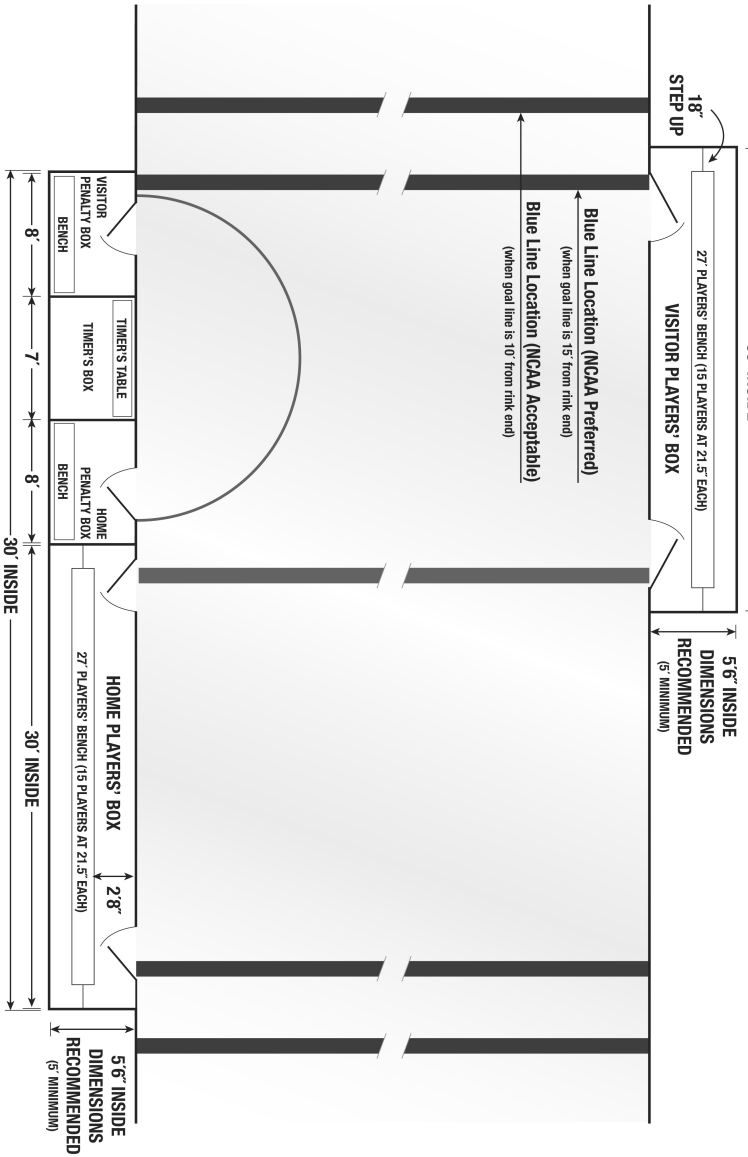


End Zone Spot, Goal Crease and Trapezoid

NCAA Optional Layout



NCAA Optional Layout



SECTION 2

Teams

RULE 5 - TEAM

5.1 **Team** - A team shall be composed of 22 players (19 skaters and 3 goalkeepers). For the purposes of these playing rules, any reference to "player" shall refer to both skaters and goalkeepers. Any reference to "goalkeeper" shall mean that the section of the rule is specific to goalkeepers. 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.

Fifteen minutes prior to the start of each game, the Coach of each team shall list the players who shall be eligible to play in the game. Not more than nineteen (19) skaters and three (3) goalkeepers shall be permitted. A captain shall be designated. There is no restriction on the number of players in exhibition games.

PENALTY—Bench minor.

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

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

Only players from each team shall participate in the pregame warmup. Not more than twenty (20) skaters and three (3) goalkeepers may participate in the pregame warm-up. These players do not necessarily have to be the same players listed on the Official Score Sheet. It is mandatory, however, that nineteen (19) skaters and not more than three (3) goalkeepers listed on the Official Score Sheet are the players who shall dress for the game.

PENALTY—Bench minor.

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

PENALTY—Bench minor.

Whenever an ineligible player is identified to the referee, the ineligible player will be removed from the game and the team shall not be able to substitute another player from its roster.

If a goal is scored when an ineligible player is on the ice (whether he or she was involved in the scoring or not), the goal will be disallowed. For a goal to be disallowed the coach must alert the on-ice officials prior to the next face-off. All other goals scored previously by the ineligible player's

team (with him or her on the ice or not) shall be allowed. The ineligible player will be removed from the game and the Team shall not be able to substitute another player from its roster. No additional penalties are to be assessed.

5.3 **Players in Uniform** - At the beginning of each game, the coach of each team shall list the skaters and goalkeepers who shall be eligible to play in the game.

PENALTY—Bench minor.

Only players from each team shall participate in the pregame warmup. Not more than 20 skaters and three goalkeepers may participate in the pregame warm-up. These players do not necessarily have to be the same players listed on the Official Score Sheet. It is mandatory, however, that 19 skaters and not more than three goalkeepers listed on the Official Score Sheet are the players who shall dress for the game (see Rule 90.5).

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

A substitute goalkeeper should be on the bench at the start of the game and shall at all times be fully dressed and equipped and ready to play. Upon entering the game, the substitute goalkeeper shall take his or her position without delay. Teams are encouraged to not start a game with fewer than two goalkeepers.

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

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

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

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

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

RULE 6 - CAPTAIN AND ALTERNATE CAPTAINS

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

The referee and official scorer shall be advised before the start of each game of the name of the captain of the team and the designated alternate.

Only the Captain, when invited to do so by the referee, shall have the privilege of discussing any point relating to the interpretation of rules. Any Captain, Alternate Captain or any player who comes off the bench and makes any protest or intervention with the officials for any purpose shall be penalized.

PENALTY—Minor Penalty for Abuse of Officials under Rule 40, for further violation Misconduct or Game Misconduct.

No Coach or goalkeeper shall be permitted to function as Captain or Alternate Captain.

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

RULE 7 - STARTING LINEUP

7.1 **Eligible Players/Player List** - The coach of the visiting team shall submit fifteen minutes before the start of the game, a list of names and numbers of all eligible players and goalkeepers, including starting lineups, shall be submitted to the official scorer or referee. The coach of the home team, having been advised by the official scorer or referee of the names of eligible players and starting lineup of the visiting team, shall name the eligible players and starting lineup of the home team; this information shall be conveyed by the official scorer or the referee to the coach of the visiting team.

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

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

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

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

7.2 **Violation** - For an infraction of this rule, a bench minor penalty shall be imposed upon the offending team. This is an appeal play and must be brought to the referee's attention prior to the second face-off in the game. There is no penalty to the requesting team if their appeal is unsuccessful. The determining factor when considering whether or not a player is eligible is that the player's name, and the player's number, must be correctly listed by the Coach of that team.

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

RULE 8 - INJURED PLAYERS

8.1 **Players -** When a player other than a goalkeeper is injured or compelled to leave the ice during a game, the player may retire from the game and be

replaced by a substitute; but play must continue without the teams leaving the ice.

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

PENALTY—Bench minor.

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

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

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

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

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

8.2 Injured **Goalkeeper -** If a goalkeeper sustains an injury or becomes ill, the goalkeeper must be ready to resume play within a reasonable amount of time or be replaced by a substitute goalkeeper.

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

PENALTY—Minor.

Note: When any issue causes the goalkeeper to come to the bench for assistance, officials shall instruct the coach to prepare the backup goalkeeper for play.

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

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

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

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

SECTION 3
Equipment

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

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

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

The NCAA urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NCAA nor the NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee certify 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 Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee and Divisions II and III Men's and Women's Ice Hockey Rules Committee suggests that manufacturers planning innovative changes in ice hockey equipment submit the equipment to the committees for review before production.

RULE 9 - UNIFORMS

9.1 **Jerseys** - Each player and each goalkeeper listed in the lineup of each team shall wear an individual identifying number at least 10 inches high on the back of the jersey and at least 4 inches high on the front or on both sleeves. The visiting team shall wear dark-colored jerseys and stockings; the home team shall wear light-colored jerseys and stockings. Uniform numbers must be a light-colored number on dark jerseys and a dark-colored number on light jerseys. All players of each team shall dress uniformly in that day's game jersey.

Light-colored jerseys (e.g., white, gold, yellow or light blue) may be worn during the regular season by the visiting team only when the teams have

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

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

PENALTY—Bench minor to offending team.

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

9.3 **Protective Equipment** - Each participant is responsible for wearing protective equipment. The equipment shall include gloves, shin pads, shoulder pads, elbow pads, hip pads or padded hockey pants, protective cup, pelvic protector, and any other equipment prescribed in these rules.

All protective equipment, except gloves, helmets and goalkeeper's leg pads, must be worn under the uniform. The sleeves must extend into the cuff of the glove.

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

9.4 **Helmet and Face Mask** - All players are required to wear ice hockey helmets with throat straps securely fastened. There shall only be enough room between the throat strap and the chin to insert two fingers.

PENALTY—Minor.

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

All players must wear a HECC-approved hockey helmet. It is recommended that goalkeepers wear a HECC-approved helmet. It is recommended that teams add each player's number to the front of the helmet.

All players are required to wear face masks that have met the standards established by HECC. It is recommended that all goalkeepers wear a goalie helmet with wire cage that has met the standards established by HECC. A "cat-eye" style mask is permissible.

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

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

PENALTY—Warning and bench minor if not corrected.

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

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

If the goalkeeper deliberately removes their helmet and/or face mask when the opposing team is on a breakaway, during the course of a penalty shot or shootout attempt, the referee shall stop play immediately.

If, during a breakaway by the attacking team, the goalkeeper has been replaced by an extra attacker and a defending player deliberately removes their helmet, the referee shall stop play immediately.

PENALTY—Awarded Goal to non-offending team.

During a breakaway, if a defending player deliberately removes their helmet, the referee shall stop play immediately.

PENALTY—Penalty Shot/Optional Minor Penalty.

Note: A player with a breakaway is a player in control of the puck, in the neutral zone or attacking zone, without opposition between the player and the opposing goal and with a reasonable scoring opportunity.

A player shall not intentionally remove their own nor an opponent's helmet during play. The penalty will be Unsportsmanlike Conduct if the player removes their own helmet or Roughing if they remove an opponent's.

PENALTY—Minor Penalty

Note: As there is a human factor involved in blowing the whistle to stop play, the referee may intend for the play to be stopped slightly before the whistle blows. For example, the fact that the puck crosses the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped because a players' helmet or goalkeepers' mask has been displaced.

9.5 **Mouth Guard** - It is recommended that all players wear an internal mouth guard that covers all the teeth of one jaw.

9.6 **Uniform Logos -** Student-Athlete uniforms may contain two commercial or non-profit logos in addition to the one manufacturer's or distributor's logo or trademark. It may not exceed 4 square inches and may not interfere with required uniform markings.

Student-Athlete equipment may contain one commercial or non-profit logo. It may not exceed 4 square inches.

A single manufacturer's or distributor's logo or trademark, not to exceed 4 square inches, may appear on both the jersey and pants of a student-athlete's uniform.

If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided, geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed 2-¼ square inches.

The restriction on the size of a manufacturer's or distributor's logo or trademark is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pregame or postgame activities (e.g., postgame celebrations on the ice, pre- or postgame press conferences).

9.7 **Cut Resistant Protection** - All players and on-ice officials shall wear approved cut-resistant protective equipment as prescribed by league regulations. Required equipment shall include:

1. Cut-resistant neck protection

2. Cut-resistant wrist protection that covers exposed skin between the glove and the elbow pad

3. Cut-resistant protection for the Achilles tendon area and lower leg

The equipment must be worn in the manner intended by the manufacturer and provide continuous protection to the designated area.

2026-2027: Recommended for all divisions and genders.

2027-2028: Required for Division I players and officials.

Note: At the time of print, a final decision has not been made for Division III. Please visit ncaa.org/championships/playing-rules for updates.

PENALTY— For violation of this rule, after warning by the referee, a minor penalty shall be imposed. Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

No delay shall be permitted for the repair or adjustment of equipment. If adjustments are required, the player shall leave the ice and his or her place shall be taken by the substitute immediately.

RULE 10 - STICKS

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

The curvature of the blade of all sticks shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the base of the heel to the base of the toe and the point of maximum curvature shall not exceed ¾ inch.

A stick shall not exceed 65 inches in length from the heel to the end of the shaft nor more than 12-½ inches from the heel to the end of the blade. The blade of the stick shall not be more than 3 inches nor less than 2 inches in width at any point. All edges of the blade shall be beveled.

PENALTY—Minor.

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

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 28 inches from the heel and shall not exceed 3-½ inches in width.

PENALTY—Minor.

10.3 **Broken Stick - Skater** - A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided the player immediately drops the broken stick. A broken stick is one that, in the opinion of the official, is unfit for normal play. A stick with a chipped or cracked blade shall not be considered broken, provided the blade is entirely covered with tape and there are not any projecting points.

PENALTY—Minor.

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

A player who has lost or broken his stick may receive a replacement stick by having one handed to him from his own players' bench, by having one handed to him by a teammate on the ice or by picking up his own unbroken stick or that of a teammate from the ice. A player will be penalized if he throws or shoots a stick to a teammate on the ice, or if he picks up and plays with an opponent's stick. A player may not participate in the play using a goalkeeper's stick.

PENALTY —Minor.

A player using a stick thrown on the ice from the players' or penalty bench will not receive a penalty. However, the person responsible for throwing the stick will receive a bench minor penalty.

PENALTY—Bench minor.

10.4 **Broken Stick - Goalkeeper** - A goalkeeper may continue to play with a broken stick until a stoppage of play or until the goalkeeper legally has been provided with a stick.

A goalkeeper whose stick is broken may not receive a stick thrown onto the ice surface from any part of the rink but may receive a stick from a teammate without proceeding to the players' bench.

PENALTY—Bench minor.

10.5 **Stick Measurement** - A request for a stick measurement shall be limited to one request per team during the course of any stoppage in play.

When a formal complaint is made by the Captain or Alternate Captain of a team, against the dimensions of an opponent's stick, that opponent must be on the ice at the time the request is made to the referee. Once the request is made, and as long as the Officials maintain visual contact with the stick, it can be measured. This means that if the player whose stick is about to be measured steps off the ice onto his or her players' bench, their stick may still be measured provided the request was received prior to leaving the ice surface and the stick remains in the view of at least one of the on-ice Officials.

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.

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

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

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

PENALTY—Minor and misconduct.

10.6 **Additional sticks** - A player or goalkeeper shall not participate in play while in possession of more than one stick, except that a penalty shall not

be assessed to a player who is struck accidentally by the puck while carrying a replacement stick to a teammate (see 10.3).

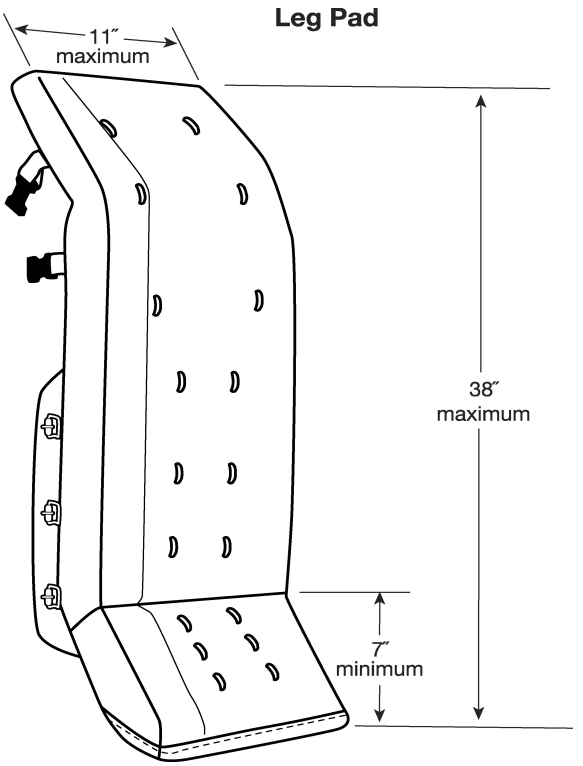
PENALTY—Minor.

RULE 11 - GOALKEEPER'S EQUIPMENT

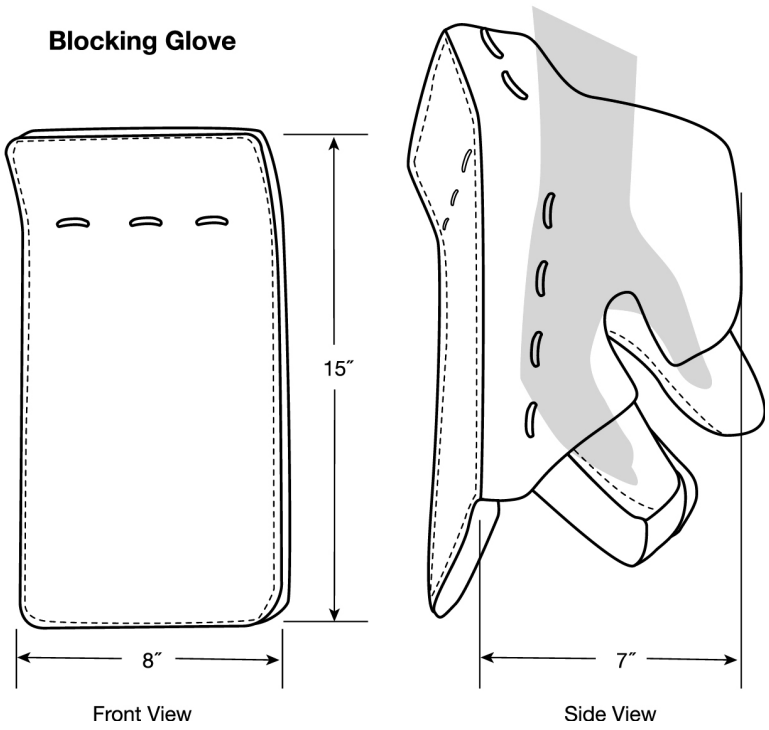
11.1 **Goalkeeper's Equipment** - With the exception of skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body. The goalkeeper cannot wear any garment or use any contrivance that would provide undue assistance in keeping goal. Aprons or webbing extending more than three inches below the crotch are not permitted. All inner knee/thigh protection, whether attached to the leg pad or not, must be tightly wrapped around the leg. Thigh boards are illegal.

If a piece of goalkeeper's equipment other than the helmet (e.g., glove, blocker, leg pads, skate blade, helmet/facemask straps, etc.) becomes dislodged, play shall continue if the offensive team has an impending scoring opportunity. Once the scoring opportunity is complete, play shall be stopped.

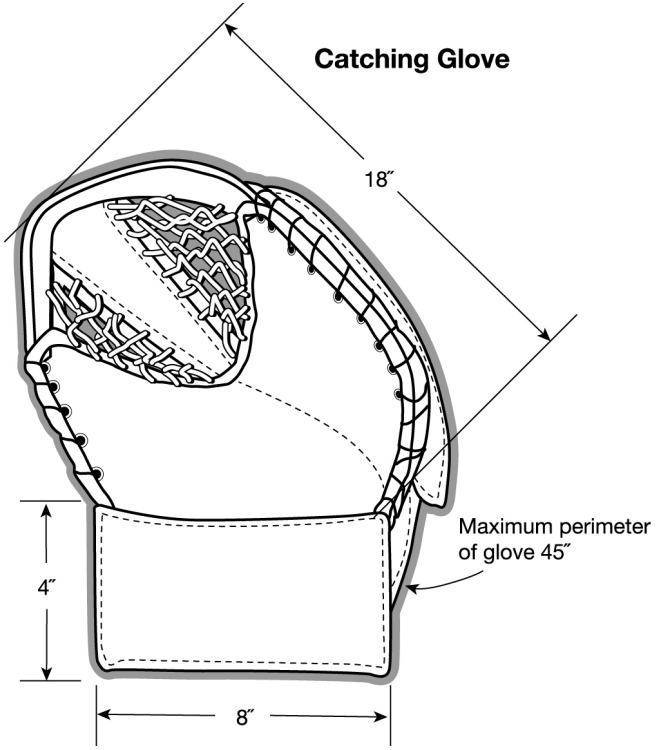
11.2 **Leg Pads** - The goalkeeper's leg pads shall not exceed 11 inches in width. The maximum length from the bottom mid-point to top mid-point of the pad is not to exceed 38 inches. The boot of the goal pad is to be not less than 7 inches in length. The boot channel of the goal pad must be flat or concave in appearance.



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



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



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

11.6 **Chest and Arm Pads** - No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.

Shoulder cap protectors must follow the contour of the shoulder cap without becoming a projection or extension beyond or above the shoulder or shoulder cap. This contoured padding must not be more than 1 inch in thickness beyond the top ridge of the shoulder and shoulder cap.

On each side, the shoulder clavicle protectors are not to exceed 7 inches in width. Their maximum thickness is to be 1 inch. This protection is not to extend or project above or beyond the shoulder or shoulder cap nor extend beyond the armpit. No insert is allowed between the shoulder clavicle protector and the chest pad that would elevate the shoulder clavicle protector.

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

RULE 12 - ILLEGAL EQUIPMENT

12.1 **Gloves** - A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand and fingers shall be considered illegal equipment and players wearing such a glove in play, shall be penalized.

12.2 **Pants** - Pants with zippers on the leg opening must be zippered during play.

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

12.3 **Dangerous Equipment** - The use of pads or protectors made of metal, or of any other material likely to cause injury to a player, is prohibited. Referees have the authority to prohibit any equipment they feel may cause injury to any participant in the game.

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

In the first instance, the injured player shall be entitled to wear any protective device prescribed by the team medical staff. If any opposing team objects to the device, it may record its objection on the official score-sheet.

12.4 **Measurement and Challenging of Equipment** - A request to measure or check any equipment shall be limited to Rule 10.5–Stick Measurement, and to one request by each team per stoppage of play and may involve only one player during each stoppage of play.

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

RULE 13 - PUCK

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

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

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

RULE 14 - ADJUSTMENTS TO CLOTHING AND EQUIPMENT

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

PENALTY—Minor.

14.2 **Goaltender Guidance -** If a goalkeeper requires repair or adjustment of goalkeeper's equipment, sustains an injury or becomes ill, the goalkeeper must be ready to resume play within a reasonable amount of time or be replaced by a substitute goalkeeper.

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

PENALTY—Minor.

Note: When any issue causes the goalkeeper to come to the bench for assistance, officials shall instruct the coach to prepare the backup goalkeeper for play.

SECTION 4

Types of Penalties

RULE 15 - CALLING OF PENALTIES

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

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

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

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

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

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

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

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

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

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

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

15.3 **Calling a Penalty - Short-Handed Team - Goal Scored** - If when a team is "short-handed" by reason of one or more minor or bench minor penalties, and the referee signals a further minor penalty or penalties against the "short-handed" team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed. The penalty or penalties signaled shall be assessed and the first of the minor penalties already being served shall automatically terminate. Major penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

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

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

15.4 **Face-off Location** - The resulting face-off shall be held in the non-offending team's attacking zone, unless the penalties are coincidental (e.g., one minor penalty on each team). If the penalties are coincidental, the face-off shall be held at the nearest face-off spot in the zone when the stoppage occurred. When a penalty is being enforced, the non-offending team has the choice of which offensive zone face-off location the ensuing face-off will be conducted. This does not apply during coincidental minor penalties (both teams penalized).

There are only three (3) exceptions to this application:

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

RULE 16 - MINOR PENALTIES

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

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

16.2 **Short-Handed** - "Short-handed" means that the team is below the numerical strength of its opponent on the ice.

If a goal is scored while a team is short-handed due to one or more minor penalties, the minor or bench minor penalty that terminates automatically is the one with the least time remaining on the clock. Thus, coincident minor penalties to both teams do not cause either side to be "short-handed."

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

This rule shall also apply when a goal is awarded.

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

Minor penalty expiration criteria:

(i) Is the team scored against short-handed?

(ii) Is the team scored against serving a minor penalty on the clock?

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

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

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

RULE 17 - BENCH MINOR PENALTIES

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

RULE 18 - DOUBLE MINOR PENALTIES

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

18.2 **Short-handed** - When two minor penalties are called on one player simultaneously and the opposing team scores a goal before the expiration of the first minor, the remaining time on the first minor shall be eliminated and the time on the second minor immediately begins (see 16.2).

RULE 19 - COINCIDENTAL PENALTIES

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

When **penalties are not in effect and not visible on the clock** and one minor penalty is assessed to one player of each team, with an additional penalty or penalties (minor or major) assessed at the same stoppage of play, immediate substitutions on ice shall be made for an equal number of coincidental minor penalties (penalties assessed during the same stoppage of play) to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made

shall not be taken into account for the purpose of the delayed penalty rule (see 27.1).

When **penalties are in effect and visible on the clock** and coincidental minor penalties are imposed against one player of each team, immediate substitutions on ice shall be made for an equal number of coincidental minor penalties to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule (see 27.1).

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

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

For coincidental penalties that carry over into, or are assessed during regular-season overtime, refer to approved rulings document.

19.2 **Coincidental Major Penalties** - When coincidental major penalties (penalties assessed during the same stoppage of play) are assessed against players of both teams, immediate substitutions on ice shall be made for an equal number of coincidental major penalties to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty (see 27.1).

19.3 **Last Five Minutes and Overtime** - During the last five (5) minutes of regulation time, or at any time in overtime, when a minor penalty (or double-minor penalty) is assessed to one player of Team A, and a major penalty is assessed to one player of Team B at the same stoppage of play, the three-minute (or one-minute) differential shall be served immediately as a major penalty. This is also applicable when coincidental penalties are negated, leaving the aforementioned examples. In such instances, the team of the player receiving the major penalty must place the replacement player in the penalty bench prior to expiration of the penalty. In the case of a major and game misconduct or game disqualification, the team must place the replacement player in the penalty bench immediately. The differential will be recorded on the penalty clock as a three (3) minute or a one (1) minute penalty (as applicable) and served in the same manner as a major penalty. This rule shall be applied regardless as to the on-ice strength of the two teams at the time the above outlined penalties are assessed.

Note: See Appendix G.

19.4 **Applying the Coincidental Penalty Rule** - When multiple penalties are assessed to both teams at the same stoppage of play, the following rules are to be utilized by the Referees to determine the on-ice strength for both teams:

i. cancel as many major penalties as possible
ii. cancel as many minor, bench minor and/or double-minor penalties as possible.

RULE 20 - MAJOR PENALTIES

20.1 **Major Penalties** - For any major penalty, the offender shall be ruled off the ice for five minutes, during which time a substitute shall not be permitted. (For goalkeeper, see Rule 28.2.)

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

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

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

When one or more players from the same team are serving major penalties and the opponent scores during a delayed minor penalty against another player of the same team, the minor penalty will not be served. All major penalties must be served in their entirety.

20.2 **Short-handed** - Although a major penalty does cause a team to be short-handed, the penalized player serving the major penalty does not leave the penalty bench when the opposing team scores. The player must wait for the entire major penalty to expire before he or she is permitted to exit the penalty bench.

20.3 **Substitution** - When a player has been assessed a major penalty and has been removed from the game or is injured, the offending team must place a substitute player on the penalty bench immediately. He or she may then legally exit the penalty bench when the major penalty has expired. If the player has been assessed minor penalties in addition to the major penalty that must also be served on the penalty time clock, the offending team must place a substitute on the penalty bench immediately.

20.4 **Automatic Game Misconduct** - An Automatic Game Misconduct shall be applied to any Player who has been assessed a second major penalty in the same game. When a major and Automatic Game Misconduct are assessed, the Player shall be ruled off the ice for the balance of the game, but a substitute shall be permitted to replace the suspended Player after five (5) minutes have elapsed.

RULE 21 - MISCONDUCT PENALTIES

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

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

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

PENALTY—Game misconduct.

RULE 22 - GAME MISCONDUCT PENALTIES

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

When a major and game misconduct is assessed, the offending team must immediately place a substitute in the penalty box to be released upon expiration of the major penalty.

Medical personnel cannot be assessed a game misconduct penalty.

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

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

22.3 **Automatic Game Misconduct Penalty** - An "Automatic Game Misconduct" shall be applied to any Player who has been assessed a second major penalty in the same game. When a major and "Automatic Game Misconduct" are assessed, the Player shall be ruled off the ice for the balance of the game, but a substitute shall be permitted to replace the suspended Player after five (5) minutes have elapsed.

RULE 23 - DISQUALIFICATION PENALTIES

23.1 **Disqualification Penalty** - A disqualification penalty involves the removal of a player, including a goalkeeper, for the remainder of the game plus a five-minute major penalty, and may be assessed before the start of the game, or during or after the game.

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

When a five-minute major and game disqualification is assessed, the offending team must immediately place a substitute in the penalty box to be released upon expiration of the major penalty.

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

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

The progressive game-disqualification structure shall be:

1. First disqualification penalty—that game plus one.
2. Second disqualification penalty—that game plus two.
3. Third disqualification penalty—that game plus three.
4. Fourth disqualification penalty—that game plus four.

(The progression shall continue after the fourth disqualification penalty.)

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

The team of the disqualified player(s) shall be permitted to dress a substitute player or players (equal to the number of disqualified players) in the next scheduled game.

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

RULE 24 - NCAA TOBACCO POLICY

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

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

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

RULE 25 - PENALTY SHOT/OPTIONAL MINOR PENALTY

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

25.2 **Penalty Shot Procedure** - A penalty shot shall be handled as follows: As directed by the referee, the player designated to take the penalty shot shall

be announced by the public address announcer. The linesperson 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 with the exception of a puck contacting either the goal post or crossbar and then directly into the goal off any portion of the goalkeeper. The shot is considered complete any time the puck crosses the goal line. Only a goalkeeper or alternate goalkeeper, as designated on the Official Score Sheet, may defend against a penalty shot.

The goalkeeper must remain in the crease until the player taking the penalty shot has touched the puck. 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 lacrosse-like move in which the puck is picked up on the blade of the stick and "whipped" into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.

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

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

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

25.3 **Designated Player** - When a penalty shot is awarded under Rules 72.2 (illegal entry into the game), 67.2 (in the last two minutes of regulation time or anytime during overtime, displacing the goal post, or deliberately displacing the goal to prevent the puck from entering the goal at any time), or 67.1 (defending player removing the helmet while the goalkeeper is in position, or defending player falling on, holding or gathering the puck into the body or hands when the puck is within the goal crease), the captain of the non-offending team shall designate any player who is not serving a penalty at that time to take the penalty shot. Such selection shall be reported to the referee and cannot be changed.

When a penalty shot is awarded under Rules 73.4 (Rebounds and Loose Pucks) and 61.2 (fouling from behind), the referee shall designate the player who has been fouled as the player who shall take the penalty shot.

When a penalty shot is awarded under Rule 67.1 or 67.2 (during the course of a breakaway, a goalkeeper or player deliberately displaces the goal post or a goalkeeper deliberately removes the helmet and/or face mask) , the penalty shot shall be taken by the player last in possession of the puck.

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

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

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

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

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

When a major, misconduct, game misconduct or game disqualification is committed by the goalkeeper that causes the shot to fail, the referee shall permit the shot to be taken over again and the appropriate penalties shall be assessed to the goalkeeper.

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

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

(i) Award a goal if he or she deems the player would have scored into the area normally occupied by the net had it not been dislodged.

(ii) Allow the shot to be re-taken if he or she does not score or it could not be determined if the puck would have entered the area normally occupied by the net.

(iii) If the goal becomes dislodged after the puck has crossed the goal line thus ending the shot, the above determinations do not apply, the shot is complete.

If, while a penalty shot is being taken, any player, Coach or nonplaying Team personnel of the opposing team interferes with or distracts the player taking the shot and, because of such action, the shot fails, a second attempt shall be permitted. The referee shall impose a bench minor to the offending team, If, while the penalty shot is being taken, any player, goalkeeper,

Coach or non-playing Team personnel of the team taking the shot interferes with or distracts the goalkeeper defending the shot and, because of such action, the shot is successful, the referee shall rule no goal.

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

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

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

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

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

25.7 **Results** - Should a goal be scored from a penalty shot, a further penalty to the offending player or goalkeeper shall not be applied unless the offense for which the penalty shot was awarded is a major or misconduct penalty, in which case the appropriate penalty shall be imposed.

If the offense for which the penalty shot was awarded would normally incur a minor penalty, then regardless of the outcome of the shot, no further minor penalty shall be served.

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

No penalty shall expire when a goal is scored against a team on a penalty shot. Should two penalty shots be awarded to the same team at the same stoppage of play (two separate infractions), only one goal can be scored or awarded at a single stoppage of play. Should the first penalty shot result in a goal, the second shot would not be taken but the appropriate penalty would be assessed and served as normal.

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

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

RULE 26 - AWARDED GOALS

26.1 **Awarded Goals** - A goal will be awarded to the attacking team when the opposing team has taken their goalkeeper off the ice and an attacking player has possession and control of the puck (or would have gained possession and control) in the neutral or attacking zone, without a defending player between him or herself and the opposing goal, and he or she is prevented from scoring as a result of an infraction committed by the defending team.

If a player shoots the puck and it hits a stick left by a goalkeeper, broken or otherwise, thus preventing an obvious and imminent goal, a goal shall be awarded.

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

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

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

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

26.3 **Infractions** - Penalty Shot or Shootout Attempt - A goal will be awarded when a goalkeeper attempts to stop a penalty shot by throwing his or her stick or any other object at the player taking the shot or by dislodging the goal (either deliberately or accidentally).

26.4 **Infractions** - When Goalkeeper is on the Ice - A goal will be awarded when an attacking player, with an imminent scoring opportunity, is prevented from scoring as a result of a defending player or goalkeeper displacing the goal post, either deliberately or accidentally.

26.5 **Infractions** - When Goalkeeper is off the ice - – the following infractions shall apply:

(i) Delaying the game – see Rule 67.5
(ii) Handling the puck – see rule 71.4
(iii) Illegal substitution – see Rule 72.4
(iv) Leaving the players' or penalty bench – see rule 74.4
(v) Throwing stick – see Rule 55.4

(vi) Fouling from behind – including tripping, hooking, holding, slashing, etc. – see Rule 61

RULE 27 - DELAYED PENALTIES

27.1 **Delayed Penalty** - If a player is penalized while two players of the individual's team are serving penalties, the penalty time of the third player shall not begin until the penalty time of one of the other two players has elapsed. The third player penalized must proceed at once to the penalty bench, but may be replaced by a substitute until the penalty time of the penalized player begins (see 16.2). If the third player penalized with a minor penalty is a goalkeeper, a player from the ice must proceed to the penalty bench to serve the goalkeeper's minor penalty.

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

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

In the case of delayed penalties, the referee shall instruct the penalty timekeeper that players or their substitutes whose penalties have expired only shall be allowed to return to the ice when there is a stoppage of play (see 16.2).

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

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

RULE 28 - GOALKEEPER'S PENALTIES

28.1 **Minor Penalty to Goalkeeper** - A goalkeeper shall not be sent to the penalty bench for an offense that incurs a minor penalty. Instead, the captain of the offending team shall designate another member of the team who was on the ice when the offense was committed to serve the penalty, and such substitute shall not be changed. A penalized player may not serve a goalkeeper's penalty.

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

28.2 **Major or Misconduct Penalty to Goalkeeper** - A goalkeeper shall not be sent to the penalty bench for an offense which incurs a major or misconduct penalty, but instead, the major or misconduct penalty shall be served immediately by another member of his team who was on the ice when play is stopped and the penalty assessed. This player is to be designated by the Coach

of the offending team through the Captain and such substitute shall not be changed.

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

28.3 **Participating in the Play Over the Center Red Line** - If a goalkeeper participates in the play in any manner while beyond the center red line, a minor penalty shall be assessed to the goalkeeper. However, the goalkeeper may proceed without participating in the play to the players' bench if it is beyond the center red line. The position of the puck is the determining factor for the application of this rule.

28.4 ***Women's Game Only:*** **Privileged Area** - Within the privileged area, the goalkeeper has certain privileges (see 43.1 and 71.2). When outside of this area, however, the goalkeeper must play the puck in the same manner as that prescribed for other players and is subject to the same penalties (see 71.2 and 76.3). The goalkeeper shall not body check an opponent in the privileged area.

PENALTY—Minor.

Men's Game Only: **Restricted Area** – A goalkeeper shall not play the puck outside of the designated area while behind the goal line. This area shall be defined by lines that begin six feet (6') from either goal post and extend diagonally to points twenty-eight feet (28') apart at the end boards. Should the goalkeeper play the puck outside of the designated area behind the goal line, a minor penalty for delay of game shall be imposed. The determining factor shall be the position of the puck. The minor penalty will not be assessed when a goalkeeper plays the puck while maintaining skate contact with his goal crease.

Note: Divisions II and III Men's Ice Hockey will use the privileged area through the 2026-2027 season until the Restricted Area takes effect in 2027-2028

PENALTY—Minor.

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

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

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

RULE 29 - SUPPLEMENTARY DISCIPLINE

29.1 **Supplementary Discipline** - The proper disciplinary authority may, at the conclusion of the game, and at its discretion, investigate any egregious incidents that occur 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. In cases where a game misconduct or game disqualification penalty is enforced, a conference may appeal to the NCAA secretary-rules editor and national coordinator of officials (men's or women's) to review the penalty for a possible reduction. In NCAA championship competition, the proper disciplinary authority is the divisional championship committee or its designee.

The intent of the supplementary discipline rule is to allow conferences to review and investigate egregious actions where the on-ice penalty or non-penalty is clearly in question. This rule is not a mandate to review all penalties and is intended to be used rarely.

A player who receives a suspension(s) through the supplemental discipline process may not use exhibition games to serve a supplemental discipline suspension(s).

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

RULE 30 - EXHIBITION GAMES

30.1 **Exhibition Games** - An exhibition game is a contest played under NCAA Ice Hockey Playing Rules in which the result shall not count toward either team's won-lost record, conference standings, statistical records, or NCAA championship selection criteria. Both participating institutions must agree prior to the contest that the game shall be designated as an exhibition game.

All NCAA Ice Hockey Playing Rules shall apply during exhibition games unless otherwise approved by the appropriate NCAA Division I Men's Ice Hockey Rules Subcommittee, Division I Women's Ice Hockey Rules Subcommittee or Divisions II and III Men's and Women's Ice Hockey Rules Committee. Officials shall enforce all playing rules, penalties, and game procedures as prescribed in the NCAA Ice Hockey Rules Book.

30.2 **Number of Players** - There shall be no restriction on the number of eligible players who may participate in an exhibition game. Participating institutions may dress and utilize any number of eligible student-athletes in accordance with NCAA eligibility requirements.

30.3 **Modifying Rules** - Prior to the start of the contest, the head coaches of both teams may mutually agree to modify, conduct, or omit overtime procedures and/or a shootout. Any such agreement shall be communicated to the referee prior to the start of the game. The outcome of any overtime period or shootout shall not affect the exhibition status of the contest.

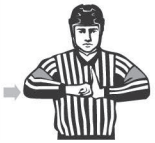
30.4 **Game Misconduct or Disqualification Penalties** - A game misconduct penalty assessed during an exhibition game shall be recorded and included in the accumulation of game misconduct penalties under Rule 22.2 (Suspensions).

A player who receives a disqualification penalty in any game, including an exhibition game, shall not be permitted to participate in the team's next played regular-season or tournament game against an NCAA member institution.

Exhibition games shall not be used to fulfill any suspension resulting from a disqualification penalty. If a disqualification penalty is assessed during an exhibition game, the required suspension shall be served during the team's next applicable regular-season or tournament game against an NCAA member institution.

Any suspension imposed through the supplemental discipline process shall be served during the team's next applicable regular-season or postseason game(s) against an NCAA member institution.

OFFICIALS' SIGNALS



BOARDING

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



BUTT-ENDING

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



CHARGING

Rotating clenched fists around one another in front of chest.



CHECKING

(Women's Only)
The nonwhistle hand is placed on the shoulder and then moved out and to the side.



CLIPPING

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



CONTACT TO THE HEAD

Extend arm above head and tap head with open palm.



CROSS-CHECKING

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



DELAYED CALLING OF PENALTY

Extend arm to upright position.



DELAYED OFFSIDES

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



DELAY OF GAME

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



ELBOWING

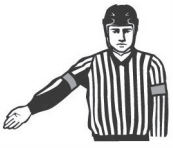
Tapping either elbow with the opposite hand.



FIGHTING/PUNCHING

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

OFFICIALS' SIGNALS



GOAL SCORED

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



GRASPING THE FACE MASK

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



HAND PASS

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



HIGH-STICKING

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



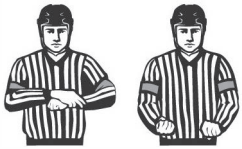
HITTING FROM BEHIND

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



HOLDING

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



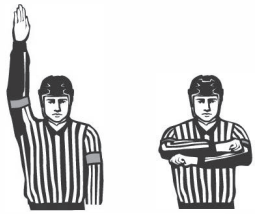
HOLDING THE STICK

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



HOOKING

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



(A) (B)

ICING

(A) The back Linesman signals a possible icing by fully extending either arm over his head. The arm should remai raised until the front Linesman either blows the whistle t indicate an icing or until the icing is washed out.

(B) Once the icing has been completed, the back linesman v skate to an area between the facoff circles in the end whe the ensuing faceoff will be conducted and cross his arms across his chest to indicate icing. Once the non-offending te has chosen a faceoff side, the linesman shall point to the appropriate faceoff dot and begin the faceoff.

OFFICIALS' SIGNALS



INTENTIONAL OFFSIDE

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



INTERFERENCE

Crossed arms with fists clenched stationary in front of chest.



KNEEING

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



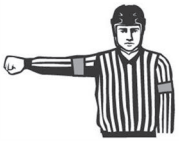
MISCONDUCT

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



PENALTY SHOT

Arm fully extended, pointed at center-ice faceoff circle.



ROUGHING

Fist clenched, fully extending arm from the side.



SLASHING

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



SPEARING

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



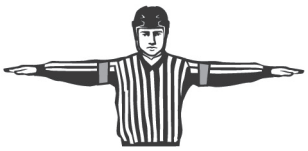
TIMEOUT/ UMSPORTSMANLIKE CONDUCT

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



TRIPPING

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



"WASH–OUT"

Both arms swung shoulder height, not waist height.

SECTION 5

Officials

RULE 31 - APPOINTMENT OF OFFICIALS

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

RULE 32 - OFFICIATING SYSTEMS

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

32.2 **Arrival and Departure From Ice** - The on-ice officials should arrive on the ice at the beginning of the warm-up period before the start of the game and shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms.

The referee shall order the teams on the ice at the appointed time for the start of the game and at the commencement of each period. Teams shall be notified three minutes before play is to start before the end of each intermission (see 82.3).

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

It is recommended that the home team provide a tape measure with a minimum length of 6 feet, a stick-measurement device and a current copy of the NCAA ice hockey rules book be available at the scorer's table/penalty bench.

Officials are strongly encouraged to wear a protective visor while officiating NCAA ice hockey games.

32.4 **Unable to Continue** - Should one of the appointed officials be unable to officiate because of sickness or accident, the remaining officials shall officiate the game. In the two-referee, two-linesperson system, if a referee is unable to continue, a one-referee, two-linesperson system is recommended. If a linesperson is unable to continue, the two-referee, one-linesperson system is recommended. In the two-referee, one-linesperson system, conferences should establish a policy dealing with this issue.

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

If an on-ice official accidentally leaves the ice or receives an injury that incapacitates the individual from discharging the duties of the job while play is in progress, the game shall be stopped immediately by a remaining on-ice official, unless one of the teams has the puck in a scoring position, in which case the play shall be allowed to be completed. If it is obvious that the injury sustained is of a serious nature, play shall be stopped immediately.

RULE 33 - REFEREE

33.1 **Disputes** - The referees shall have general supervision of the game and full control of game officials and players from the time the teams exit their dressing rooms, during the warm-up, during the game, including any stoppages or interruptions of play, and after the game until such time as the teams enter their dressing rooms.

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

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

As there is a human factor involved in blowing the whistle to stop play, the referee may intend for the play to be stopped slightly before the whistle blows. For example, the fact that the puck may come loose or cross the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped. Referees may determine that the puck entered the net as the culmination of a continuous play where the result of the play was unaffected by any whistle blown by the referee upon losing sight of the puck.

33.2 **Face-offs** - In the two-referee, two-linesperson system, the linesperson shall drop the puck at the center ice face-off spot at the start of each period and after goals. In the two-referee, one-linesperson system, the linesperson shall drop the puck for all face-offs.

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

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

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

33.5 **Penalties and Goals** - The referee shall assess such penalties as prescribed by the rules for infractions thereof, stop play for any other infraction of the rules and give final decisions in the matters of disputed goals. The referee may, in matters of disputed goals, consult with other on-ice officials before making a decision.

The referee shall announce to the official scorer or penalty timekeeper all goals and assists legally scored, as well as penalties, and for what infractions such penalties are assessed. However, conferences and tournament directors may determine an alternate policy for awarding assists.

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

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

RULE 34 - LINESPERSON

34.1 **General Duties** - The linespersons shall determine infractions of the rules concerning off-sides and icing.

34.2 **Face-offs** - The linespersons shall conduct all face-offs.

34.3 **Stopping Play** - The linesperson shall stop play:

1. When the puck goes outside the playing area;
2. For encroachment into the face-off area;
3. For the puck being played with a high stick or hand pass;
4. For the goal cage becoming dislodged;
5. For premature substitution of a goalkeeper (see Rule 75);
6. For an injured player(s) (see Rule 8) or official;
7. For too many players on the ice;
8. When a stick, puck or any foreign object is thrown on the ice;
9. To report a goal not observed by the referee;
10. To report an ineligible player playing the puck; or
11. When a player or goalkeeper's helmet becomes dislodged.
12. When either team ices the puck.
13. When an illegal puck enters the playing area.
14. When a player who has lost or broken his stick receives one illegally.
15. When any identifiable player on the player's or penalty bench, by means of his stick or his body, interferes with the movements of the puck or an opponent.
16. For any infraction of the rules concerning off-side play at the blue line.
17. When the puck is interfered with by an ineligible player/person.
18. The calling of a penalty shot under Throwing the Stick.

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

RULE 35 - OFFICIAL SCORER

35.1 **General Duties** - After the pregame warm-up, the official scorer shall obtain from the coaches of both teams a list of all eligible players and the starting lineup of each team (15 minutes before the game, see 7.1 and 82.2). This information shall be made known to the opposing team's coach before the start of play, either personally or through the referee.

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

The official scorer shall indicate those players on the lists who actually have taken part in the game. The official scorer also shall record the time of entry into the game of any substitute goalkeeper. The official scorer shall

record on the Official Score Sheet a notation when a goal is scored when the goalkeeper has been removed from the ice.

The official scorer also shall prepare the Official Score Sheet for the referee's signature.

35.2 **Goals and Assists** - The official scorer shall keep a record of the goals scored and who scored them and players to whom assists have been credited.
Note: Both schools should participate in any changes involving scoring.

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

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

RULE 36 - GAME TIMEKEEPER

36.1 **General Duties** - The game timekeeper shall signal the referee and the competing teams for the start of the game and each succeeding period, and the referee shall start the play promptly in accordance with Rule 90.

To assist in ensuring the prompt return to the ice of the teams and the officials, the game timekeeper and/or home team personnel shall give a preliminary warning three minutes before the resumption of play for each period (see Rule 82).

The game timekeeper shall announce on the public-address system at the 19th minute in each period that there is one minute remaining to be played in the period.

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

36.2 **Signal Devices** - If the rink is not equipped with an automatic buzzer, horn or siren, or if such a device fails to function, the game timekeeper shall signal the end of each period by blowing a whistle.

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

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

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

36.4 **Intermission** - For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record the length of intermissions. The clock will start for the intermission once the last official exits the ice surface upon the termination of the period.

Intermissions are twelve (12) or Fifteen minutes (15:00) in length, unless otherwise notified.

To assist in ensuring the prompt return to the ice of the teams and the officials, the game timekeeper and/or home team personnel shall give a preliminary warning three minutes before the resumption of play for each period (see Rule 82).

RULE 37 - PENALTY TIMEKEEPER

37.1 **General Duties** - The penalty timekeeper shall keep, on the official forms provided, a record of all penalties imposed by the officials, including the names of the players penalized, the infractions penalized, the duration of each penalty and the time at which each penalty was imposed.

The penalty timekeeper shall check to be sure that the time served by all penalized players is correct.

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

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

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

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

37.3 **Penalty Time Clock** - The individual shall be responsible for the correct posting of penalties on the scoreboard at all times, and promptly shall call to the attention of the referee any discrepancy between the time recorded on the clock and the official correct time, and shall be responsible for making any adjustments ordered by the referee.

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

RULE 38 - GOAL JUDGE

38.1 **General Duties** - The goal judge should signal the referee, by means of a red light, when the puck enters the goal cage. The referee may consult the goal judge to gather information. The referee shall make the final decision as to whether or not the goal will be allowed. Goal judges are recommended.

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

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

RULE 39 - VIDEO-REPLAY OFFICIAL

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

RULE 40 - ABUSE OF OFFICIALS

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

A player, goalkeeper, Coach or non-playing person shall not challenge or dispute the rulings of an official before, during or after a game. A player, goalkeeper, Coach or non-playing person shall not display unsportsmanlike conduct including, but not limited to, obscene, profane or abusive language or gestures, comments of a personal nature intended to degrade an official, or persist in disputing a ruling after being told to stop or after being penalized for such behavior.

PENALTY—Player: Minor.

PENALTY—Any player who persists in such actions towards an on or off-ice official for which he or she has been assessed a minor or bench minor penalty for unsportsmanlike conduct: Misconduct.

PENALTY—Any player who, after being assessed a misconduct penalty, persists in such actions: Game Misconduct.

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

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

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

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

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

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

PENALTY—Player: Minor and game misconduct.

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

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

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

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

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

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

PENALTY—Minor.

PENALTY—Any player who persists in such actions towards an on or off-ice official for which he or she has been assessed a minor or bench minor penalty for unsportsmanlike conduct: Misconduct.

PENALTY—Any player who, after being assessed a misconduct penalty, persists in such actions: Game Misconduct.

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

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

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

PENALTY—Minor.

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—Major plus a Game Misconduct.

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

PENALTY—Minor.

A player shall not taunt an official.

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

RULE 41 - PHYSICAL ABUSE OF OFFICIALS

41.1 **Physical Abuse of Officials** - Any player who deliberately applies physical force an official, in any manner attempts to injure an official, physically demeans, physically threatens or deliberately applies physical force to an official solely for the purpose to break free of such an official during or immediately following an altercation. Physically threatens can include, but is not limited to, throwing a stick or any other piece of equipment or object at or in the general direction of an official, shooting the puck at or in the

general direction of an official, spitting at or in the general direction of an official.

PENALTY—Major plus Game Disqualification.

41.2 **Coach or Non-Playing Club Personnel** - Any Coach or non-playing Club personnel who holds or strikes an official shall be automatically suspended from the game, ordered to the dressing room and the matter will be reported to the Commissioner for further disciplinary action.

PENALTY—Game Misconduct .

SECTION 6

Physical Fouls

RULE 42 - BOARDING

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

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

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

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

RULE 43 - CHARGING

43.1 **Charging -** A penalty shall be imposed on a player who skates, jumps into or charges an opponent in any manner.

Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A "charge" may be the result of a check into the boards, into the goal frame or in open ice.

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

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

A penalty shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his or her goal crease.

A goalkeeper is not "fair game" just because he or she is outside the goal crease area. The appropriate penalty should be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper. However, incidental contact, at the discretion of the referee, will be permitted when the goalkeeper is in the act of playing the puck outside his or her goal crease

provided the attacking player has made a reasonable effort to avoid such contact.

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

RULE 44 - CLIPPING

44.1 **Clipping -** Clipping is the act of throwing the body across or below the knees of an opponent from any direction.

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

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

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

RULE 45 - CONTACT TO THE HEAD

45.1 **Contact to the Head** - A hit resulting in contact with an opponent's head where the head was the main point of contact and such contact to the head was avoidable is not permitted. In determining whether contact with an opponent's head was avoidable, the circumstances of the hit including the following shall be considered:

1. *Whether the player attempted to hit squarely through the opponent's body and the head was not "picked" as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward.*
2. *Whether the opponent put him or herself in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.*
3. *Whether the opponent materially changed the position of his or her body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.*

PENALTY—Minor.

Note: There is no provision for a stand-alone major penalty.

Major and Game Misconduct: The referee has the discretion to assess a major penalty plus game misconduct, based on the severity of the infraction, to a player that makes direct contact to the head of an opponent.

Major and Disqualification: The referee has the discretion to assess a Disqualification penalty if the player attempted to or deliberately injured an opponent with an illegal check to the head.

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

The following examples, based on the severity of the contact, should be penalized with a major penalty and game misconduct or a major penalty and disqualification:

- A player that is reckless;
- A player that has just released a shot or pass;

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

RULE 46 - ELBOWING

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

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

RULE 47 - FACE MASKS

47.1 **Face Masks -** A player shall not intentionally place or push with the open hand on the face mask. The inadvertent or accidental placement of an open hand on the face mask shall not be ruled a penalty.

PENALTY—Minor.

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

PENALTY—Minor.

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

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

Women's Game Only: The face mask in fouls mentioned in 47.1 includes any helmet opening.

RULE 48 - FIGHTING OR PUNCHING

48.1 **Fighting or Punching** - A fight shall be deemed to have occurred when at least one player punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants.

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

PENALTY—Major plus Game Disqualification.

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

Whenever a Coach or other non-playing Team personnel becomes involved in an altercation with an opposing player, Coach or other non-playing Team personnel on or off the ice, shall be automatically suspended

from the game, ordered to the dressing room and the matter will be reported to the Commissioner for further disciplinary action.

48.2 **Clearing the Area of a Fight** - When a fight occurs on the ice, all non-participating players, excluding goalkeepers, must proceed immediately and directly to their respective players' bench at the signal of the referee. Goalkeepers must remain in the immediate vicinity of their goal crease.

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

48.3 **Continuing or Attempting to Continue a Fight -** A player shall not resist an official or persist in continuing or attempting to continue an altercation after the player has been ordered by any on-ice official to stop.

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

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

PENALTY—Minor.

Note: See Rule 53 - Roughing

RULE 49 - HEAD-BUTTING

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

49.2 **Minor Penalty** - A minor penalty shall be called for an attempted head-butt or for non-forceful contact.

49.3 **Major and Game Misconduct** - A major and game misconduct shall be called for forcible contact.

49.4 **Major and Game Disqualification** - A major and disqualification shall be called for egregious contact.

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

RULE 50 - HITTING/CHECKING FROM BEHIND

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

Minor Penalty - A minor penalty may be assessed when the opponent materially changes body position immediately prior to or simultaneously with the hit in a way that significantly contributed to the check from behind into the side boards, end boards or goal cage. A minor penalty may be considered provided the player delivering the check does NOT:

- Extend or and direct the arm, elbow, forearm or shoulder to contact to the back of an opponent.
- Extends the body and targets the opponent's back.
- Leaves their skates or launches in order to deliver a blow to the back.
- Uses the stick in any way to target a player's back (e.g., cross checking, butt-ending, etc.).
- Check or push a defenseless opponent from behind in such a manner that causes the opponent to hit or impact the boards in an excessive or forceful manner.

Major Penalty – A major penalty may be assessed when the opponent materially changes body position immediately prior to or simultaneously with the hit in a way that significantly contributed to the check from behind into the side boards, end boards or goal cage. A major penalty may be considered provided the player delivering the check does NOT:

- Deliver a late hit.
- Extend and direct the arm, elbow, forearm or shoulder to contact to the back of an opponent.
- Extend the body and target the opponent's back.
- Leaves their skates or launches in order to deliver a blow to the back.
- Uses the stick in any way to target a player's back (e.g., cross checking, butt-ending, etc.).
- Check or push a defenseless opponent from behind in such a manner that causes the opponent to hit or impact the boards in an excessive or forceful manner.

Major and Game Misconduct: Any player who cross-checks, pushes or charges an opponent who is in a vulnerable position from behind into the side boards, end boards or goal cage, may be assessed a major penalty and game misconduct.

Major and Disqualification: The referee has discretion to assess a disqualification penalty if the attacking player delivers contact to an opponent by checking from behind into the side boards, end boards or goal cage that is severe and/or reckless.

These situations, based on the severity of the contact, shall be assessed either a major and game misconduct or major and disqualification penalty:

- A player that is reckless.
- A player that delivers a late hit.
- A player that extends and directs the arm, elbow, forearm or shoulder to contact to the back of an opponent.
- A player that extends the body and targets the opponent's back.
- A player that leaves their skates or launches in order to deliver a blow to the back.
- A player that uses the stick in any way to target a player's back (e.g., cross checking, butt-ending, etc.).

RULE 51 - KICKING

51.1 **Kicking a Player -** A player shall not kick another player. Kicking includes all cases in which a kicking gesture is made regardless of whether contact occurs. **PENALTY—Major plus Game Disqualification.**

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

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

PENALTY—Misconduct.

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

official. A puck that deflects into the net off an attacking player's skate who does not use a distinct kicking motion is a legitimate goal.

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

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

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

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

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

RULE 52 - KNEEING

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

The referee, at his or her discretion, may assess a major penalty, based on the severity of the infraction, to a player guilty of kneeing an opponent.

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

RULE 53 - ROUGHING

53.1 **Roughing** - A player shall not make a punching or slamming motion with or without the glove on the hand, normally directed at the head or face of an opponent, or if a player intentionally removes an opponent's helmet during play pursuant to Rule 9.4. A player shall not push or shove an opponent with unnecessary force. An altercation is a situation involving two players with at least one to be penalized.

(i) A minor altercation that is not worthy of a major or disqualification penalty to either participant or if a player intentionally removes an opponent's helmet during play pursuant to Rule 9.4.

PENALTY—Minor.

(ii) Any altercation in which blows are exchanged that are not deemed deserving of a Fighting Disqualification penalty (See Rule 48 Fighting) but are considered more than a minor.

PENALTY—Major and Game Misconduct.

53.2 **Excessive Roughness** - A player shall not commit an action not permitted by the rules that may cause or causes an injury to an opponent, to team personnel or to a game official.

PENALTY—Major plus game disqualification.

Note: Officials are provided very wide latitude in the penalties with which they may impose under this rule (See Rule 48 Fighting). Officials are encouraged to pay particular attention to a player who instigates or escalates an incident after play is stopped.

53.3 **Sucker Punch - Women's Game Only.** A major penalty shall be assessed to a player who punches any unsuspecting or unwilling combatant or opponent that could cause injury.

PENALTY—Major.

RULE 54 - SLEW-FOOTING

54.1 **Slew-footing** - Slew-footing is the act of a player or goalkeeper using the leg or foot to knock or kick an opponent's feet from under them, or pushing an opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of the leg, knocking or kicking the opponent's feet from under them, causing the opponent to fall violently to the ice.

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

RULE 55 - THROWING EQUIPMENT

55.1 **Throwing A Stick** - A player shall not throw a stick or any other object in any zone. A player who has lost or broken his or her stick may only receive a stick at their own players' bench or be handed one from a teammate on the ice.

Minor Penalty – A minor penalty shall be imposed:

(i) For throwing a stick or any part thereof or any other object in the direction of the puck or an opponent in any zone, except when such act has been penalized by the assessment of a penalty shot (25) or the awarding of a goal (26);

(ii) For throwing a stick when a defending player shoots or throws a stick or any other object in the defending zone but not at the puck or puck carrier;

(iii) For interference when a player moves a stick that is not broken and it interferes with an opposing player (except where a penalty shot (25) or awarded goal (26) applies) or when the player who lost said stick is prevented from retrieving it as a result;

NOTE 1: No penalty will be assessed if moving the non-broken stick if it does not interfere with the play or the opposing player is not attempting to retrieve it.
NOTE 2: When a player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the ice (and not over the boards) in such a way as to not interfere with the play or opposing player(s), no penalty will be imposed for so doing.

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

PENALTY—Player: Minor and game misconduct.

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

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

If the officials are unable to determine the person against whom the offense was made, the non-offending team, through the Captain, shall designate a player on the ice when play is stopped and the penalty shot awarded, to take the shot.

If a player on a breakaway in the neutral or attacking zone is interfered with by a stick or any other object or piece of equipment that is thrown by any member of the defending team, including the Coach or any non-playing Club person, a penalty shot shall be awarded to the non-offending team. See also Rule 61.2 – Tripping for infractions from behind to a player on a breakaway.

A player controlling the puck outside of the puck carrier's defensive zone with no opponent to pass other than the goalkeeper shall not be interfered with by a stick or part thereof or any other object thrown or shot by any member of the defending team. If the officials are unable to determine the person against whom the offense was made, the non-offending team, through the Captain, shall designate a player on the ice when play is stopped and the penalty shot awarded, to take the shot.

PENALTY—Penalty shot/optional minor.

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

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

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

PENALTY—Awarded goal.

55.5 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—Game Misconduct.

Note: "Control of the puck" is defined as the act of propelling the puck with the stick, hand or skate. If, while it is being propelled, the puck is touched by another

player or that player's equipment, hits the goal or goes free, the player shall not be considered in control of the puck.

SECTION 7

Restraining Fouls

RULE 56 - HOLDING

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

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

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

PENALTY—Minor.

RULE 57 - HOLDING THE STICK

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

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

PENALTY—Minor.

RULE 58 - HOOKING

58.1 **Hooking** - A player shall not impede the progress of an opponent by hooking with the stick or by using the stick in a reverse position to obtain the puck or prevent the opponent from playing the puck. Hooking is the act of using the stick in a manner that enables a player to restrain an opponent.

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

PENALTY—Minor.

RULE 59 - INTERFERENCE

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

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

A player is allowed the ice he or she is standing on (body position) and is not required to move in order to let an opponent proceed. A player may "block" the path of an opponent provided he or she is in front of the opponent and moving in the same direction. Moving laterally and without establishing body position, then making contact with the non-puck carrier is not permitted and will be penalized as interference. A player is always

entitled to use his or her body position to lengthen an opponent's path to the puck, provided his or her stick is not utilized (to make themselves "bigger" and therefore considerably lengthening the distance his or her opponent must travel to get where he or she is going); his or her free hand is not used and he or she does not take advantage of their body position to deliver an otherwise illegal check.

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

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

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

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

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

59.2 **Minor Penalty** - A minor penalty for interference can be imposed:

(i) On a player who interferes with or impedes the progress of an opponent who is not in possession of the puck;

(ii) On a player who restrains an opponent who is attempting to "fore-check";

(iii) On any player who deliberately checks an opponent, including the goalkeeper, who is not in possession of the puck;

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

(v) On a player who deliberately knocks the stick out of an opponent's hand, or prevents a player who has dropped his stick or any other piece of equipment from regaining possession of it;

(vi) On a player who knocks or shoots any abandoned or broken stick or illegal puck or other debris towards an opposing puck carrier in a manner that could cause him to be distracted;

(vii) On any identifiable player on the players' bench or penalty bench who, by means of his stick or his body, interferes with the movements of the puck or any opponent on the ice during the progress of the play;

(viii) On any player about to come onto the ice who plays the puck while one or both skates are still on the players' or penalty bench.

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

PENALTY—Minor

Note 1: The last player to touch the puck, other than the goalkeeper, shall be considered the player in possession. In interpreting this rule, a referee should make sure which of the players is the one creating the interference — often it is the action and movement of the attacking player that causes the interference since the defending players are entitled to stand their ground or shadow the attacking players. Players of the team in possession shall not be allowed to run interference for the puck carrier.

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

(x) A player on the players' or penalty bench shall not, by means of the stick or body, interfere with the movements of the puck or of any opponent on the ice during the progress of play. In addition, a player that is about to come onto the ice shall not play the puck while one or both skates are still on the players' or penalty bench.

PENALTY—Minor.

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

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

A player delivering a check to an unsuspecting and vulnerable player puts themselves in jeopardy of being penalized under this rule. Officials are to pay particular attention to these examples when applying this rule. These are intended as guidance and include, but are not limited to, the following:

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

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

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

59.5 **Penalty Shot** - When a player in control of the puck in the neutral or attacking zone and having no other opponent to pass than the goalkeeper is interfered with by a stick or any part thereof or any other object or piece of equipment thrown or shot by any member of the defending team including the Coach or non-playing Club personnel, a penalty shot shall be awarded to the non-offending team. When a Coach or non-playing personnel is guilty of such an act, he shall automatically be assessed a Game Misconduct.

59.6 **Awarded Goal** - If, when the goalkeeper has been removed from the ice, any member of his team (including the goalkeeper) not legally on the ice, including the Coach or non-playing personnel, interferes by means of his body, stick or any other object or piece of equipment with the movements of the puck or an opposing player in the neutral or attacking zone, the Referee shall immediately award a goal to the non-offending team. When a Coach or non-playing personnel is guilty of such an act, he shall automatically be assessed a Game Misconduct.

OLD RULE 60 - OBSTRUCTION

Rule 61 has been removed from the NCAA Ice Hockey Rules.

RULE 61 - TRIPPING

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

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

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

PENALTY—Minor.

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

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

"Control of the puck" means the act of propelling the puck with the stick, hand or skate.

In order for a penalty shot to be awarded for a player being fouled from behind, the following five (5) criteria must have been met:

1. The infraction must have taken place in the neutral or attacking zone (i.e. over the puck carrier's own blue line).
2. The non-offending player must have been in possession and control of the puck (or, in the judgment of the referee, the player clearly would have obtained possession and control of the puck)

3. The fouled player should have had no other opponent to pass but the goalkeeper at the time of the infraction
4. The infraction must have been committed from behind or diagonally from behind
5. The non-offending player must have been denied a reasonable chance to score. The fact that the player 'got a shot off' does not automatically eliminate this play from the penalty shot consideration criteria. If the fouled player was denied a "more" reasonable scoring opportunity due to the infraction, then the penalty shot should still be awarded.

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

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

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

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

61.3 Awarded Goal - If, when the opposing goalkeeper has been removed from the ice, a player in control of the puck (or who could have obtained possession and control of the puck) in the neutral or attacking zone is tripped or otherwise fouled with no opposition between him and the opposing goal, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the attacking team.

SECTION 8

Stick Fouls

RULE 62 - BUTT-ENDING

62.1 **Butt-Ending -** The action whereby a player uses the shaft of the stick, above the upper hand, to check an opposing player in any manner or jabs or attempts to jab an opposing player with this part of the stick. Butt-ending includes all cases in which a butt-end gesture is made, regardless of whether contact occurs.

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

RULE 63 - CROSS-CHECKING

63.1 **Cross-Checking -** A player shall not cross-check an opponent. A cross-check is the action of using the shaft of the stick between the two hands to forcefully check an opponent.

PENALTY—Minor, major, game misconduct or disqualification at the discretion of the referee based on the severity of the contact.

RULE 64 - HIGH-STICKING

64.1 **High-Sticking -** Carrying sticks above the height of a player's shoulder is prohibited. Players must be in control and responsible for their stick. However, a player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion, or accidental contact on the opposing center who is bent over during the course of a face-off. A wild swing at a bouncing puck would not be considered a normal windup or follow through and any contact with an opponent above the height of the shoulders shall be penalized accordingly. A high stick is one which contacts an opponent above the shoulders, provided their shoulders are at waist level or higher.

PENALTY—Minor.

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

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

RULE 65 - SLASHING

65.1 **Slashing -** A player shall not slash an opponent with the stick. Slashing includes any forceful or powerful chopping or swinging motion with the stick directed at an opponent, regardless of whether contact occurs. Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the referee, is not an attempt to play the puck, shall be penalized as slashing.

PENALTY—Minor, major, game misconduct or disqualification at the discretion of the referee based on the severity of the contact.

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

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

RULE 66 - SPEARING

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

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

SECTION 9

Other Fouls

RULE 67 - DELAYING THE GAME

67.1 **Delaying the Game -** Any player, including the goalkeeper, who holds, freezes or plays the puck with his or her stick, skates or body in such a manner as to deliberately cause a stoppage of play will be assessed a penalty. With regard to a goalkeeper, this rule applies outside of his or her goal crease area. **PENALTY—Minor.**

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

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

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

A defending player, except the goalkeeper, shall not be permitted to fall on the puck, hold the puck or gather the puck into the body or hands when the puck is within the goal crease.
PENALTY—Penalty shot/optional minor; an additional penalty shall not be assessed.

A goalkeeper shall not deliberately remove the helmet and/or face mask during when the opposing team is on a breakaway, during the course of a penalty shot or shootout attempt (see 9.4)
PENALTY—Awarded Goal.

If, during a breakaway by the attacking team, the goalkeeper has been replaced by an extra attacker and a defending player deliberately removes their helmet, the referee shall stop play immediately and award a goal (see 9.4).
PENALTY—Awarded Goal.

During a breakaway, if a defending player deliberately removes their helmet, play shall be stopped immediately (see 9.4)
PENALTY—Penalty Shot/Optional Minor Penalty.

A player shall not intentionally drop the gloves and/or stick. This includes delay of the game by unnecessarily adjusting equipment or clothing, tying skates, conferring with coaches, players or others, or committing any act for the obvious purpose of stalling or delaying the game (see 76.2).
PENALTY—Minor.

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

When any player, while in their defending zone, shoots or bats (using the hand or stick) the puck directly (non-deflected) out of the playing surface, except where there is no glass, the offending team is not allowed to change its on-ice personnel before the next face-off. Deliberate violations of this rule shall be penalized as delay of game. When the puck is shot into the players' bench, the violation will not apply. When the puck is shot over the glass behind the players' bench, the offending team is not allowed to change its on-ice personnel. When the puck goes out of the playing area directly off a face-off, the violation will not apply. (***Exception:*** An injured player may be replaced.)

A goalkeeper who races out of his or her crease in an attempt to beat the attacking player to the puck and instead of playing the puck jumps on the puck causing a stoppage of play.

Note: If a goalkeeper comes out of his or her crease to "cut down the angle" on a shot and after making the save covers the puck, this shall be legal.

For adjustments to clothing, equipment, skates or sticks.

Note: No penalty should be assessed when a water bottle is delivered to a goalkeeper, however, this should be conducted during time-outs and if, in the opinion of the referee, it is being done to intentionally delay the game, a minor penalty may be assessed.

Note: 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.

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

PENALTY—Bench Minor.

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

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

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

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

PENALTY—Warning or bench minor against offending fans' team for delay of game.

It is the referee's discretion, depending on the severity of the action, whether a warning is necessary.

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

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

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

67.3 **Delayed Whistle** - When the net is accidentally displaced by an attacking player, and the defending side is in control of the puck and moving out of their zone, play shall be permitted to continue until such time as the non-offending team loses control of the puck. The resulting face-off will take place at a face-off spot in the zone nearest the location where the play was stopped, unless it is in the nonoffending team's defending zone, and as such the ensuing face-off would be outside the blue line at one of the face-off spots in the neutral zone. It is possible for a goal to be scored at one end of the rink while the net at the other end has been dislodged, provided that the team being scored upon is the team responsible for dislodging the net at the other end of the rink.

A 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.

Note: A player with a breakaway is a player in control of the puck, in the neutral zone or attacking zone, without opposition between the player and the opposing goal and with a reasonable scoring opportunity.

67.4 **Penalty Shot** – No defending player, except the goalkeeper, will be permitted to fall on the puck, hold the puck, pick up the puck, or gather the puck into the body or hands when the puck is within the goal crease. For infringement of this rule, play shall immediately be stopped and a penalty shot/optional minor penalty shall be awarded against the offending team, but no other penalty shall be given. The rule shall be interpreted so that a penalty shot will be awarded only when the puck is in the crease at the instant the offense occurs.

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

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

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

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

During the course of a breakaway, a player or goalkeeper shall not deliberately displace the goal post.

During the course of a breakaway, penalty shot or shootout attempt, a goalkeeper shall not deliberately remove the helmet and/or face mask.

If, during a breakaway by the attacking team, the goalkeeper has been replaced by an extra attacker and a defending player deliberately removes their helmet, the referee shall stop play immediately and award a goal.

PENALTY—Awarded Goal

67.6 **No Line Change** - In the event that the goal post is displaced accidentally by a defending skater causing a stoppage in play, the ensuing face-off shall be conducted at one of the end zone face-off spots in the defending zone. The offending team shall not be permitted to make any player substitutions prior to the face-off.

However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team.

However, a team shall be permitted to make a player substitution to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team.

In the event that the puck is shot into the end zone by the attacking team from their own side of the center red line, and the opposing goalkeeper freezes the puck resulting in a stoppage of play, the ensuing face-off shall be conducted at one of the end zone face-off spots in the goalkeeper's defending zone. A deflection off any player does not negate the no-change restriction.

The defending team shall not be permitted to make any player substitutions prior to the face-off.

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

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

1. Deliberately shooting the puck out of play.
2. Deliberately throwing or batting the puck out of play.
3. Deliberately shooting or batting the puck (with the hand or with the stick) over the glass from the defending zone.
4. Deliberately displacing the goal from its normal position (or accidentally by a defending player or goalkeeper in relation to the awarding of a goal).
5. Refusing to place the correct number of players on the ice.
6. Persisting in having players in an off-side position.
7. Deliberately falling on the puck.
8. Adjustment of clothing or equipment.

RULE 68 - DIVING/EMBELLISHMENT

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

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

PENALTY—Minor - A minor penalty shall be imposed on a player who attempts to draw a penalty by his or her actions ("diving / embellishment").

RULE 69 - EQUIPMENT

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

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

PENALTY—Minor.

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

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

RULE 70 - FORFEIT OF GAME

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

RULE 71 - HANDLING THE PUCK

71.1 **Skater Handling the Puck -** A skater shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice.

A player shall be assessed a minor penalty for "closing his or her hand on the puck":

1. *If he or she catches it and skates with it, either to avoid a check or to gain a territorial advantage over his or her opponent;*
2. *If he or she places their hand over the puck while it is on the ice in order to conceal it from or prevent an opponent from playing the puck;*
3. *If he or she picks the puck up off the ice with their hand while play is in progress.*

PENALTY—Minor for closing the hand on the puck.

A minor penalty shall be assessed for "delay of game – face-off violation" to a player taking the face-off who:

1. Attempts to win the face-off by batting the puck with their hand.

Note: The two players involved in the actual face-off (the centers) are not permitted to play the puck with their hand without incurring a penalty under this rule until such time as a third player (from either team) has at least touched the puck. Once the face-off is deemed complete (and a winner of the face-off is clear) hand passes shall be enforced as per Rule 84 – Hand Pass

PENALTY—Minor Delay of Game – face-off violation

71.2 **Goalkeeper Handling the Puck -** A team shall have only one goalkeeper, with goalkeeper's equipment and privileges, on the ice at any one time; and only a player in goalkeeper's equipment is entitled to the privileges outlined below:

1. With the feet or stick, the goalkeeper may play the puck in any manner or direction (except by throwing the stick).

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

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

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

PENALTY—End zone spot face-off.

- With the hands or arms, the goalkeeper may propel the puck on the ice or bat it in the air toward the opponent's end of the rink.
- The goalkeeper may not interfere with an opponent who is not playing the puck (see Rule 59.1)
- In the act of preventing a goal, the goalkeeper may play the puck with the stick at any height; however, if injury results from the goalkeeper's high stick, the goalkeeper is liable for the appropriate penalty (see Rule 64).
- A goalkeeper shall not participate in the play in any manner when beyond the center red line.

PENALTY—Minor.

71.3 **Penalty Shot** - If a defending player, except a goalkeeper, while play is in progress, falls on the puck, holds the puck, picks up the puck, or gathers the puck into his body or hands from the ice in the goal crease area, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team. See also Rule 67 – Delaying the Game.

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

71.5 **Disallowed Goal** - A goal cannot be scored by an attacking player who bats or directs the puck with his hand into the net. A goal cannot be scored by

an attacking player who bats or directs the puck, and it is deflected into the net off any player, goalkeeper or official. When the puck enters the net on a clear deflection off a glove, the goal shall be allowed.

RULE 72 - ILLEGAL SUBSTITUTION

72.1 **Illegal Substitution** - An illegal substitution shall be deemed to have occurred when a player enters the game illegally from either the players' bench (teammate not within the five (5) foot limit, refer to Rule 78 (NCAA) – Too Many Players on the Ice), from the penalty bench (penalty has not yet expired), when a major penalty is being served and the replacement player does not return to the ice from the penalty bench, or when a player illegally enters the game for the sole purpose of preventing an opposing player from scoring on a breakaway.

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

PENALTY—Bench minor.

When a player receives a major penalty and a misconduct or game misconduct penalty at the same time, or when an injured player receives a major penalty and is unable to serve the penalty him or herself, the penalized team shall place a substitute player on the penalty bench immediately and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench. Any violation of this provision shall be treated as an illegal substitution under this rule calling for a bench minor penalty.

PENALTY—Bench minor.

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

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

72.2 **Deliberate Illegal Substitution -** There shall not be a deliberate illegal substitution in the last two minutes of regulation time or any time during overtime.

PENALTY—Penalty shot/optional minor. If the illegal substitution comes from the penalty bench, an additional minor shall be assessed on that player. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded. See Rule 23.5 for the designated player.

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

PENALTY—Penalty shot/optional minor and misconduct.

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

PENALTY—Penalty shot/optional minor and misconduct.

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

RULE 73 - INTERFERENCE ON THE GOALKEEPER

73.1 **Interference on the Goalkeeper** - This rule is based on the premise that an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances, be allowed. Goals should be disallowed only if:

(1) an attacking player, either by his or her positioning or by contact, impairs the goalkeeper's ability to move freely within his or her crease or defend his or her goal;

(2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his or her goal crease. Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. The rule will be enforced exclusively in accordance with the on-ice judgement of the referee(s), but may be subject to a Coach's Challenge.

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

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

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

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

Rights of the Goaltender – The rules must protect the goaltender and allow him or her to defend the goal, within the goal crease, without interference

from an attacking player. This includes allowing a goaltender to move effectively and efficiently within the crease, as well as being able to see the puck unimpeded by a player who has established a position in the crease.

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

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

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

73.2 Penalty - In all cases in which an attacking player initiates intentional or deliberate contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, the attacking player will receive a penalty (minor or major, as the referee deems appropriate). In all cases where the infraction being imposed is to the attacking player for hindering the goalkeeper's ability to move freely in the goal crease, the penalty to be assessed is for goalkeeper interference. **Contact Inside the Goal Crease** - If an attacking player initiates contact with a goalkeeper, incidental or otherwise, while the goalkeeper is in his or her goal crease, and a goal is scored, the goal will be disallowed.

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

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

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

For this purpose, a player "establishes a significant position within the crease" when, in the referee's judgment, his or her body, or a substantial

portion thereof, is within the goal crease for more than an instantaneous period of time.

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

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

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

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

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

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

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

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

RULE 74 - LEAVING THE BENCH

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

PENALTY—Major and Game Disqualification.

74.2 **Leaving the Penalty Bench -** Except at the end of each period, or on expiration of a penalty, a player may not leave the penalty bench at any time.

Penalized players must remain on the penalty bench during stoppages of play and time-outs.

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

PENALTY—Bench minor.

A penalized player may not leave the penalty bench before the penalty time has expired, regardless of whether play is in progress or not, shall incur an additional minor penalty after serving his or her unexpired penalty.

PENALTY—Minor after serving the unexpired penalty time.

If a player leaves the penalty bench before the penalty is served fully, the penalty timekeeper shall note the time and notify a referee at the next stoppage of play.

A player who returns to the ice before the penalty time has expired because of an error of the penalty timekeeper is not to serve an additional penalty, but must serve the unexpired time.

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

If a penalized player returns to the ice from the penalty bench before the penalty has expired by his or her own error or the error of the Penalty Timekeeper, any goal scored by his or her own team while he or she is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.

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

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

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

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

RULE 75 - PREMATURE SUBSTITUTION

75.1 **Premature Substitution -** When a goalkeeper leaves the goal area and proceeds to the players' bench for the purpose of substituting another player, the skater may not enter the playing surface until the goalkeeper is within five feet of the bench. If the substitution is made prematurely, the official

shall stop play immediately unless the non-offending team has possession of the puck, in which event the stoppage will be delayed until the puck changes possession. There shall be no time penalty to the team making the premature substitution, but the resulting face-off will take place at the center ice face-off spot when play is stopped beyond the center red line. When play is stopped prior to the center red line, the resulting face-off shall be conducted at the nearest face-off spot in the zone where the play was stopped. In all other situations not covered in the above, a minor penalty may result for too many players on the ice (see Rule 78).

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

RULE 76 - REFUSING TO PLAY THE PUCK

76.1 **Refusing to Play the Puck** - The puck must be kept in motion at all times. The purpose of this section is to enforce continuous action and officials should interpret and apply the rule to produce this result.

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

PENALTY—For initial violation, play shall be stopped and a 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.

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

PENALTY—Minor.

76.4 **Both Teams Refusing to Play Puck -** In situations in which neither team plays the puck, the officials shall stop play and conduct a face-off accordingly. The situations below provide direction to assist officials:

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

  High stick. When a player contacts the puck with his stick above the normal height of the shoulders and a teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting face-off at the

face-off spot in the zone to nearest to where the play was stopped for this violation.

Icing – If, in the opinion of the referee, the defending side intentionally abstains from pursuing the puck beyond the face-off spots on an icing promptly when they are in a position to do so, he or she shall stop the play and order the resulting face-off on the adjacent corner face-off spot nearest the goal of the team at fault.

- When the referee signals the delayed calling of a penalty to one team and a player of that team intentionally abstains from playing the puck in order to allow additional time to expire on the game and penalty time clocks, the referee shall stop the play and order the resulting face-off at one of the face-off spots in the offending team's defending zone.

RULE 77 - REFUSING TO START PLAY

77.1 **Refusing to Start Play -** Refusal to obey the decision of the referee shall not be permitted.

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

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

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

PENALTY—Forfeit (score shall be 1-0).

RULE 78 - TOO MANY PLAYERS ON THE ICE

78.1 **Too Many Players on the Ice** - Players may be changed at any time during the play from the players' bench provided that the player or players leaving the ice shall be within five feet (5') of his or her players' bench and out of the play before the change is made. Refer also to Rule 75 – Premature Substitution. At the discretion of the on-ice officials, should a substituting player come onto the ice before his or her teammate is within the five foot (5') limit of the players' bench (and therefore clearly causing their team to have too many players on the ice), then a penalty may be assessed.

PENALTY—Bench minor.

When a player is retiring from the ice surface and is within the five foot (5') limit of his or her players' bench, and his or her substitute is on the ice, then the retiring player shall be considered off the ice for the purpose of Rule 74 – Leaving Bench.

If in the course of making a substitution, either the player entering the game or the player retiring plays the puck or who checks or makes any physical contact with an opposing player while both players involved in the substitution are on the ice, then the infraction of "too many players on the ice" will be called.

PENALTY—Bench minor.

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

During the play, the player retiring from the ice must do so at the players' bench and not through any other exit leading from the rink. This is not a

legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

PENALTY—Bench minor.

A player coming onto the ice as a substitute player is considered on the ice once both of his or her skates are on the ice. If he or she plays the puck or interferes with an opponent while still on the players' bench, he or she shall be penalized under Rule 59 – Interference.

A bench minor penalty for too many players on the ice shall be assessed for a violation of this rule. This penalty can be assessed by the referees or the linespersons. Should a goal be scored by the offending team prior to the referee or linesperson blowing his or her whistle to assess the bench minor penalty, the goal shall be disallowed and the penalty assessed for too many players on the ice.

A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be within five feet (5') of his or her own players' bench before any change can be made. For any violation of this rule, a bench minor penalty shall be imposed for too many players on the ice.

RULE 79 - UNSPORTSMANLIKE CONDUCT

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

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

79.2 **Unsportsmanlike Conduct/Player -** A player shall not use obscene, profane, threatening or abusive language or gestures or other unsportsmanlike conduct before, during or after a game.

PENALTY—Player to player: Minor. If this action persists, misconduct, major plus game misconduct, or major plus disqualification shall be assessed.

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

PENALTY—Any player who persists in such actions towards an on or off-ice official for which he or she has been assessed a minor or bench minor penalty for unsportsmanlike conduct: Misconduct.

PENALTY—Any player who, after being assessed a misconduct penalty, persists in such actions: Game Misconduct.

79.3 **Offensive Language** - Making profane, threatening, vulgar, or derogatory remarks or personal comments relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation, or disability.

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

79.4 **Shooting Puck After the Whistle -** A player shall not shoot the puck at the goalkeeper or bench after the whistle.

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

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

PENALTY—Major and Game Disqualification.

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

PENALTY—Minor.

79.7 Taunting - A player shall not taunt an opponent.

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

SECTION 10

Game Flow

RULE 80 - CHANGE OF PLAYERS

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

The number of times a player may be substituted (i.e., withdrawn from, or returned to, the game within the same period, or otherwise) is unlimited. (***Exceptions:*** Rule 81.2 and 85.4.) A substitute player is not required to notify an on-ice official before engaging in play; and, while the officials shall not begin play with extra players on either team, the responsibility of playing with the proper number rests with the teams.

If in the course of making a substitution, either the player entering the game or the player retiring plays the puck or who checks or makes any physical contact with an opposing player while both players involved in the substitution are on the ice.

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

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

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

If the goal cage is dislodged accidentally by a defending player, the face-off shall be at the near-end face-off spot. The offending team is not allowed to change its on-ice personnel, except in the case of an injury, before the next face-off.

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

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

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

Once the line change procedure has been completed (80.4), no additional player substitutions shall be permitted until the face-off has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the on-ice strength of either or both teams. This may include penalties imposed following the completion of the line change and prior to the face-off, or due to a penalty assessed for a face-off violation.

A team that is in violation of Rule 67.6 – Delay of Game – Change of Players; Rule 80.1 – Change of Players – Goal Cage Dislodged Accidentally by Defending Player; Rule 85.4 – Icing – Change of Players; or Rule 89.2 – Puck Out of Bounds or Unplayable – Puck Out of Play in Defensive Zone shall not be permitted to make any player substitutions prior to the ensuing face-off. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed that affects the on-ice strength of either team. Goalkeepers' substitution during a game will be conducted within the same time frame as a regular line change. No extra time will be allotted to the goalkeeper coming off the bench, except in the case when an injury to a goalkeeper occurs.

Women's Game and Division III Men's Game: A team will be permitted to use its timeout for rules that do not allow a substitution of players. The team that is prevented by rule from substituting its players must call the timeout to be allowed to change.

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

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

- The referee shall give the visiting team up to five (5) seconds to make its line change.
- The referee shall raise his or her hand to indicate no further changes by the visiting team and to commence the home team's line change.
- The referee shall give the home team up to eight (8) seconds to make its line change.
- The referee shall lower his or her hand to indicate no further changes by the home team.
- Bench Minor - Any attempt by either team to make a change after the referee's signal, attempt to place too many players on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the referee will send the players who have attempted to change back to their players' bench. The referee will then issue a warning to the offending team (through the coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game. If that team intentionally delays a line change later in the game, a bench minor penalty shall be assessed (see Rule 80.1).
- The linesperson conducting the face-off will blow his or her whistle (once the referee has lowered his or her hand for the line changes) to indicate that all players must be in position and on-side for the face-off within five (5) seconds. The face-off will then be conducted in accordance with Rule 81 – Face-offs.

PENALTY—If a team intentionally delays the line change, it shall be warned. This serves as that team's warning for the remainder of the game. If that team intentionally delays a line change later in the game, a bench minor penalty shall be assessed (see Rule 80.1).

The official shall present the puck and when the players are legally set, drop the puck.

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

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

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

RULE 81 - FACE-OFFS

81.1 **Face-offs** - The puck shall be faced off by an on-ice official dropping the puck on the ice between the sticks of the players facing-off. Players facing-off shall stand squarely facing their opponent's end of the rink, within the proper markings.

The puck shall be faced off by the linesperson at the center ice face-off spot at the start of each period and overtime period, and after a goal is scored. In the 2-referee, 1-linesperson system, the linesperson shall conduct the face-off. When the face-off takes place at any of the nine face-off spots, the players taking part shall take their position so that they will stand squarely facing their opponent's end of the rink, and clear of the ice markings (where applicable). **Men's Game Only:** The sticks of both players facing-off shall have the full blade on the ice, within the designated white area.

At the eight face-off spots (excluding center ice face-off spot), the defending player shall place his stick within the designated white area first followed immediately by the attacking player. When the face-off is conducted at the center ice face-off spot, the visiting player shall place his stick on the ice first.

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 of the players facing-off the puck.

A goalkeeper may not participate in a face-off.

81.2 **Face-off Locations** - All face-offs will occur at one of the nine marked face-off spots located on the rink.

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

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

nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing face-off.

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

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

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

When a penalty is being enforced, the non-offending team has the choice of which offensive zone face-off location the ensuing face-off location will be conducted. This does not apply during coincidental minor penalties (both teams penalized).

When a violation of a rule has been committed by any player of the attacking team in the attacking zone, except 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 when the goal cage accidentally becomes dislodged.

When a violation of a rule has been committed by players of both teams on the play resulting in the stoppage (e.g., hand pass, delayed off-side, high sticking the puck, icing, etc.), the ensuing face-off shall be conducted based on the infraction that was completed. If there is a differential in penalties, the face-off will take place in the defending zone of the team with the additional penalty.

When a stoppage occurs between the end face-off spots and near the end of the ice, 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.

No face-off shall be made within fifteen feet (15') of the goal or side boards nor anywhere other than at a face-off spot.

When the puck enters the net as a result of 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 at the spot nearest to where the puck was last played.

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

When the game is stopped for any reason not specifically covered in the official rules, the puck will be dropped at the face-off spot closest to where it was last played.

When a stoppage of play in an end zone takes place and is followed by an altercation, an attacking player shall not enter the end zone farther than the outer edge of the face-off circles nearest the blue line.

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

Following a stoppage of play, any attacking player coming from above the circles or the bench, enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or "scrum," the ensuing face-off shall take place in the neutral zone near the blue line of the defending team. This rule also applies when an icing, an intentional off-side, or a penalty has been assessed, and the ensuing face-off is to be in the offending team's defending zone.

Should any attacking players enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or "scrum," the ensuing face-off shall take place in the neutral zone near the blue line of the defending team.

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

If the goal cage is dislodged accidentally by a defending player, the face-off shall be at the near end face-off spot. The offending team is not allowed to change its on-ice personnel, except in the case of an injury, before the next face-off.

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.

Following an icing, the attacking team will have the choice of which end zone dot the face-off will take place. Once a team initially identifies the face-off location no further changes can be made to the location after a time-out by either team.

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

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

1. *One or both centers are not positioned for the face-off,*
2. *One or both centers refrain from placing their stick on the ice,*
3. *Any player has encroached into the face-off circle,*

4. Any player makes physical contact with an opponent, or

5. Any player who lines up for the face-off in an off-side position,

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

All players shall take their proper positions immediately when directed by the official. 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. The whistle shall not be blown by the official to start play. Playing time shall begin the instant the puck is faced off and shall stop when the whistle is blown or an official signals a goal.

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

During any face-off, 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.

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

PENALTY—Minor.

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

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

When the face-off takes place at any of the nine face-off spots, the players taking part shall take their position so that they will stand squarely facing their opponent's end of the rink, and clear of the ice markings (where applicable). The sticks of both players facing-off shall have the blade on the ice, within the designated white area.

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

If a center is not at the designated face-off area once the five (5) second time limit has elapsed, the linesperson will drop the puck immediately. If the center is back from the face-off spot, is "quarterbacking" or refuses to come into the face-off area when instructed to do so by the linesperson, or the center is simply slow getting to the face-off spot when the five (5) seconds has elapsed, the puck shall be dropped. If the center attempts to arrive at the face-off spot just as the five seconds elapses in an attempt to

gain an advantage to win the face-off, he or she is to be removed from the face-off and replaced, resulting in a face-off violation. If the face-off is a result of an icing infraction and the center attempts to arrive at the face-off spot just as the five seconds elapse to gain an advantage to win the face-off, he or she shall not be removed from the face-off. The center will be warned by the linesperson that he or she has committed a face-off violation.

In the event the center then commits a second face-off violation or the action actually is the second face-off violation, a bench minor penalty shall be assessed.

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

When the defensive team has a no change situation, any face-off violation will not result in either center being removed. The center will be warned by the linesperson that the team has committed their first face-off violation, and any subsequent violation will result in a bench minor penalty for delay of game - face-off violation being assessed.

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

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

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

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

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

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

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

1. Encroachment by any player other than the center into the face-off area prior to the puck being dropped. Players on the perimeter of the face-off circle must keep both skates outside the face-off circle (skate contact

with the line is permitted). If a player's skate crosses the line into the face-off circle prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the face-off circle provided there is no physical contact with his or her opponent or the opponent's stick.

2. Encroachment by any player into the area between the hash marks on the outer edges of the face-off circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. Contact with the line with their skate is permitted. If a player's skate crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the area between the hash marks provided there is no physical contact with his or her opponent or the opponent's stick.
3. Any physical contact with an opponent prior to the puck being dropped.
4. Failure by either center taking the face-off to properly position him or herself behind the restraining lines or place his or her stick on the ice. "Properly position him or herself behind the restraining lines" shall mean that the center must place his or her feet on either side of the restraining lines that are parallel to the side boards (contact with the lines is permissible), and the toe of the blade of his or her skates must not cross over the restraining lines that are perpendicular to the side boards as he or she approaches the face-off spot. The blade of the stick must then be placed on the ice (**Men's Game:** Full Blade; **Women's Game:** at least the toe of the blade of the stick) in the designated white area of the face-off spot and must remain there until the puck is dropped. Failure to comply with this positioning and face-off procedure will result in a face-off violation.

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

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

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

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

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

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

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

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

Verification of Time - Any loss of time on the game or penalty clocks due to a false face-off or face-off violation must be replaced. The Video Goal Judge may be consulted to ensure the time is accurately replaced.

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

RULE 82 - GAME AND INTERMISSION TIMING

82.1 **Game and Intermission Timing** - The time allowed for a game shall be three 20-minute periods of actual play with an intermission of 12 or 15 minutes between each period. The timekeeper shall start the clock for intermission when the last officials exit the ice surface. The duration of the game includes all intermissions. Unless there are extenuating circumstances, a delay-of-game penalty may be assessed to a team not adhering to the intermission protocol.

Officials' duties and powers continue during intermissions and until all players have left the ice and entered the dressing room at the conclusion of the game. It is recommended that conferences adopt a uniform intermission format (e.g., 15-minute intermission for all conference games).

Delays - If any unusual delay occurs in the first or second periods, the official may order the next regular intermission to be taken immediately and the balance of the period shall be completed on the resumption of play with the teams defending the same goals. The teams then shall change ends and play the following period without delay.

If, at any time during the course of the game, a referee believes that the playing conditions or the conditions among the players and/or spectators have become unsatisfactory, the referee may stop the game. If a game is suspended, there are three possible options:

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

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

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

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

39:00—Officials take ice for warm-up.

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

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

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

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

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

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

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

8:00—Officials take ice.

7:00—Home team takes ice.

6:50—Visiting team takes ice.

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

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

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

Note: Players are prohibited from being on the ice surface before the protocol begins. Violations of this rule shall be reported to the team's conference for further action.

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

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

4:00—Home team personnel notifies teams and officials that three minutes remain before the teams are to take the ice.

2:00—Officials take ice.

1:00—Home team takes ice.

0:50—Visiting team takes ice.

0:00—Period starts.

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

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

All teams must adhere to the game protocol time schedule.

Upon entering the ice for warm-ups, teams must proceed directly to and remain in their designated half of the ice. Teams must warm-up in the half of the ice they will defend in the first period (see 90.5). The home team shall take the ice, followed by the visiting team.

Both teams must warm-up and the ice must be resurfaced after warm-ups. Only two goal cages are permitted on the ice during the pregame warm-up period (see Rule 2.1).

When both teams exit the ice surface through a common exit, the team whose players' bench is closest to the exit shall leave the ice first. On-ice officials may hold or direct players at their discretion.

Upon re-entering the ice for team introductions, players must proceed directly to and remain in their designated half of the ice. The home team shall enter the ice surface first, followed by the visiting team. At the five-minute mark, both teams must be assembled on their respective goal lines.

As starters are introduced, they shall proceed to their respective blue lines and shall face center ice, followed by the remaining team members (the goalkeeper may stay in the crease area). Players shall face center ice as they are introduced. When the public-address announcer indicates the playing of the national anthem, players shall face the flag. (Players shall remain stationary on the blue line for the completion of the national anthem. Players may huddle at their respective goal only before the start of the game.)

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

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

Upon entering the ice in subsequent periods, only 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.

PENALTY—Bench minor for noncompliance with preceding guidelines.

By mutual consent of the competing teams, the game protocol may be altered for special presentations (e.g., senior night, jersey retirement, anniversary celebrations, etc.). The home team must give the visiting team reasonable notice to prepare for this adjustment before the game.

RULE 83 - GOALS

83.1 **Goals** - The team scoring the greatest number of goals during the three 20-minute periods shall be the winner.

83.2 **Crediting Goals and Assists -** For statistical procedures, see the current NCAA Statistician's Manual, which may be found online at www.ncaapublications.com.

83.3 **Scoring a Goal** - A goal is scored when the puck, initially propelled legally by a stick of a player of the attacking team, passes between the goal posts, entering from the front and below the top of the net, and completely crosses the goal line, with the goal frame in its proper position. A goal scored shall count one point for the team not defending the cage in which the goal is made. If the puck was last touched by a defending player before it entered the cage, the goal is allowed, unless otherwise identified in Rule 83.5.

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

If the puck is between the goalkeeper's pads or lodged in the equipment and is carried over the goal line by a teammate pushing the goalkeeper or if the goalkeeper propels it over the goal line, the goal shall be allowed.

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

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

83.4 **Goals Scored Off of Skates** - See Rule 51.3 – Kicking

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

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

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

The goal frame shall be considered dislodged when no portion of the flexible peg(s) are still inside both the goal post and the hole in the ice. The flexible pegs could be bent, but as long as at least a portion of the flexible peg(s) are still in the hole in the ice and the goal post, the goal frame shall be deemed to be in its proper position. The goal frame could be raised somewhat on one post (or both), but as long as the flexible pegs are still in contact with the holes in the ice and the goal posts, the goal frame shall not be deemed to be displaced. This rule also applies to other types of net anchoring systems.

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

1. If an attacking player strikes the puck with a stick when the puck is above the height of the crossbar. Where the puck contacts the stick is the determining factor in this rule.
2. When the puck has been directed, batted or thrown into the net by an attacking player other than with a stick. When this occurs, if it is deemed to be done deliberately, then the decision shall be NO GOAL. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking player's body into the net.
3. If an attacking team kicks the puck into the goal using a distinct kicking motion.
4. If the attacking team has committed an infraction that assisted in the puck entering the goal.

5. If the attacking team had too many players on the ice at the time the goal was scored.
6. If the goal was contributed to by a nonplayer or an ineligible player.
7. If the puck hits an official and goes directly into the net (see Rule 89.5).
8. If an attacking player interferes with the goalkeeper in the crease physically or visually, preventing the goalkeeper from defending the goal.
9. If the puck entered the net by an attacking player carrying the puck into the cage with any part of the body.
10. If the puck entered the net after the referee deems the play has been stopped, even if the whistle had not blown, or the timekeeper has signaled play to stop.
11. If an attacking player propels the puck illegally with the stick, hand or body and it deflects off any player into the net.
12. When video review confirms the scoring of a goal at one end of the ice, any goal scored at the other end during intervening action must be disallowed.
13. If a linesperson reports to a referee any conduct calling for a time penalty and the referee concurs with the report.
14. If the goal cage has been dislodged prior to the puck entering the net.
15. Any action by the attacking team that propels the goalkeeper into the goal with the puck.
16. If a defending player has been pushed, shoved, or fouled by an attacking player and this action causes the defending player to come into contact with the goalkeeper, such contact shall be deemed initiated by the attacking player. If necessary, a penalty shall be assessed to the attacking player and if a goal is scored it would be disallowed.
17. If the puck enters the defending team's goal during a delayed off-side.
18. During the delayed calling of a penalty, the offending team cannot score unless the non-offending team shoots the puck into its own net. This shall mean that a deflection off an offending player or any physical action by an offending player that may cause the puck to enter the non-offending team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending team.
19. Any goal scored, other than as covered by the official rules, shall not be allowed.

Note: See Rule 51 – Kicking

RULE 84 - HAND PASS AND HIGH STICKING THE PUCK

84.1 **Hand Pass** - A player shall be permitted to stop or "bat" a puck in the air with his or her open hand, or push it along the ice with their hand, and the play shall not be stopped unless, in the opinion of the on-ice officials, he or she has directed the puck to a teammate, or has allowed their team to gain an advantage, and subsequently possession and control of the puck is obtained by a player of the offending team, either directly or deflected off any player or official. If, in the opinion of the on-ice officials, the puck has deflected off a player's hand, and no advantage has been gained by the team, it will not constitute a violation for the purpose of this rule.

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

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

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

84.4 **High-Sticking the Puck** - Batting the puck above the normal height of the shoulders with a stick is prohibited.

When a puck is struck with a high stick and subsequently comes into the possession and control of a player from the offending team (including the player who made contact with the puck), either directly or deflected off any player or official, there shall be a whistle. When a puck has been contacted by a high stick, the play shall be permitted to continue, provided that:

1. The puck has been batted to an opponent (when a player bats the puck to an opponent, the referee shall give the "washout" signal immediately. Otherwise, play shall be stopped.); or
2. A player of the defending side bats the puck into that team's own goal, in which case the goal shall be allowed.
3. Cradling the puck on the blade of the stick (like lacrosse) above the normal height of the shoulders shall be prohibited and a stoppage of play shall result. If this is done by a player on a penalty shot or shootout attempt, the shot shall be stopped immediately and considered complete.

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

Defensive Zone Violation - When a high-sticking the puck violation occurs by the defensive team in the defensive zone, a change of players shall not be permitted by the offending team.

Division 1 Men's Games: A change of players shall be permitted.

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

A goal scored as a result of a defending player striking the puck with his or her stick carried above the height of the player's shoulder into his or her own goal shall be allowed.

RULE 85 - ICING

85.1 **Icing** - For the purpose of this rule, the center line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat with the hand or stick, kick or deflect the puck from his or her own half of the ice, beyond the goal line of the opposing team, play shall be stopped.

For the purpose of deflected pucks, this only applies when the puck was originally propelled down the ice by the offending team.

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

For the purpose of interpretation of this rule, icing is completed the instant the puck crosses the goal line, unless an attacking player, who is onside at the blue line and with no opponent between that player and the goal line and is clearly in position to be the first player to touch the puck. Icing shall not be called in this situation. This decision by the official shall be made no later than the first player reaching the end zone face-off dots. If the puck enters the goal in this situation, icing shall not be called and a goal shall be awarded.

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

If, while the official has signaled a slow whistle for a clean interception under Rule 86 (off-side), the player intercepting shoots or bats the puck beyond the opponent's goal line in such a manner as to constitute icing, the official's delayed whistle shall end the instant the puck crosses the blue line and icing shall be called in the usual manner.

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

If a goalkeeper takes any action to dislodge the puck from the back of the net, icing shall not be called.

Should the puck be shot down the ice in such a manner that it travels around the boards and/or back towards the end zone face-off dots, the same procedure shall be in effect in that the Linesperson shall determine within a similar distance as to who will have touched the puck first. If the race for the puck is too close to determine by the time the first player reaches the end zone face-off dots, icing shall be called.

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

85.2 **Face-off Location** - The puck shall be faced off at the End zone face-off spot of the offending team. Following an icing, the attacking team will have the choice of which end zone dot the face-off will take place. If the puck enters the goal of the opposing team, after being legally shot, batted with the stick or deflected, the goal shall be allowed.

If, during a delayed penalty, the non-offending team ices the puck, the ensuing face-off shall take place in the penalized team's defensive zone.

If the officials err in calling an icing-the-puck infraction (regardless of whether either team is short-handed), the puck shall be faced off at the center ice face-off spot (See Rule 81.2).

85.3 **Goalkeeper –** Should the opposing goalkeeper leave the crease and fake/feign playing the puck during a potential icing situation, icing shall not be called and play shall continue.

If, however, a goalkeeper is legitimately out of the crease in an attempt to go to the players' bench to be substituted for an extra attacker and in no way makes an attempt to play the puck, the icing should not be nullified under this section.

If the goalkeeper is out of his crease prior to the shot being taken, and simply retreats to his crease making no attempt to play the puck or feign playing the puck, the potential icing shall remain in effect.

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

85.4 **Change of Players on Icing –** A team that is in violation of this rule shall not be permitted to make any player substitutions before the next face-off. In addition, the non-offending team will have the choice of which end zone dot the face-off will take place.

A team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty is assessed that affects the on-ice strength of either team.

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

85.5 **No Icing** – When the puck is shot and rebounds from the body or stick of an opponent in his or her own half of the ice so as to cross the goal line of the player shooting it, icing shall not be called.

If the puck touches any part of a player of the opposing team or their skates or stick before it reaches the goal line, or touches the goalkeeper or their skates or stick at any time before crossing his or her goal line, it shall not be considered a violation of this rule and play shall continue.

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

If, in the opinion of the calling official, a player of the opposing team except the goalkeeper is able to play the puck before it passes the goal line, but has not done so, icing shall not be called and play shall continue.

85.6 **Numerical Strength** - If the puck was so shot by a player of a team below the numerical on-ice strength of the opposing team, play shall continue and the face-off shall not take place.

When a team is shorthanded as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an icing infraction shall be determined at the instant the penalty expires, and if the puck is shot before the penalty expires, icing shall not be called. The action of the penalized player remaining in the penalty bench will not alter the ruling.

RULE 86 - OFF-SIDE

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

The position of the player's skates and not that of his stick shall be the determining factor in all instances in deciding an off-side. A player is off-side when both skates are completely over the leading edge of the blue line involved in the play

A player is on-side when either of his skates are in contact with the blue line, or on his own side of the line, at the instant the puck completely crosses the leading edge of the blue line. For the purposes of this rule, a "skate" is to be considered the blade of the skate only. On his own side of the line shall be defined by a "plane" of the blue line which shall extend from the leading edge of the blue line upwards. If a player's skate has yet to break the "plane" prior to the puck completely crossing the leading edge, he is deemed to be onside for the purpose of the off-side rule.

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

A player controlling the puck who shall cross the line ahead of the puck shall not be considered "off-side," provided he had possession and control of the puck with his stick prior to both skates completely crossing the leading edge of the blue line.

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

86.2 **Deflections / Rebounds –** For the purposes of this section, it is stipulated that an attacking player has preceded the puck into the attacking zone.

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

A puck which deflects off an attacking player outside the blue line into the attacking zone, regardless of who originally propelled it or where it was propelled from, shall be ruled off-side or delayed off-side, as appropriate.

A puck which is propelled by the attacking team and deflects off any player shall be ruled off-side or delayed off-side, as appropriate.

86.3 **Delayed Off-side –** A situation where an attacking player (or players) has preceded the puck across the attacking blue line, but the defending team is in a position to bring the puck back out of its defending zone without any delay or contact with an attacking player, or the attacking players are in the process of clearing the attacking zone.

The official shall drop the arm to nullify the off-side violation and allow play to continue if:

1. All players of the offending team clear the zone at the same instant (skate contact with the blue line) permitting the attacking players to re-enter the attacking zone, or
2. The defending team passes or carries the puck into the neutral zone.

If, during the course of the delayed off-side, any member of the attacking team touches the puck, attempts to gain possession of a loose puck, forces the defending puck carrier further back into his or her own zone, or who is about to make physical contact with the defending puck carrier, the linesperson shall stop play for the off-side violation.

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

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

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

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

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

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

86.4 **Disallowed Goal** - If the puck is shot into the attacking zone creating a delayed off-side, the play shall be allowed to continue under the normal clearing-the-zone rules. Should the puck, as a result of this shot, enter the defending team's goal, either directly or off the goalkeeper, a player, the boards, the glass, a piece of equipment or an official on the ice, the goal shall be disallowed as the original shot was off-side. The fact that the attacking team may have cleared the zone prior to the puck entering the goal has no bearing on this ruling. The face-off will be conducted at the face-off spot in the zone closest to the point of origin of the shot that gives the offending team the least amount of territorial advantage.

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

Other than in situations involving a delayed off-side and the puck entering the goal or a successful Coach's Challenge, no goal can be disallowed after the fact for an off-side violation, except for the human factor involved in blowing the whistle.

86.5 **Face-off Location** - For violation of this rule, the play is stopped and the puck shall be faced-off in the neutral zone at the face-off spot nearest the attacking zone of the offending team when the violation occurs as a result of the attacking team carrying the puck over the attacking blue line, or from the face-off spot in the zone closest to the point of origin of the shot or pass (even if deflected off an attacking or defending player or an official).

For every delayed off-side situation, including an intentional off-side, the linesperson will raise his or her non-whistle arm. He or she will allow play to continue and, if a stoppage of play occurs, there will be four possible face-off locations:

1. *If carried over the blue line – face-off outside the blue line.*
2. *If shot into the zone (or errant pass) – nearest face-off spot in the zone from which the pass or shot originated that gives the offending team the least amount of territorial advantage (even if deflected off an attacking or defending player or an official).*
3. *If the defending player is pressured or about to be checked by an attacking player – nearest face-off spot in the zone from which the pass or shot originated that gives the offending team the least amount of territorial advantage (even if deflected off an attacking or defending player or an official).*
4. *If deemed to be an intentional off-side – face-off spot in the offending team's end zone.*

When the linesperson signals a delayed off-side and a defending player shoots the puck which goes over the glass and out of play, the ensuing face-off shall be conducted at one of the defending zone end zone face-off spots. **The defensive team will not be allowed to change players.**

When the linesperson signals a delayed off-side and the original shot deflects off a defending player and out of play, the ensuing face-off shall take place at the nearest face-off spot in the zone from where the puck was shot.

When the defending team is about to be penalized in the defending zone and the linesperson has a delayed off-side signaled against the attacking team on the same play, the ensuing face-off shall be conducted at one of the defending zone end zone face-off spots.

86.6 **Intentional Off-side** - An intentional off-side is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either team is short-handed.

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

If, while an off-side call is delayed, a player of the offending team deliberately touches the puck to create a stoppage of play, the linesperson will signal an intentional off-side.

OLD RULE 87 - PASSING THE PUCK

Rule 87 has been removed from the NCAA Ice Hockey Rules.

RULE 88 - PROTESTS

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

RULE 89 - PUCK OUT OF BOUNDS OR UNPLAYABLE

89.1 **Puck Out of Bounds** - When the puck goes outside the playing area at either end or side of the rink or strikes any obstacles above the playing

surface other than the boards or glass, causes the glass, lighting, timing device or the supports to break, it shall be faced off at the nearest face-off location from where it was shot or deflected, unless otherwise provided for in these rules.

Should the officials rule that the shot or deflection that caused the puck to go out of play originated from the neutral or defending zones, the resulting face-off location shall be the nearest face-off spot closest to the origin of the shot or deflection that gives the offending team the least amount of territorial advantage.

When the puck hits the goal post or crossbar and goes out of play, regardless which team shot the puck, the ensuing face-off shall take place at one of the End zone face-off spots in the zone where the puck went out of play.

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

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

When the puck goes outside the playing area directly off the face-off, regardless as to which player may have last contacted the puck, the face-off shall remain in the same spot and no penalty will be assessed to either team for delaying the game.

When the puck is shot and it makes contact with the gloves or the body of a player hanging over the players' bench, or if the puck enters the players' bench through an open bench door, the face-off shall take place at the nearest face-off spot in the zone from where the puck was shot, however, if the puck hits an opposing player's glove or body that is hanging over the opposing team's players' bench or enters the opposing team's players' bench through an open bench door, the face-off shall take place in the neutral zone adjacent to the opponent's players' bench.

Should the puck strike the spectator netting at the ends and the corners of the arena, play shall be stopped and the ensuing face-off shall be determined as if the puck went outside the playing area. However, if the puck striking the spectator netting goes unnoticed by the on-ice officials, play shall continue as normal and resulting play with the puck shall be deemed a legitimate play. Players must not stop playing the game until they hear the whistle to do so.

89.2 **Puck Out of Play in Defensive Zone** - When any player, while in their defending zone, shoots or bats (using the hand or stick) the puck directly (non-deflected) out of the playing surface, except where there is no glass, the offending team is not allowed to change its on-ice personnel before the next face-off and the non-offending team will have the choice of which end zone dot the face-off will take place.. Deliberate violations of this rule shall be penalized as delay of game. When the puck is shot into the players' bench, the violation will not apply. When the puck is shot over the glass behind the players' bench, the offending team is not allowed to change its on-ice personnel. When the puck goes out of the playing area directly off a face-off, the violation will not apply. (***Exception:*** An injured player may be replaced.)

89.3 **Puck Unplayable** - When the puck is shot, passed or deflected from inside the attacking zone and 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.

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.

Should the puck go under the goal either from behind or the side, or through the mesh from behind or the side, if this is witnessed by an on-ice official, play should be stopped immediately and the ensuing face-off should take place at the nearest face-off spot in the zone nearest to the location where the play was stopped.

Should the goalkeeper use their stick or glove to freeze the puck on the back of the net or should a defending Player shield an attacking Player from playing the puck off the back of the net, the face-off shall take place at one of the face-off spots in the defending zone.

For a puck that is unplayable due to being lodged in the netting or as a result of it being frozen between opposing Players, the resulting face-off shall be at either of the adjacent face-off spots or at the nearest face-off spot in the zone from which the puck was shot, unless otherwise covered in the rules.

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

89.5 **Puck Striking Official** - Play shall not be stopped if the puck touches an official anywhere on the rink (see Rule 81). When a puck deflects off an official and goes out of play, the ensuing face-off will take place at the nearest face-off spot in the zone where the puck deflected off the official.

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

If a goal is scored as a result of being deflected directly into the net off an official, the goal shall not be allowed.

A puck that deflects back into the defending zone off an official who is in the neutral zone, will be deemed to be off-side as per Rule 86.1.

89.6 **Face-off Location** - If the attacking team shoots the puck into the zone and a delayed off-side is indicated, or if the attacking team commits a game flow infraction such as contacting the puck with a high-stick or batting the puck

with a glove (causing a stoppage of play), the ensuing face-off shall be in the neutral zone outside the offending team's attacking zone.

Should any player cause the puck to go out of play or become unplayable in any zone, the face-off shall take place at the face-off spot in the zone from which the puck was shot. If deflected out of play, at the nearest face-off spot in the zone where it deflected out of play. If the zone happens to be the neutral zone, the face-off spot selected shall be the one that gives the offending team the least amount of territorial advantage.

If the attacking team contacts the puck with a high stick or bats the puck with a glove and it then deflects off the goal post or crossbar and goes out of play, the ensuing face-off shall take place at the nearest face-off spot one zone closer to the offending team's defensive zone from the point of the violation, unless otherwise covered in the rules.

89.7 **Minor Penalty** – A minor penalty for delay of game shall be imposed on a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.

89.8 **Verification of Time** - Any loss of time on the game or penalty clocks due to the puck going out of play must be replaced. Video Replay may be used to ensure the time is accurately replaced.

RULE 90 - START OF GAME AND PERIODS

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

At the start of the second, third and any overtime period, all players with the exception of the starting players must proceed directly to their respective players' benches. Skating, warm-ups or on-ice activities by non-starters will result in a bench minor penalty for delay of game to the offending team.

Teams shall be on the ice ready to play promptly at the beginning of each period. The home team shall take the ice first. After each intermission, all players except the starting lineup shall go directly to the players' bench (see Rule 82.4).

PENALTY—Bench minor.

Both teams must start play with the proper number of players (see Rule 5.1).

PENALTY—First offense: warning.

Second and subsequent offenses: Bench minor.

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

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

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

The teams shall change ends at the beginning of each subsequent regular period. If, in the opinion of the official, ice conditions are more favorable to play at one end of the rink than at the other, the official may equalize opportunities by having teams change ends at the middle of one or all three regular periods and overtime periods, but not in only two regular periods. Positioning of the benches is not a criterion to split periods. The official must rule that this change is to be made before the commencement of the game or period. If this option is chosen, the official scorer shall place half of the period on the clock (e.g., 10 minutes for a 20-minute period).

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

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

When the visiting team must proceed by the way of the ice to its dressing room at the end of a period, the team must wait for a signal from one of the officials before proceeding. Failure to wait for the official's signal shall result in the assessment of a bench minor penalty for delay of game.

Players shall not be permitted to come on the ice at the end of any period for the purpose of warming up, greeting the goalkeeper, etc. Failure to comply with this rule will result in a bench minor penalty for delay of game.

90.5 **Pregame Warm-Up** - During the pregame warm-up (which shall not exceed 15 minutes in duration), each team must confine its activity to its own end of the rink for the duration of the warm-up. Teams must confine their activity to the half of the ice they will defend in the first period (see Rule 82.4).

Only players from each team shall participate in the pregame warm-up. Not more than 20 skaters and three goalkeepers may participate in the pregame warm-up. These players do not necessarily have to be the same players listed on the Official Score Sheet. It is mandatory, however, that 19 skaters and not more than three goalkeepers listed on the Official Score Sheet are the players who shall dress for the game (see Rule 5.1).

PENALTY—Bench minor.

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

PENALTY—Time-out charged to offending team. Bench minor if time-out already used.

RULE 91 - TIED GAMES

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

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

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

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

91.2 **Tied Games - Regular Season - Shootout** - If the game remains tied a mandatory three-player shootout must be used immediately after the mandatory five-minute sudden-victory overtime.

Women's Game Only: A shootout will only be used by conference policy. In non-conference games, the policy will default to the home team's conference or the in-season tournament policy.

Note: For shootout procedures, see Appendix B.

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

91.4 **Tied Games - Postseason Conference/NCAA Tournament Competition** - Where advancement in a bracket or the determination of a tournament champion is necessary, any series in a format (e.g., single game, minigame series) that results in a tie shall be broken by 20-minute, sudden-victory overtime periods. The following shall apply:

a. The ice shall be resurfaced upon completion of regulation play.
b. The teams shall change ends at the end of each period (except as indicated in Rule 90.2).
c. Each team shall be allowed a one-minute time-out per overtime period; the time-out may be taken anytime during a stoppage of play. The regulation time-out does not carry over to the overtime period.

Note: Additional time-out provided in overtime may not be used for a coach's challenge in overtime, unless the team did not use their time-out in regulation time.

d. A one-minute ice maintenance time-out shall occur at the first stoppage of play under the 10-minute mark. Teams may return to their benches. If the stoppage in play results in a team not being allowed to change its players, play shall continue until a normal stoppage of play occurs.
e. Third-place games may follow the overtime procedures as described in Rules 91.1, 91.2 or 91.4.
f. 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, 5-on-5 overtime minigame will be played after an intermission period. See Appendix A for complete procedures.

91.5 **Tied Games - Regular-Season Tournaments -** Regular-season tournaments must use the options in Rule 91.1 or 91.2. The minigame is only allowed in postseason tournaments.

91.6 **Warm-up** - No warm-up involving pucks on the ice shall be permitted for a goalkeeper or replacement goalkeeper during a time-out. If, after one warning, this continues, the Referee shall assess a delay of game penalty to the offending team.

RULE 92 - TIME-OUTS

92.1 **Time-out -** For both regular and post season games each team shall be permitted to take one (1) one-minute time-out. All players including goalkeepers on the ice at the time of the time-out will be allowed to go

to their respective benches. This time-out must be taken during a normal stoppage of play.

Only one time-out, commercial or team, shall be permitted at any one stoppage of play. For the purpose of this rule, a commercial time-out is deemed an "official time-out" and not charged to either team.

Any player designated by the Coach will indicate to the Referee (prior to the drop of the puck) that his team is exercising its option and the Referee will report the time-out to the Game Timekeeper who shall be responsible for signaling the termination of the time-out.

- **Division I Men's Only:** No time-out shall be granted following a face-off violation.
- **Division I Men's Only:** No time-out shall be granted to the defensive team if they are not permitted to substitute as outlined in Rule 80.3.
- **Division I Men's Only:** Only one time-out, commercial or team, shall be permitted at any one stoppage of play. For the purpose of this rule, a commercial time-out is deemed an "official time-out" and not charged to either team.
- **Women's Game and Division III Men:** The above restrictions do not apply. Refer to Rule 80.3 for Timeouts during Line Changes.

  Note: A Coach's Challenge is separate from a Team Timeout. A request for a Coach's Challenge shall not constitute a request for a Team Timeout.
- When a penalty shot has been awarded to either team by the Referee, no time-out will be granted once instructions have been given to the player taking the shot and the goalkeeper defending the shot. No time-out will be granted during the shootout.

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

92.2 **Time-out During Regular Season Overtime**

Men's Ice Hockey: There shall be no additional time-outs if the game is tied after 60 minutes of play.

Women's Ice Hockey: Each team shall be awarded one team timeout if the game is tied after 60 minutes of play. This is not an additional timeout in cases when a team has not utilized its timeout during regulation play.

92.3 **Time-out During Post-Season Overtime -** Each team shall be allowed a one-minute time-out per overtime period; the time-out may be taken anytime during a stoppage of play. The regulation time-out does not carry over to the overtime period.

Note: Additional time-out provided in overtime may not be used for a coach's challenge in overtime, unless the team did not use their time-out in regulation time.

SECTION 11

Video Replay

RULE 93 - RULES FOR VIDEO REPLAY

93.1 **Video Replay** - Video replay is permissible in any game. In order to reverse an on-ice ruling, the replay must include conclusive video evidence. If a review is not conclusive and/or there is any doubt whatsoever as to whether the call on the ice was correct, the original call on the ice will be confirmed.

93.2 **On-Ice Official Procedure** - The referee may use a video monitor located at ice level to review any of the criteria in Rule 93.4. If available, a video replay official may assist the on-ice official with the review (see Rule 93.3). The on-ice official makes the final decision.

When the Referee indicates there is a Video Review in progress, all Players (with the exception of the goalkeepers) should proceed to their respective Players' Bench immediately.

93.3 **Off-Ice Official Procedure** - Should a monitor not be available to the referees at the ice level, a video review official may be utilized to make the determination. The video replay official may request to review a potentially non-detected goal. Additionally, the video replay official may confirm the puck entered from the front of the net and below the top of the net, and completely crossed the goal line.

93.4 **Video Replay Criteria** - The following criteria are subject to the use of video replay.

a. Referee Use or Coach's Challenge. The items below may be reviewed through either referee discretion or by a coach's challenge:

1. A puck crossing the goal line.
2. Puck entering the net in a proper manner through goal mouth (ensuring puck did not enter net improperly through net meshing or underneath the net frame, etc.)
3. A puck entering the net before the goal frame is dislodged. (See Rule 83.5.)
4. A puck entering the net before or after expiration of time at the end of a period, a whistle, or referee's determination that play has stopped.
5. A puck deflected into the net by an official.
6. To establish the correct time on the clock, or to determine the correct location of a face-off. Any loss of time on the game or penalty clocks due to a false face- off, a face-off violation or a puck going out of play must be replaced.
7. To allow the on-ice officials to review infractions that may result in the ejection of a student-athlete. (See Rule 93.4-c)
8. To determine if a goal was scored before a penalty infraction occurred.

Note: When it is determined a major penalty occurred prior to a goal scored by the offending team, the goal shall be disallowed , and the clock will be reset to the time of the infraction." The clock is only reset if the offending team is called for the major and scores.

9. To correctly identify individuals who participated in a fight or committed an infraction.
10. The legitimacy of all potential goals on Penalty Shot or Shootout attempts to ensure compliance with applicable rules (e.g., double tap, rebound, goalkeeper throwing stick, goalkeeper dislodging goal, shooter cradling puck above the height of the crossbar, shooter performing illegal spin-o-rama move, skater's continued forward advancement of puck, goalkeeper leaving crease prior to puck touch at center ice, etc.).
11. Puck entering the net as the culmination of a continuous play where the result of the play was unaffected by any whistle blown by the referee upon his or her losing sight of the puck.

b. Coach's Challenge Only. The items below may ONLY be reviewed through a coach's challenge:

1. A goal scored as a result of an off-side play. The opportunity for review exists during the time the puck entered the attacking zone illegally as a result of the off-side infraction and until the puck either:
   a. Leaves the offending team's attacking zone; or
   b. A stoppage of play occurs and a face-off is conducted.
2. A puck directed into the net by a hand.
3. A puck directed into the net by a distinct kicking motion. (See 53.1)
4. A puck directed into the net by a high stick - Puck Struck with a High Stick – The determining factor for High Stick Video Review is where the puck makes contact with the stick in relation to the crossbar. If the puck makes contact with a portion of the stick that is at or below the level of the crossbar (despite some other portion of the stick being above the crossbar) and enters the goal, the goal shall be allowed.
5. Scoring Plays Involving Potential Interference on the Goalkeeper – Either: (i) A play that results in a goal call on the ice where the defending team claims that the goal should have been disallowed due to Interference on the Goalkeeper (as described in Rules 73.1, 73.2 and 73.4); or (ii) A play that results in a no goal call on the ice despite the puck having entered the net, where the On-Ice Officials have determined that the attacking team was guilty of Interference on the Goalkeeper but where the attacking team claims: (A) there was no actual contact of any kind initiated by an attacking Player with the goalkeeper; (B) the attacking Player was pushed, shoved or fouled by a defending Player which caused the attacking Player to come into contact with the goalkeeper; or (C) the attacking Player's positioning within the goal crease did not impair the goalkeeper's ability to defend his goal and, in fact, had no discernable impact on the play.
6. A defending player, except the goalkeeper, falling on the puck, holding the puck or gathering the puck into the body or hands when the puck is within the goal crease. The non-offending team's coach shall have an option of a penalty shot or optional minor. The clock shall be re-set to the time of the missed infraction.
7. **Missed Game Stoppage** - Missed Game Stoppage Event in the Offensive Zone Leading to a Goal - A play that results in a "GOAL" call on the ice where the defending team claims that the play should have

been stopped by reason of any play occurring in the offensive zone that should have resulted in a play stoppage caused by the attacking team but did not. The one exception to this provision is when the puck strikes the spectator netting caused by either team and goes unnoticed by the on-ice officials.

Goals will only be reviewed for a potential Missed Game Stoppage Event in the Offensive Zone if the puck does not come out of the attacking zone again between the time of the Missed Game Stoppage Event in the Offensive Zone and the time the goal is scored.

Where the infraction at issue was a missed penalty call or icing subject to the judgment or discretion of the On-Ice Official(s), such infraction cannot result in the "GOAL" call on the ice being overturned, even if upon review, the On-Ice Official(s) would have made a different call.

c. Ejection of Student-Athlete - Enforcement Guidance. Game officials are required to use replay to review major penalties that would result in the removal of a student-athlete to ensure proper enforcement. The following guidance shall be used:

1. **Women's Game:** Officials may only use this procedure when a major penalty is being considered.
   Men's Game: Officials may only use this procedure when a major penalty has been called on the ice. When there is no penalty or a minor penalty called on the ice, a team must use a coach's challenge for the play to be reviewed for a major penalty.
2. On-ice officials will notify coaches before starting the review and alert the scorer's table to communicate the review through the announcer.
3. Officials have the following penalty options when the game has been stopped for a penalty in these situations:
   a. No penalty;
   b. Minor penalty only;
   c. Major penalty only;
   d. Major and game misconduct; or
   e. Major and disqualification.

Divisions II and III Only: Officials are allowed to review a possible infraction that was not observed during play and a major penalty may be considered. Should the officials determine the infraction to be less than a major penalty, officials may not assess this penalty by video review. However, if the officials determine that a major penalty, major and game misconduct or disqualification has occurred, those penalties may be enforced under this rule.

93.5 **Non-Detected Goal -** Only one goal can be awarded at any stoppage of play. If an apparent goal was scored by Team A, and is subsequently confirmed as a goal by the Video Replay, any goal scored by Team B during the period of time between the apparent goal by Team A and the stoppage of play (Team B's goal), the Team B goal would not be awarded. If the apparent goal by Team A is deemed to have entered the goal illegally (e.g., a "distinct kicking motion"), the goal will be disallowed by Video Replay; no goal will be awarded to Team B either in this circumstance since the play should have been stopped at the time of the apparent goal. The clock (including penalty time clocks, if applicable) shall be re-set to the time of Team A's apparent goal - whether awarded or disallowed.

Any penalties signaled during the period of time between the apparent goal and the next stoppage of play shall be assessed in the normal manner, except when a minor penalty is to be assessed to the team scored upon, and is therefore nullified by the scoring of the goal. Refer to Rules 16.2 and 18.2. If an infraction happens after the first stoppage of play following an apparent goal (infraction after the whistle) by either team, it is assessed and served in the normal manner regardless as to the decision rendered by Video Replay.

93.6 **Allowable Time for Review -** Any potential goal requiring video review must be reviewed prior to or during the next stoppage of play. No goal may be awarded (or disallowed) as a result of video review once the puck has been dropped and play has resumed. Video review must be initiated and reviewed prior to officials exiting the ice for the end of a period or game.

Note: In situations where there is an initial false face-off a team will be allowed to challenge prior to the second drop since the clock has not started and play has not resumed.

93.7 **Team Time-out Request/Coach's Challenge** - A coach may challenge a ruling in accordance with Rule 93.4. If a coach's challenge is unsuccessful, that team's time-out will be charged the first time it occurs in a game. The second and subsequent times a play is challenged and not overturned, a bench minor penalty for delay of game shall be assessed. If the team has already utilized their time-out for any reason, a bench minor penalty will be assessed on the first challenge of the game. This policy applies to any video replay procedure used. The on-ice official makes the final decision.

In order for a coach's challenge to be granted, a coach must:

- Identify from the onset of the request that the time-out is for purpose of video review. A coach may not request a video review if the time-out is taken for another purpose.

  Note: Only one Coach's Challenge per team per stoppage will be permitted.
- A coach may not stall in any manner prior to requesting the review.

  Note: Any such delay or delay tactics may result in the denial of the right to challenge. At discretion of the Referee, it may also result in a Bench Minor for Delaying the Game.
- Identify the specific video replay criteria requested to be reviewed.

  Note: The specific criteria includes: The reviewable aspect and the approximate time on the clock when the infraction occurred. Failure to provide this information with reasonable specificity may result in the denial of a right to challenge.

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

In situations where a review is being conducted to determine if a player will be ejected, officials will have all options available to enforce after the review (no penalty, minor, major, game misconduct, disqualification).

Video Replay. During postseason games where video replay is used, all overtime goals will be cleared by the video replay official. Each postseason entity (e.g., NCAA championship or conference) will determine which allowable video replay procedure to use.

93.8 **Results of a Successful Coach's Challenge** – In cases where a Challenge has been initiated for an "Off-Side Play Leading to a Goal" or a "Missed Game Stoppage Event in the Offensive Zone Leading to a Goal", and a determination is made that the GOAL call on the ice should be overturned, the goal will be disallowed and the clock will be re-set to the time at which the play should have been stopped for the missed infraction. In such cases, a face-off will ensue in the ice location where it would have otherwise occurred had the on-ice infraction been called properly. If one or more penalties (minor or major) are assessed between the time of the missed infraction and the video review that disallows the apparent goal, the offending team(s) (and responsible Player(s)) will still be required to serve the penalty(ies) identified and assessed, and the time of the penalty(ies) will be recorded as the time at which the play should have been stopped for the missed infraction.

When it is determined a major penalty occurred prior to a goal and the goal is scored by the offending team, the goal shall be disallowed, and clock will be reset to time of infraction.

93.9 **Video Access** - The home club shall ensure equitable and simultaneous access to all authorized in-game video feeds and replay resources for both participating teams. No team shall receive a competitive advantage through exclusive access to camera angles, replay timing, or technical video support unavailable to the opposing club.

SECTION 12

Women's Ice Hockey

RULE 94 - RULES FOR WOMEN'S ICE HOCKEY

94.1 **Body Checking** - Body checking is not permitted in any area of the ice. Body checking occurs when a player delivers a distinct and definable moment of impact using overt (blatant) hip, shoulder, arm or torso action in an attempt to separate the puck carrier from the puck.

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

2026-27 NCAA Women's Ice Hockey Point of Emphasis: Modernizing the Application of Rule 94 (Body Contact)

Goal: To promote a fast, physical, and skilled game by providing clear distinctions between legal tactical contact and illegal body checking. The focus is on rewarding players who use superior angling and positioning to win puck possession and to further prepare the puck carrier to expect body contact.

Definitions

(i) **Body Contact** – Women's ice hockey permits competitive body contact that results naturally from angling, puck pursuit, and lane control in the course of legally playing the puck. Players may use body position to impede or contain opponents; however, forceful body checking intended primarily to separate the opponent from the puck through impact remains prohibited.

(ii) **Legal Body Contact Mechanics** – To be considered legal body contact, the initiating player must:

- Maintain a skating lane or angle consistent with the puck's location.
- Deliver shoulder-to-shoulder contact from a position even or ahead of an opponent.
- Avoid contact initiated from a position behind an opponent where they reasonably cannot expect contact.
- Keep the stick on the ice or in a position to immediately play the puck.
- Avoid any distinct and definable moment of impact using overt (blatant) hip, shoulder, arm or torso extension to deliver force (opposite direction hit).
- Avoid any "explosive" upward or outward motion (driving through the opponent).

Interpretations and Scenarios

To ensure consistency among officials and players, the following scenarios are classified as Legal Body Contact:

Scenario 1: Parallel Possession Pursuit

The Play: Two players are skating in the same direction while one has possession. The defending player is even with or ahead of the puck carrier and initiates shoulder-to-shoulder contact to lean the opponent off the puck. **The Ruling:** Legal. Provided there is no extension or "opposite direction" hitting motion, using body weight to separate an opponent from the puck while moving in the same direction is a fundamental defensive skill.

Note: This holds true anytime players are moving in the same direction including when one player is skating forward and the other is skating backward.

Note: Creating contact from a body position behind the puck carrier should be called a body check due to the blind-side nature of the hit as the puck carrier is deemed vulnerable/defenseless.

Scenario 2: The End-Wall Pursuit

The Play: During a pursuit below the goal line, the second player into the zone maintains one hand on their stick and the other guides the puck carrier with a hand on their hip. The pursuing player makes contact to guide the opponent into the boards, keeping their stick on the ice and releasing immediately once the opponent's momentum is neutralized. **The Ruling:** Legal. This is considered "steering" rather than "boarding" or "checking," provided the player does not extend to shove the opponent excessively.

Scenario 3: The Forward Angle & The "Cut-Back"

The Play: A defender has established a forward angle on a puck carrier. As the puck is released, the defender finishes the angle, resulting in contact. Alternatively, the puck carrier "cuts back" into the space already occupied by the angling defender, causing a collision. **The Ruling:** Legal. A player is entitled to their skating lane. If the defender is committed to a legal angling route, they are not required to vacate that space if the puck carrier creates the collision by changing direction into them or tries to continue a route through ice that is not available.

Scenario 4: The 50/50 Puck Battle

The Play: Two players approach a loose puck. Both players engage in body contact to "win the lane" or create a "bubble" of space to protect the puck once it is gathered. **The Ruling:** Legal. Players entering a 50/50 battle must expect body contact. As long as the contact is a byproduct of winning the lane and does not involve an opposite direction hit with extension, no penalty shall be assessed.

Guidance to Officials: When evaluating contact that results in a player going to the ice, the official must judge the action, not the outcome. If the action was a legal attempt to win a lane or maintain puck possession, the play shall continue. The deciding factor between a Minor Penalty for Body Checking and Legal Body Contact is the delivery. A player may position their body to impede, but they may not propel their body to impact.

Note: Body contact that occurs without puck possession falls under the guidance of Rule 59: Interference to determine a penalty.

Reference Tables

TABLE 1 - PENALTIES TO COACHES AND NON-PLAYING PERSONNEL

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

TABLE 2 - MINOR PENALTIES

Adjusting equipment ..... Rule 14
Boarding ..... Rule 42
Body checking (women) ..... Rule 94
Broken stick ..... Rule 10
Carrying more than one stick ..... Rule 10
Charging ..... Rule 43
Clipping ..... Rule 44
Contact to the head ..... Rule 45
Cross-checking ..... Rule 63
Delay of game ..... Rule 67
Diving ..... Rule 68
Dropping puck on goal netting ..... Rule 67
Elbowing ..... Rule 46
Embellishment ..... Rule 68
Face mask ..... Rule 47
Face-off violation ..... Rule 81
Failing to advance puck ..... Rule 76
Freezing puck ..... Rule 76
Handling puck ..... Rule 71
High-sticking ..... Rule 64
Hitting after whistle ..... Rule 53
Hitting/Checking from behind ..... Rule 50
Hitting the boards with a stick ..... Rule 40
Holding ..... Rule 56
Holding the stick ..... Rule 57
Hooking ..... Rule 58
Interference ..... Rule 59
Interference using a stick ..... Rule 59

Kneeing ..... Rule 52
Leaving penalty bench too early ..... Rule 74
Remaining in area of fight ..... Rule 48
Roughing ..... Rule 53
Shooting puck after whistle ..... Rule 40 / Rule 79
Slashing ..... Rule 65
Spraying the goalkeeper ..... Rule 79
Taunting an opponent ..... Rule 79
Throat strap loose ..... Rule 9
Throwing/kicking stick ..... Rule 55
Throwing any object onto the ice ..... Rule 40
Tripping ..... Rule 61
Waving arms in front of goalkeeper ..... Rule 59

TABLE 3 - BENCH MINOR PENALTIES

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

TABLE 4 - MAJOR PENALTIES

Boarding ..... Rule 42
Body checking (women) ..... Rule 94
Charging ..... Rule 43
Clipping ..... Rule 44
Cross-checking ..... Rule 63
Elbowing ..... Rule 46
Face mask ..... Rule 47
Head-butting ..... Rule 49
High-sticking ..... Rule 64
Hitting after whistle ..... Rule 53
Hitting/Checking from behind ..... Rule 50

Interference with Significant Contact ..... Rule 59
Kneeing ..... Rule 52
Refusing to start play ..... Rule 77
Slashing ..... Rule 65

TABLE 5 - MAJOR PENALTIES RESULTING IN AN AUTOMATIC GAME MISCONDUCT

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

TABLE 6 - DISQUALIFICATION PENALTIES

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

TABLE 7 - MISCONDUCT PENALTIES

Banging boards with stick....Rule 40
Continuing or attempting to continue a fight....Rule 48
Deliberately breaking or changing challenged stick....Rule 10
Dispute referee's judgment/ruling....Rule 6 / Rule 40
Entering or remaining in the referee's crease....Rule 40
Failure to enter penalty bench....Rule 40
Failure to wear helmet and/or face mask....Rule 9
Illegal equipment....Rule 12
Illegally enter game and interfere with opponent....Rule 72
Interfere with officials....Rule 40
Kicking stick to shoot puck ("kick shot")....Rule 51
Knocking or shooting puck out of reach of an official....Rule 40
Shooting puck after whistle....Rule 40 / Rule 79
Taunting an official....Rule 40
Throwing stick....Rule 55
Use of profane or abusive language....Rule 79

TABLE 8 - GAME MISCONDUCT FOULS INCLUDED IN THE "GENERAL CATEGORY"

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

TABLE 9 - GAME MISCONDUCT FOULS INCLUDED IN THE "STICK-RELATED CATEGORY"

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

TABLE 10 - GAME MISCONDUCT PENALTIES

Banging boards with stick....Rule 40
Continuing or attempting to continue a fight....Rule 48
Dispute referee's judgement/ruling....Rule 6 / Rule 40

Failure to wear helmet and/or face mask ..... Rule 9
Illegal equipment ..... Rule 12
Interference with a spectator ..... Rule 59
Interference with officials ..... Rule 40
Persisting in misconduct ..... Rule 21
Throwing objects on ice ..... Rule 40

TABLE 11 - SUMMARY OF PENALTY SHOTS

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

TABLE 12 - AWARDED GOALS (WHEN GOALKEEPER HAS BEEN REMOVED FOR AN EXTRA ATTACKER)

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

TABLE 13 - GOALKEEPER PENALTIES

Adjustment of equipment ..... Rule 14
Body checking in privileged area ..... Rule 28
Delay of game ..... Rule 67
Deliberately displacing goal post ..... Rule 67
Deliberately drops the puck on the goal net ..... Rule 67
Deliberately falls on the puck outside the goal crease ..... Rule 28
Deliberately removing helmet and/or mask ..... Rule 67
Deliberately shoots or bats puck out of play ..... Rule 67
Freezing puck along boards ..... Rule 76
Helmet required on bench ..... Rule 9
Hitting after the whistle ..... Rule 53
Holding puck more than three seconds ..... Rule 71
Illegal equipment ..... Rule 11 / Rule 12
Illegal stick ..... Rule 10
Interference with opponent who is not playing the puck ..... Rule 71
Leaving crease during an altercation ..... Rule 48
Leaving stick on ice ..... Rule 55

Participating in the play beyond the center red line ..... Rule 28 / Rule 71
Playing puck in privileged area ..... Rule 28
Possession of more than one stick ..... Rule 10
Proceeds to players' bench to replace stick ..... Rule 10
Slew-footing ..... Rule 54
Substitute (backup) goalkeeper required ..... Rule 5
Substitute goalkeeper returns to bench before stoppage in play ..... Rule 8
Throwing a stick ..... Rule 55

Appendix A

Minigame Format

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

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

If the two-game series is split or if both games end in a tie, a 20-minute minigame may be played immediately after the second game. At the end of the second game, there shall be a 15- or 18-minute intermission; both teams shall proceed to their locker rooms and the ice shall be resurfaced. Ten minutes before the start of the minigame, a list of names and numbers of all eligible players and goalkeepers, including starting lineups, shall be submitted, first by the visiting coach and then by the home coach, to the official scorer or referee. The announcer will introduce the starting lineups and the teams shall not change ends (except as provided for in the NCAA rules book).

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

If the score remains tied after the minigame, the tie will be broken by 20-minute, sudden-death periods (see 82.1). There will be no additions to a team's roster during overtime periods. This overtime period shall be played in the 5-on-5 format.

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

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

Appendix B

NCAA Ice Hockey Shootout Protocol

This protocol is only to be used in accordance with **Rule 91.2.**

1. At the conclusion of the five minute (3on3) overtime, one referee will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
2. The referees will meet at the referee's crease with the captains to explain the protocol during the two-minute period.
3. The goalkeepers will defend the goal closest to their bench.
4. It is recommended that the ice surface be dry scraped in the middle of the ice through both creases.
5. The home team has the option of shooting first or defending first. If Team A's first two players score, while none of Team B's players score, the shootout is over and Team A wins the shootout.
6. If the shootout remains tied at the end of this round, each coach will select a different shooter, this time in a sudden-victory situation. The first three shooters are ineligible until all other bench players have attempted a shot, if necessary. Each team has an equal number of chances to shoot before a winner is declared.
7. The goalkeeper may attempt to stop the shot in any manner except by throwing his or her stick or any object, or by deliberately dislodging the goal, in which case a goal shall be awarded.

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

   (i) Award a goal if he or she deems the player would have scored into the area normally occupied by the net had it not been dislodged.

   (ii) Allow the shot to be re-taken if he or she does not score or it could not be determined if the puck would have entered the area normally occupied by the net.

   (iii) If the goal becomes dislodged after the puck has crossed the goal line thus ending the shot, the above determinations do not apply, the shot is complete.

Notes

- All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been assessed a game misconduct or game disqualification penalty. When a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If the misconduct is assessed to the goalkeeper during the course of the shootout, the player designated to

serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.

- Goalkeepers may be substituted, but no warm-up time will be allowed.
- If a goalkeeper is injured in the shootout, the goalkeeper may be immediately replaced by a goalkeeper off the bench. The injured goalkeeper may reenter the shootout.
- All players not participating in the shootout must remain on their bench.
- If video replay is available, it may be used to confirm shootout goals.
- The spin-o-rama type move when the player completes a 360-degree turn as the player approaches the goal for a penalty shot or shootout, shall not be permitted.
- The lacrosse-like move whereby the puck is picked up on the blade of the stick and "whipped" into the net shall be permitted provided the puck is not raised above the height of the crossbar at any time.
- All rules governing a penalty shot (Rule 25.2) shall be in effect.
- No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.

Appendix C

Concussions

REVISED MAY 2025

Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities. Signs and symptoms may present immediately or evolve over minutes or hours.

Game officials are often in the best position to observe student-athletes after they have had a blow to the head or body, and may be the first to notice the behaviors that indicate a concussion may be present. An official may observe the following behaviors by a student-athlete with a suspected concussion:

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

Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

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

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from practice or competition and may not return to sport activity on that day. The athlete must undergo medical evaluation and follow a return-to-learn/return-to-sport protocol under the supervision of the team physician, and may not return to sport until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity

of the injury. Call an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.

3. **Allow the student-athlete to return to play only if the primary athletics healthcare provider has determined that the student-athlete did not suffer a concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate management.

Additional information and details regarding concussions can be found at ncaa.org/sports/health-safety.

Appendix D

Summary of Faceoff Locations (with Rule References)

CENTER ICE

Change of ends at midpoint of period 90.2
Goal scored [including after penalty shot] 25.5
Officials err in calling icing 85.2
Premature substitution of goalkeeper 75.1
Start of game, each period, each overtime period 90.1
When a penalty is assessed after the scoring of a goal 15.4
When a penalty is assessed at the end (or start) of a period 15.4

DEFENSIVE ZONE

Coincidental penalty and icing 85.2
Goal cage dislodged by defending player 81.2
Goal illegally scored by deflecting off official 81.2
Goalkeeper penalties—handling the puck 71.2
Icing 85.2
Intentional offside 86.5
Penalty shot not scored 25.5
Player[s] interfere with movement of puck or progress of play from bench or penalty box 59.2
Stoppages occurring between end faceoff spots and near the ends of rink 81.2
The team awarded the power-play will have the choice of which end zone dot the face-off will take place at to start the power-play 81.2
When the injured player is in his defending zone and the attacking team is in possession of the puck in the attacking zone 8.1

FACE-OFF SPOT OF LEAST TERRITORIAL ADVANTAGE

Hand pass violation 84.3
Striking the puck above the height of the player's shoulder 84.4

SPOT CLOSEST TO LAST PLAY

Fouls committed by players of both teams 81.2
Object thrown on ice interferes with progress of game 67.1

Offensive team causing puck to go out of bounds during scoring opportunity 89.1
Premature substitution of goalkeeper [with puck in offending team's half of the ice] 75.1
Puck deflects off official outside defending zone 81.2
Puck out of sight, or illegal puck [note exceptions] 89.1
Puck passed offside 86.5
Puck strikes an overhead obstruction 81.2
Puck unplayable at either end or side of rink [note exceptions] 89.1
Stoppage of play caused by a defending player in the defending zone [note exceptions] 81.2
Team starts play with fewer players than entitled and player who enters after that point illegally plays the puck 90.1

ZONE LINE [NEUTRAL ZONE]

Attacking player precedes puck into attacking zone 86.4
Crease violation by player of attacking team 73.3
Offending players entering end zone after stoppage of play 81.2
Puck carried offside 86.5
Puck deflected by glove or stick protruding from bench 81.2
Stoppage of play caused by attacking player in attacking zone 81.2
When a goal is illegally scored by the attacking team by directing, batting, kicking or high-sticking the puck into the goal 81.2
When the injured player's team has control of the puck in the attacking zone 8.1
When the defending team is penalized, and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circle 15.4

Appendix E

Accommodations for Student-Athletes with Disabilities

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

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

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

a. The playing rule from which relief is sought;
b. The proposed modification or accommodation;
c. The anticipated duration of the requested modification or accommodation;
d. Any modification or accommodation the student-athlete has received from the university or college and/or any sports governing body;
e. Current, signed documentation of diagnosis/condition (including relevant test data and recommended treatment) from the treating professional (e.g., medical doctor, clinical psychologist, or another qualified individual);
f. The original date of diagnosis of condition/disability;
g. Modification or accommodation being recommended and rationale for this recommendation;
h. Clarification if this is a temporary issue/injury or a permanent condition/disability; and
i. A written statement from the school's healthcare provider (e.g., team physician) indicating that the student-athlete has been cleared to participate in competition. Please specify the date of this medical clearance.

Upon receipt of a complete waiver request, the NCAA staff liaison will consult with other NCAA staff, sport governing bodies, and/or external subject matter experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The information will then be forwarded to the applicable sports committee, who will make a final

decision. A member of the NCAA staff will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member school should be prepared to provide the written decision to the head official and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 1L of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with disabilities.

Please allow a minimum of two weeks following submission for this process to be completed.

Appendix F

Protocols For 3-ON-3 Overtime

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

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

PENALTIES IN EFFECT PRIOR TO 3-ON-3 OVERTIME

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

Case	Time left in Regulation	Team A	Team B	Ruling
5	1:50 1:40 1:30 1:20	A5-2 min. A7-2 min.	B17-2 min. B36-2 min.	Overtime on-ice strength will begin at three (3) on three (3). Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play to either four (4) on three (3) or three (3) on three (3), as the situation dictates at that particular stoppage of play.
6	1:50 1:20	A5-2 min.	B25-2 min.	Overtime will begin at three (3) on three (3). As the penalties to A5 and B25 expire, the players are released. The on-ice strength could get to four (4) on four (4). If that occurs, at the next stoppage of play, the on-ice will be returned to 3-on-3.

PENALTIES DURING 3-ON-3 OVERTIME

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

Notes: Once Team A has received its second minor penalty, each team must add one player to its on-ice strength. Should the penalty to A23 expire bringing the on-ice strength back to 4-on-4, the on-ice strength must be adjusted down to 3-on-3 at the next stoppage

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

Appendix G

Coincidental Penalties

In the last 5 minutes of regulation time or at anytime in overtime when the penalties are assessed at the same stoppage.

#	Team A	Penalties	Team B	Penalties	On-Ice Strength
1	A3	2	B5	5	In the last five minutes of the game or anytime in overtime, the three minute differential will be posted on the penalty clock. Team B will play short-handed for three minutes and it will be served in the same manner as a major penalty.
2	A3	2+2	B5	5	In the last five minutes of the game or anytime in overtime, the one minute differential will be posted on the penalty clock. Team B will play short-handed for one minute and it will be served in the same manner as a major penalty.
3	A3	5	B5 B7	2 2	In the last five minutes of the game or anytime in overtime, this example does NOT adhere to the requirements of Rule 19.3. Teams play 4 on 3.
4	A3 A4	5 2	B5 B7	2+2 2	In the last five minutes of the game or anytime in overtime, this example does meet the requirements of Rule 19.3 and the one minute differential will be posted on the penalty clock. Team A will play short-handed for one minute and it will be served in the same manner as a major penalty.

Part II:

Official Ice Hockey Rules Interpretations

Note: Part II: Official Ice Hockey Rules Interpretations has been removed from the 2026-27 and 2027-28 Ice Hockey Rules Book and will be available online.

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Part III:

Officials' Mechanics: 2 Referees, 2 Linespersons

2R + 2L OFFICIATING SYSTEM

Provides the officials the opportunity for a better level and standard of officiating.

The Refereeing Team

Both referees are in control of the game and have equal authority.

There should be no competition between the two referees to assess penalties.

Referees must be consistent in all actions during the game.

Flexible

Provides opportunity to be positioned to maximize sightlines.

Either referee may cross to opposite side of ice but, both must work together as a team.

Two referees on the same side of ice is not an issue. Should this happen, one of the referees can transition to opposite side when the opportunity presents itself.

Should the Front/Lead Referee be trapped or unable to cover the action area, the Back/Trailing Referee will assume the Lead Referee's duties and the Lead Referee will position as the Trailing Referee.

Front/Lead Referee

Skates backward ahead of advancing play.

Must always be positioned at the net for goal situations.

Positioned in end zone (positioning similar to that of the referee in ***1R-2L*** officiating system).

First priority is the action area (where the puck is).

Should be positioned close to the action area.

Positioned for best view or angle of the action or players or puck.

Can change side of ice surface at end zone if play dictates crossing back and forth behind net.

Back/Trailing Referee

Positioned between blue and red lines.

Observant of play/situations away from the action area.

May vary position between blue and red lines and back and forth across the ice.

Adjust position for best sightlines of play. Responsible, while in neutral zone, to adjust position, including from one side to opposite side of ice surface, based on position of Lead Referee in the end zone.

Attacking player in neutral zone should not be behind Trailing Referee.

Communicate

Referees and Linespersons must communicate with each other. This is key to the ***2R+2L*** system. Best accomplished via eye-to-eye contact. There will be times when verbal communications can and should be used.

REFEREE'S JUDGMENT

Trust Your Instincts

The ***2R+2L*** system works best when approached as a team effort.

Referees must trust their judgment and their instincts. If a referee is 100% certain and can see that an infringement of the rules has occurred, the call must be made. If the referee is not 100% certain that a foul has occurred, or is confident that the other referee has seen and judged the play, then a call should not be made.

"To make the call"

If one referee is not able to make the appropriate call that is witnessed by the other referee, both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

The areas of judgment between game officials may be challenged (e.g., the Lead Referee says it is "no penalty" and the Trail Referee says "penalty"). The judgment of the referee and between referees must not be challenged on the ice. Both referees have the right to stop play and assess a penalty.

Negative Comments

Officials should never make negative comments or allow body language to suggest disapproval of a fellow official's call or non-call. Nor should a referee ever lay the blame for a call or non-call on the other referee.

When one referee calls a penalty and the other referee is questioned by players/coaches, a good comment to make in reply is "That referee had a better angle to call it." Referees shall refrain from saying "Good call" or "I support the call."

"Washout"

To show good teamwork between the two referees, it is important to be aware of the danger of giving the "washout" signal in case of non-penalty calls. Referees shall not use the "washout" signal to indicate no penalty.

It is recommended that the referees not use any verbal or other signals for non-calls.

The Officiating Team

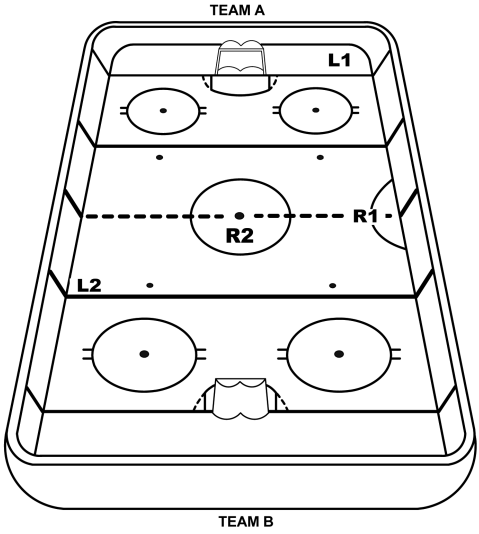
When there are multiple penalties to be called on any play, the two referees should consult to ensure all appropriate penalties are assessed. Either referee may report all penalties to the Penalty Timekeeper.

Even though there are two referees on the ice, involve the linespersons if necessary as they may have had a better angle of the situation.

Linespersons are to change ends of the ice at the midway point of the game, or at the next stoppage if a penalty is in effect.

TEAMS ENTER RINK

Positioning of Officials



R1 is positioned in the Referee's Crease observing the players.

R2 is positioned at center ice or at the location where teams cross as they proceed to their respective benches.

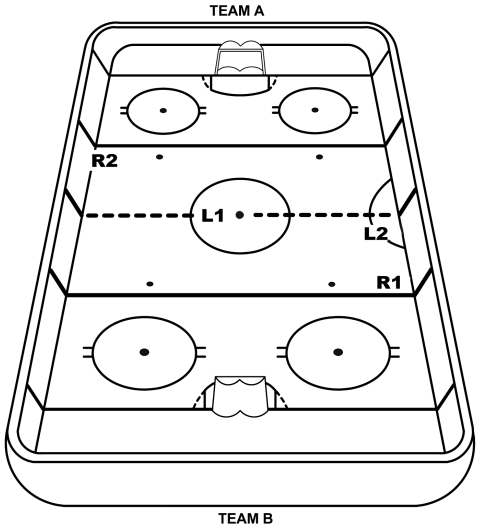
L1 and ***L2*** are positioned at the entry locations of each of the teams, observing the players as they enter the rink.

After all players have entered the rink, all officials must continue to be observant of players. Positioning of officials may be altered based on team entry points to the ice surface.

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

CENTER ICE FACEOFF

Start of each period and after a goal



L1 conducts the faceoff facing the timekeeper/penalty box.

L2 is positioned facing ***L1*** and off the red line so as to allow a field of vision that includes all players on the red line, especially those behind ***R2***. ***R1 or R2*** will lead depending on the direction of the play.

R1 and ***R2*** line up on the blue lines, diagonally and on opposite sides of the rink. After a goal, the linesperson should be positioned nearest the team scored upon in a goal situation.

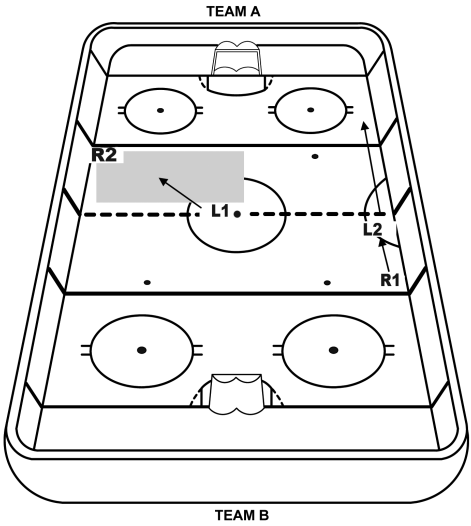
After a goal, the ***L*** on the blue line retrieves the puck.

ALL OFFICIALS MUST BE OBSERVANT OF PLAYERS DURING STOPPAGES IN PLAY.

Note: **R1 = Front/Lead Referee*
***R2** = Back/Trail Referee*
***L1** = Front/Lead Linesperson*
***L2** = Back/Trail Linesperson*

AFTER CENTER ICE FACEOFF

Puck advances toward End Zone



L1 conducts the faceoff facing the timekeeper/penalty box.

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

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

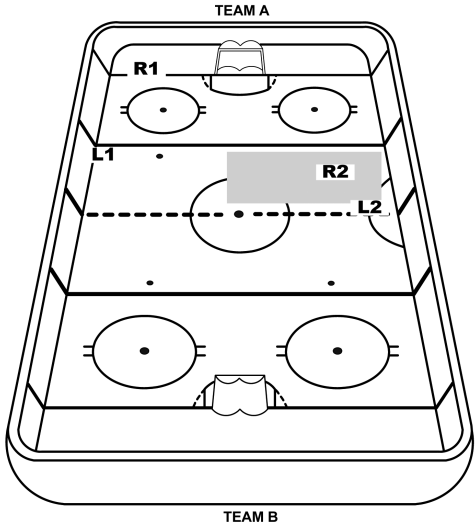
R2 moves toward the end zone, if possible skating backward observing the play and not interfering with players as they advance up the ice.

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

Note: **R1 = Front/Lead Referee*
***R2** = Back/Trail Referee*
***L1** = Front/Lead Linesperson*
***L2** = Back/Trail Linesperson*

RESPONSIBILITY OF OFFICIALS

Puck deep in the end zone



As the play advances into the end zone, ***R1*** skating backward ahead of and observing the play, must not obstruct ***L1***'s field of vision at the red line or blue line. ***R1*** is positioned deep in the zone, providing for the best view or angle of the action or players or puck. ***R1*** must always be positioned at the net for goal situations. ***R1*** can change to the other side of the ice surface in the end zone if play dictates, crossing back and forth behind the net.

R2 takes a position in the neutral zone that does not interfere with the ***L***'s view of the blue line, providing for the best sightline to the end zone, observant of play/situations away from the action area. An attacking player in the neutral zone should not be behind ***R2***.

Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

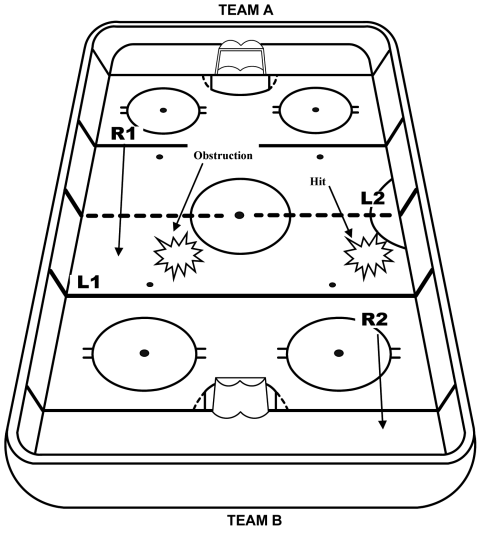
L1 is positioned at the blue line and on the boards.

L2 is positioned at the red line and on the boards.

Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

RESPONSIBILITY OF OFFICIALS

Neutral Zone



When the play is moving through the neutral zone, obstruction infractions and hits on the player shooting the puck into the far end zone are the responsibility of ***R1***. ***R1*** transitions to Trail Referee. The No. 1 priority must be the hit on the puck carrier and then the secondary responsibility is on potential obstruction fouls through the neutral zone.

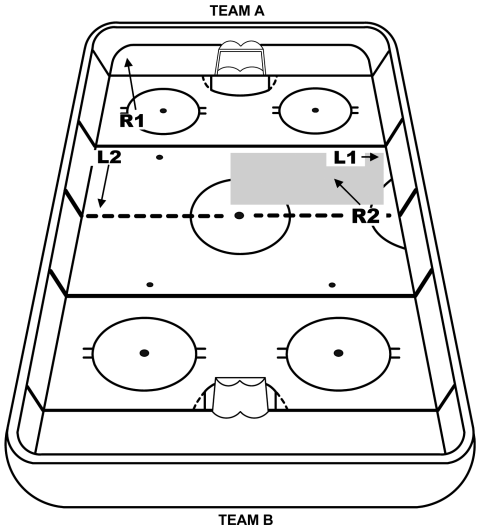
R2 must be prepared to pick up the action once puck possession has been gained inside the zone. ***R2***, who is now transitioning to Lead Referee and is skating backward, is watching the play develop and ensuring that he/she does not get in the way of the puck being shot into the far end zone. While the players are in pursuit of the puck, it is ***R2***'s responsibility to watch for obstruction fouls on the players entering the end zone.

Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

Note:* ***R1* = *Front/Lead Referee*
R2 = *Back/Trail Referee*
L1 = *Front/Lead Linesperson*
L2 = *Back/Trail Linesperson*

NEUTRAL ZONE FACEOFF

Puck advances toward End Zone



L1 drops the puck.

As play advances toward the end zone, ***L2*** covers the blue line.

L1, after dropping the puck, moves back to a position on the boards at the blue line relieving ***L2***. ***L2*** then releases to a position at the red line.

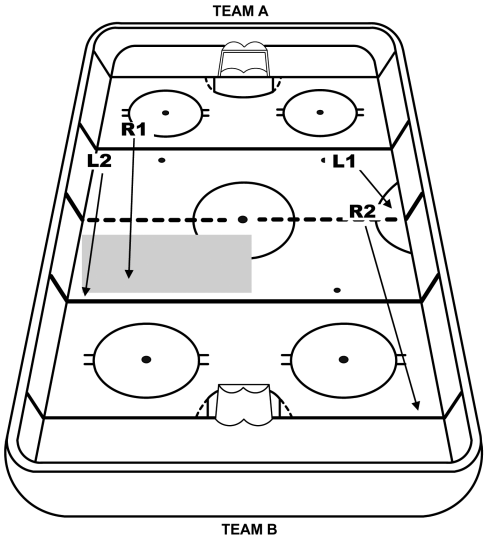
R1, skating backward, moves into the zone ahead of and observing the play.

R2 takes a position in the neutral zone that does not interfere with the ***L***'s view of the blue line, providing for the best sightline to the end zone.

Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

NEUTRAL ZONE FACEOFF

Puck advances toward Far End Zone



After the puck is dropped, the play moves toward the far end zone.

R2, skating backward, moves up the ice and into the end zone observing the play.

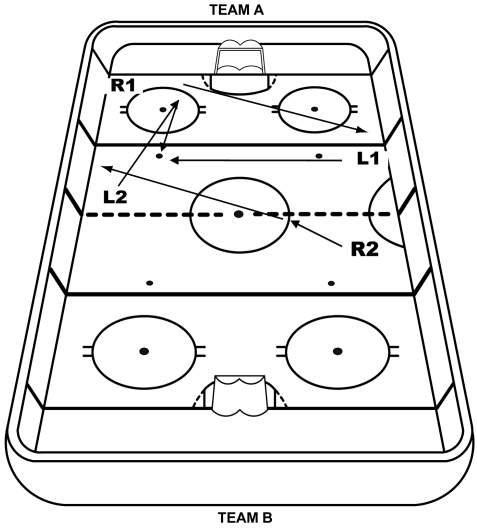
L2 moves up the ice with the play to cover the blue line.

R1 trails play as it moves up the ice taking a position in the neutral zone that does not interfere with the ***L***'s view of the blue line, providing for the best sightline to the end zone.

L1 moves to a position at the red line.

Note: **R1 = Front/Lead Referee*
***R2** = Back/Trail Referee*
***L1** = Front/Lead Linesperson*
***L2** = Back/Trail Linesperson*

OFFSIDE



L1 has called offside; ***L1*** goes to the location of the faceoff and will conduct the faceoff.

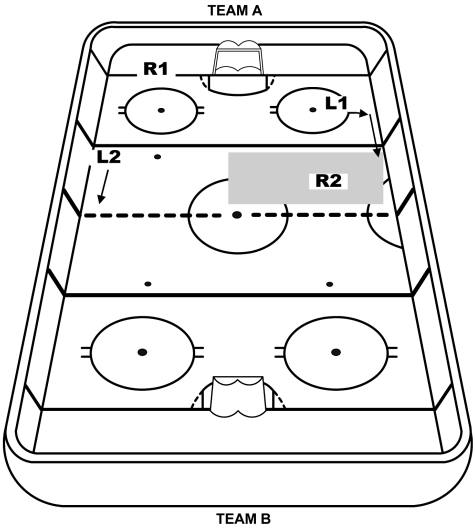
L2 retrieves the puck and brings it to ***L1***.

R2 conducts the line change procedure.

Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

END ZONE FACEOFF

Puck remains in End Zone



R1's primary responsibility is to signal a legal goal. ***R1*** is between the goal line and the faceoff circle across from the faceoff, seeing that a proper faceoff is conducted. If warranted, ***R1*** may position on the same side as the faceoff and behind the defensemen.

R2 will conduct the line change procedure. ***R2*** takes a position in the neutral zone that does not interfere with the ***L***'s view of the blue line, providing for the best sightline to the end zone. Based on ***R1***'s position, ***R2*** may select an alternate position.

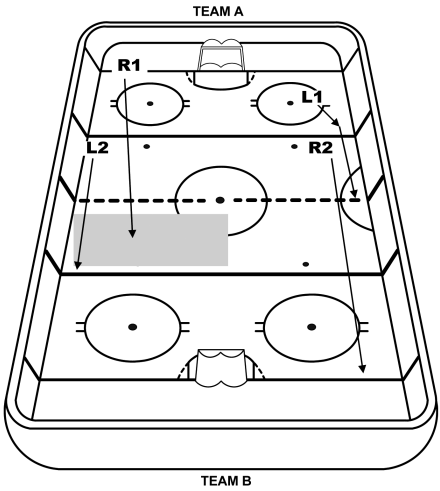
L1 conducts proper faceoff. After the drop, ***L1*** moves to the boards and out to a position at the blue line and on the boards.

L2 moves to the red line, releasing responsibility for covering the blue line to ***L1***.

Note: **R1 = Front/Lead Referee*
***R2** = Back/Trail Referee*
***L1** = Front/Lead Linesperson*
***L2** = Back/Trail Linesperson*

END ZONE FACEOFF

Puck moves toward Far End Zone



After the puck is dropped, the play moves toward the neutral zone and to the far end zone.

R2, skating backward, moves up the ice and into the far end zone, observing the play.

L2 holds the blue line until the line is cleared and it is likely that play will continue toward the far end zone or when relieved by ***L1***. ***L2*** must cover the play at the far blue line.

L1 moves to a position at the red line.

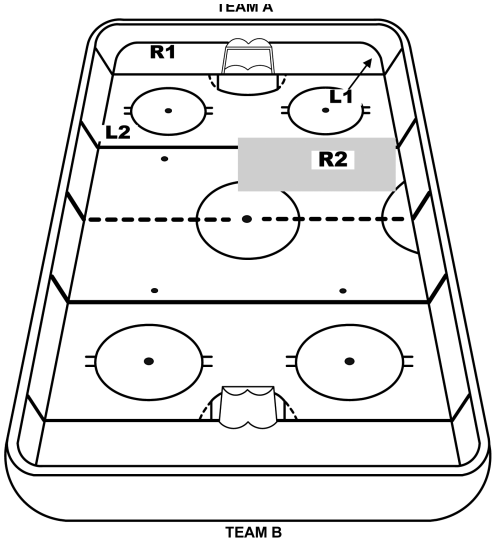
R1 trails the play as it moves up the ice, taking a position in the neutral zone that does not interfere with the ***L***'s view of the blue line, providing for the best sightline to the end zone.

The ***R***'s and the ***L***'s responsibilities change from Lead ***R*** and ***L*** to Trailing ***R*** and ***L***.

Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

FACEOFF WITH 10 SECONDS OR LESS REMAINING IN PERIOD



R1's primary responsibility is to signal a legal goal. ***R1*** is between the goal line and the faceoff circle across from the faceoff seeing that a proper faceoff is conducted.

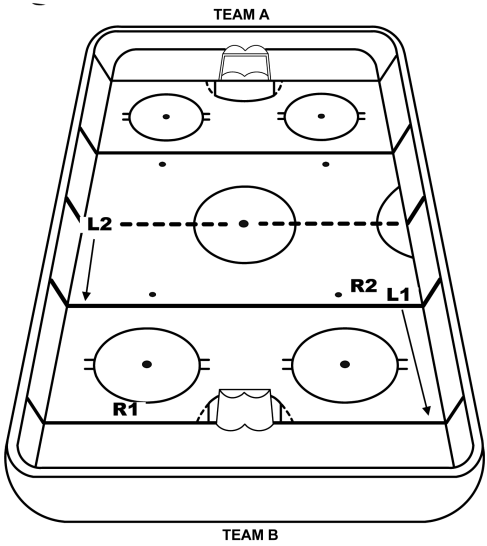
R2 conducts the line change procedure. ***R2*** then takes a position in the neutral zone that does not interfere with the ***L***'s view of the blue line, providing for the best sightline to the end zone and will blow the whistle when there is no time remaining on the clock.

L1 conducts the faceoff. After dropping the puck, ***L1*** moves to the goal line to assist ***R1*** with calling a goal.

L2 has responsibility for covering the blue line.

Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

EIGHT SECONDS OR LESS REMAINING IN PERIOD



L1 skates to the goal line to assist ***R1*** with calling a goal.

R2 remains at the blue line, observing the play.

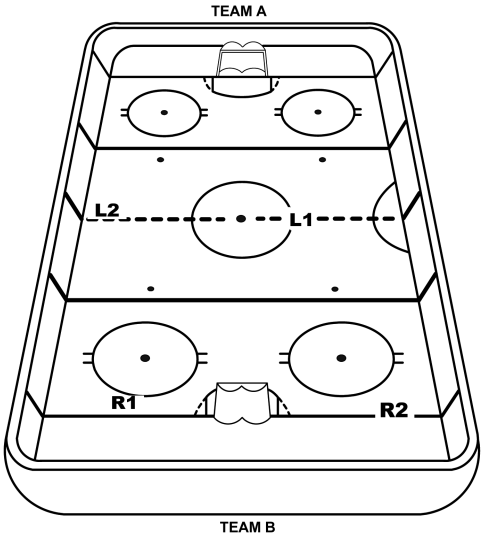
L2 moves to the blue line and is responsible for covering the blue line.

If ***L1*** is on the other side of the rink (same side as ***R1***), then ***R2*** will go to the goal line, with ***L1*** remaining at the blue line.

The official at the blue line will blow the whistle when there is no time remaining on the clock.

Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

PENALTY SHOT



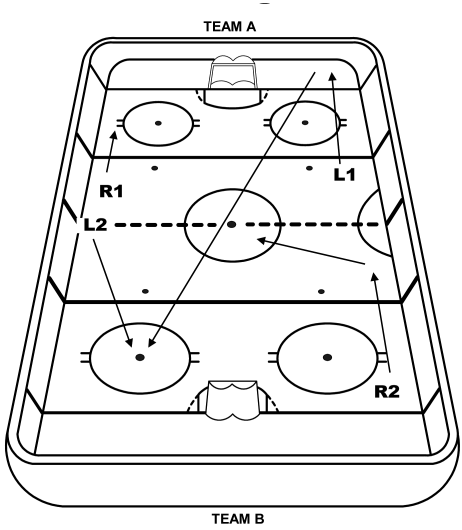
R1 is on the goal line and signals a legal goal, if scored.

L1 assists ***R1*** with calling a legal goal.

R2 is positioned at the red line, conducting the penalty-shot procedure, assisted by ***L2***.

Note: **R1 = Front/Lead Referee*
__R2__ = Back/Trail Referee
__L1__ = Front/Lead Linesperson
__L2__ = Back/Trail Linesperson

ICING



Icing will be handled by the linespersons.

L2 signals icing by raising the non-whistle arm. ***L1***, on receiving the icing signal, skates toward the far goal line extended.

If the puck crosses the goal line extended before it is played by either team or can be played by Team A, ***L1***, after checking with ***L2*** to see that icing is still on, immediately blows the whistle to stop play and raises the non-whistle arm.

If ***R1*** and ***L1*** are on the same side of the ice, ***L1*** should pass behind ***R1*** so as not to obstruct ***R1***'s sightline to the play.

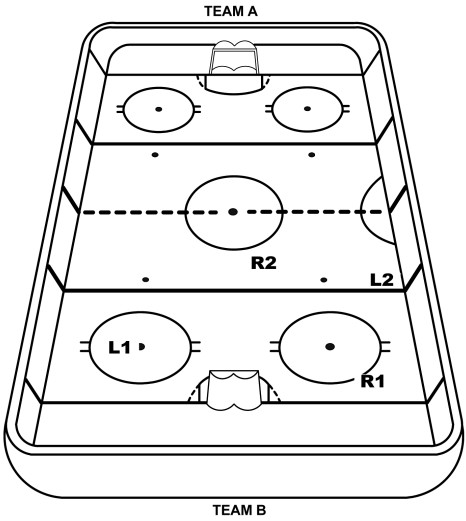
L2 skates backward to the Team B end zone faceoff spot, folds the arms across the chest, signaling icing. ***L1*** retrieves the puck and delivers to ***L2***, then takes position for the faceoff.

R2 conducts the line-change procedure at or near center ice.

R1 moves to a position for the end zone faceoff.

Note: **R1 = Front/Lead Referee*
***R2** = Back/Trail Referee*
***L1** = Front/Lead Linesperson*
***L2** = Back/Trail Linesperson*

LINE-CHANGE PROCEDURE



The ***R*** not involved in reporting a goal or penalty should be positioned in the neutral zone in front of the benches, providing a good field of vision of players coming onto and exiting the ice.

R2, conducting the line-change procedure, will point to the faceoff location to start the line-change procedure. After five seconds, ***R2*** will raise the non-whistle arm, indicating to the visiting team that its time to change players has ended, and to the home team that it has eight seconds to complete its line change. After eight seconds, ***R2*** will lower the raised arm.

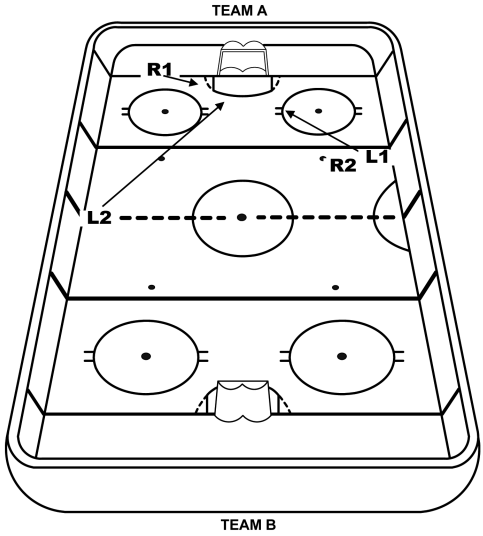
R1 is positioned to observe players transitioning from the rink to the benches and from the benches to the faceoff location.

L1, conducting the faceoff, will blow the whistle briefly, indicating that the puck will be dropped in no more than five seconds.

Note: **R1 = Front/Lead Referee*
***R2** = Back/Trail Referee*
***L1** = Front/Lead Linesperson*
***L2** = Back/Trail Linesperson*

END ZONE WHISTLE

Positioning of Officials after Whistle



L1 and ***L2*** move toward area of stoppage in play, controlling the players.

R1 moves closer to the stoppage, observing the players in the general area of the stoppage in play.

R2 moves toward the location of the stoppage in play, keeping all players in full view, including offensive defensemen, who may have entered beyond the top of the faceoff circles.

Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

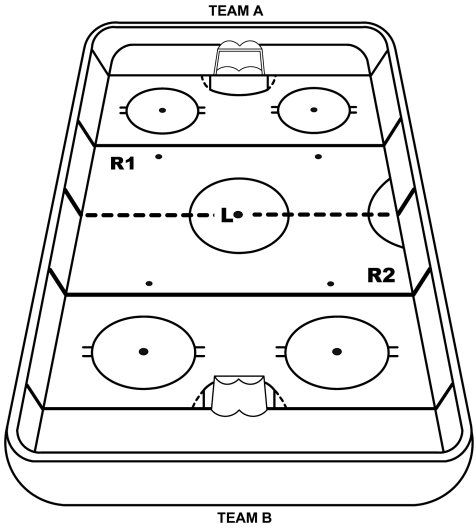
Note:* ***R1* *= Front/Lead Referee*
R2 *= Back/Trail Referee*
L1 *= Front/Lead Linesperson*
L2 *= Back/Trail Linesperson*

Part IV:

Officials' Mechanics: 2 Referees, 1 Linesperson

FACEOFFS

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

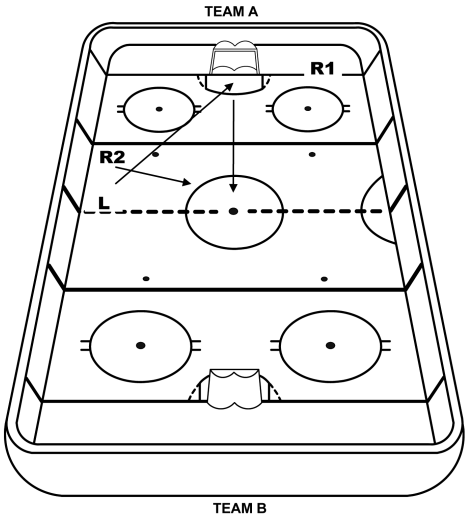


L will always face the timekeeper/penalty box when dropping the puck.

R1 and ***R2*** will line up on the blue lines, diagonally and on opposite sides of the rink, with ***R1*** in front of the home-team bench.

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

GOAL SCORED



R1 will report the scoring to the scorekeeper.

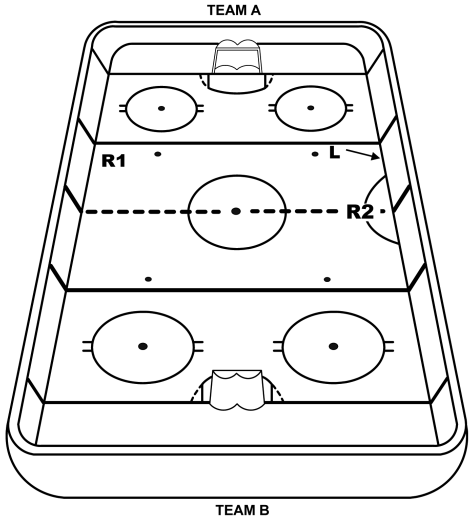
L, on the red line, will pick up the puck and conduct the faceoff, facing the team benches.

R2 will observe players for potential penalties. As players leave the zone, ***R2*** will skate to center ice to a position nearer and between the benches, maintaining full view of players. ***R2*** will handle the line change. ***R1*** and ***R2*** will position for the faceoff in the manner where the referee on the bench side lines up on the blue line nearest the bench of the team that just scored.

Note: After the goal is scored, all officials should observe players until they are separated. There is no need to rush to pick up the puck or report a goal.

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

ZONE LINE FACEOFF



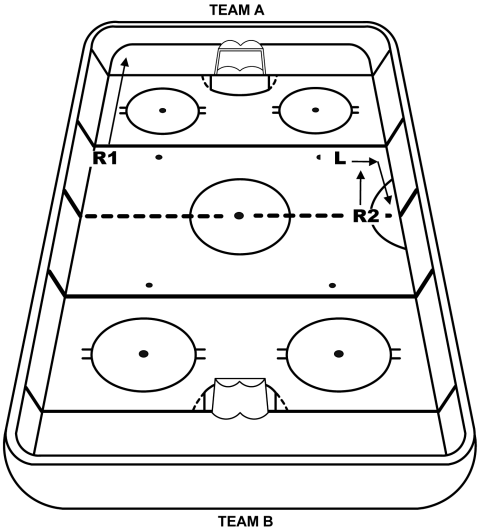
L will drop the puck facing the far side of the ice.

If the puck stays in the neutral zone, ***R1*** will cover Team A's blue line until the ***L*** can get into position to cover it. ***R2*** will move to cover Team B's blue line.

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

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

AFTER NEUTRAL ZONE FACEOFF



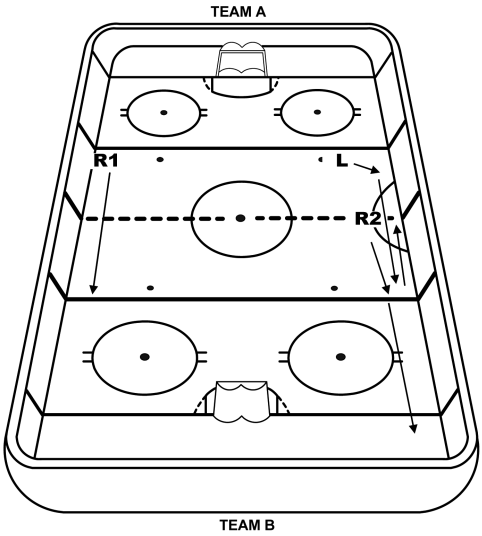
If play advances toward Team A's goal, ***R1*** will make the call at the blue line, then move into the zone to cover the goal line.

L moves back to the boards covering the blue line.

R2 moves up to a position at the blue line. ***L*** moves to the red line, releasing responsibility for covering the blue line to ***R2***.

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

AFTER NEUTRAL ZONE FACEOFF



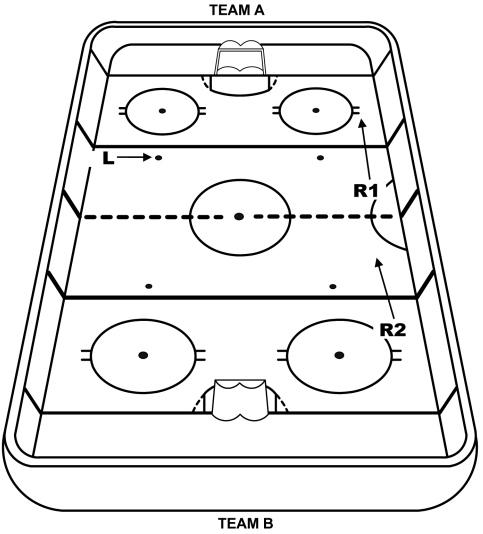
If play advances toward Team B's goal, ***R2*** skates backward and covers the blue line, then goes into the zone to cover the goal line.

L moves to cover the Team B blue line.

R1, trailing the play, moves up to a position at the blue line. ***L*** moves to the red line, releasing responsibility for covering the blue line to ***R1***.

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

OFFSIDE



L called offside. The ***L*** goes to the location of the faceoff and conducts the faceoff. ***R1*** retrieves the puck. (If an ***R*** calls the offside, the ***R*** will go to the faceoff location and the ***L*** will retrieve the puck and conduct the faceoff.)

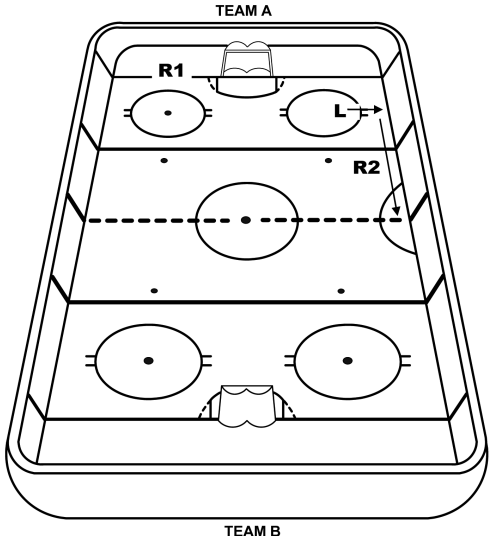
The ***R*** not retrieving the puck will handle the line change.

The ***Rs*** always keep a full field of vision of the entire ice surface.

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

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

END ZONE FACEOFF



R1's primary responsibility is to signal a legal goal and to see that a proper faceoff is conducted. ***R1*** is between the goal line and the circle across from the faceoff.

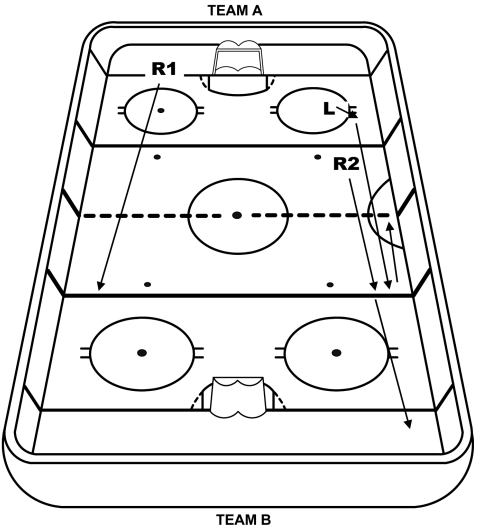
R2 conducts the line change, then lines up on the blue line.

R2 will also see that a proper faceoff is conducted and covers the blue line.

L conducts a proper faceoff. After the drop, ***L*** moves to the boards and out to a position at the red line.

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

AFTER END ZONE FACEOFF



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

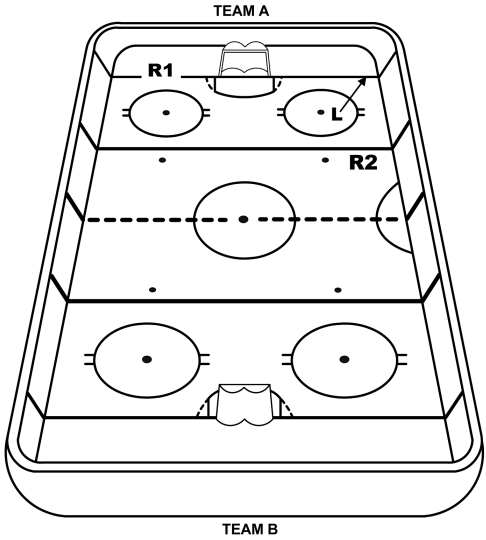
R2, skating backward, moves to the Team B blue line to cover it.

L holds the Team A blue line until the line is cleared and it is likely that play will move to the Team B defensive zone. ***L*** then moves to the Team B blue line to cover it, as ***R2*** moves to the goal line.

R1, trailing the play, moves up to a position at the Team B blue line. ***L*** moves to the red line, releasing responsibility for covering the blue line to ***R1***.

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

FACEOFF WITH 10 SECONDS OR LESS REMAINING IN PERIOD



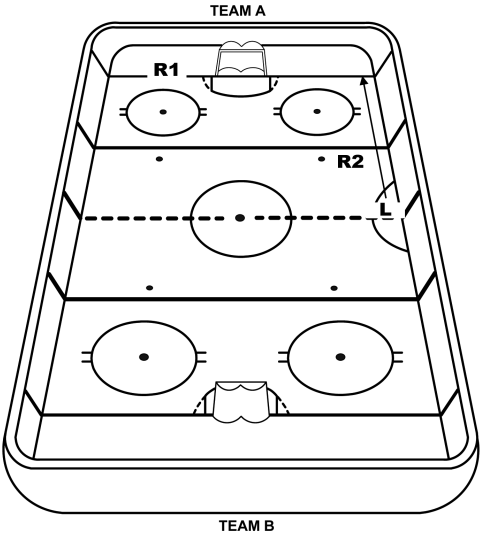
R1 will line up across from the faceoff.

L, after dropping the puck, moves to the goal line to assist ***R1*** with calling a goal.

R2 will blow the whistle when there is no time remaining on the clock.

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

EIGHT SECONDS OR LESS REMAINING IN PERIOD



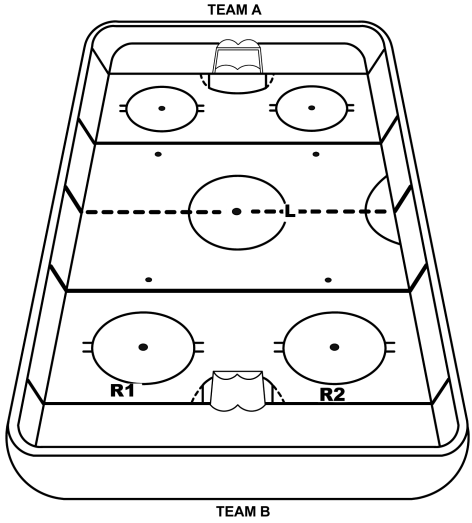
L skates to the goal line to assist ***R1*** in the calling of a goal.

R2 remains at the blue line observing play at the buzzer.

If the ***L*** is on the other side of ice (same as ***R1***), then ***R2*** would move to the goal line, with ***L*** moving to the blue line observing the play at the buzzer.

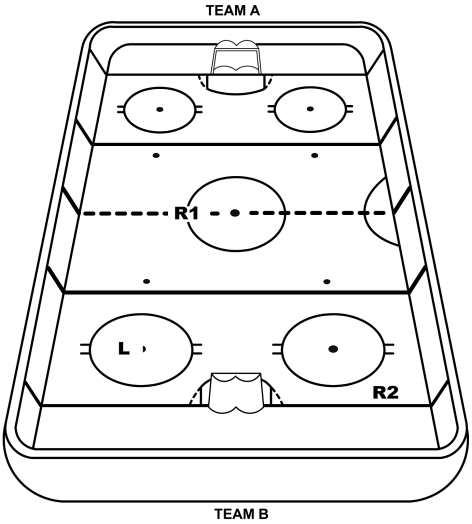
Note: **Rs are numbered for identification only.*

PENALTY SHOT



R1 is on the goal line and signals a legal goal, if scored.
L is assisting ***R1*** with calling a legal goal.
R2 is positioned at the red line conducting the penalty-shot procedure.
Note: **Rs are numbered for identification only.*

LINE-CHANGE PROCEDURE



The ***R*** not involved in retrieving the puck, marking a faceoff location, or reporting a goal or penalty, should be positioned in the neutral zone in front of the benches to conduct the line change.

L goes to the location of the faceoff.

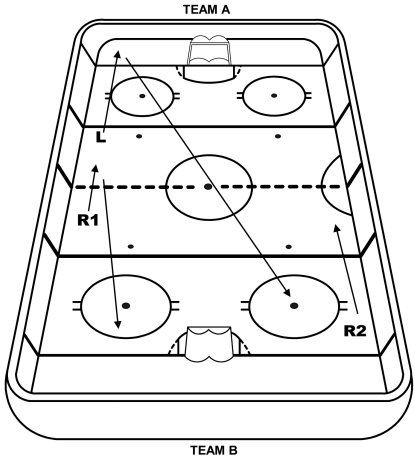
R2 retrieves the puck to bring it to ***L***. ***R2*** takes a position opposite the ***L*** for the faceoff.

R1 points to the faceoff location, starting the line-change procedure. After five seconds, ***R1*** raises the non-whistle arm, indicating to the visiting team its time to change players has ended and indicating to the home team it has eight seconds to complete its line change.

After eight seconds, ***R1*** will lower the raised arm. ***L***, conducting the faceoff, will blow the whistle briefly, indicating to the teams that the puck will be dropped in no more than five seconds.

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

ICING



Icing will be handled by the front two officials.

R1 signals icing by raising the non-whistle arm at a 66-degree angle toward the Team A zone, skating forward with the arm raised in the neutral zone. ***R1*** must continue to advance with the play to be positioned should ***L*** waive the icing. ***L***, seeing ***R1***'s icing signal, skates to the Team A goal line extended. If the puck crosses the Team A goal line extended before it is played or can be played by Team A, ***L***, after checking with ***R1*** to see that icing is still in effect, immediately raises the non-whistle arm and blows the whistle, stopping play. ***R1*** lowers the arm, folds both arms across the chest indicating icing and,\ points to the location of the faceoff.

R2 trails the play out of the zone keeping all players in full view. When icing is called, ***R2*** is responsible for controlling the benches making certain the team icing the puck does not change its players and conducts the line change procedure. ***L*** retrieves the puck, skates to the location of the faceoff, folds the arms indicating icing and prepares to conduct the faceoff. If the puck can be played by Team A or is played by either team before it crosses the Team A goal line extended, ***L*** will give the washout signal, nullifying the icing.

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

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