



2025-26

ICE HOCKEY

RULES BOOK



PLAY.
PERFORM.
COMPETE.
TOGETHER.

IHRB26



2025-26 NFHS
ICE HOCKEY
RULES BOOK

Dr. KARISSA L. NIEHOFF, Publisher

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NFHS Publications

To maintain the sound traditions of this sport, encourage sportsmanship and minimize the inherent risk of injury, the National Federation of State High School Associations (NFHS) writes playing rules for varsity competition among student-athletes of high school age. High school coaches, officials and administrators who have knowledge and experience regarding this particular sport and age group volunteer their time to serve on the rules committee. Members associations of the NFHS independently make decisions regarding compliance with or modification of these playing rules for the student-athletes in their respective states.

NFHS rules are used by education-based and non-education-based organizations serving children of varying skill levels who are of high school age and younger. In order to make NFHS rules skill-level and age-level appropriate, the rules may be modified by any organization that chooses to use them. Except as may be specifically noted in this rules book, the NFHS makes no recommendation about the nature or extent of the modifications that may be appropriate for children who are younger or less skilled than high school varsity athletes.

Every individual using these rules is responsible for prudent judgment with respect to each contest, athlete and facility, and each athlete is responsible for exercising caution and good sportsmanship. These rules should be interpreted and applied so as to make reasonable accommodations for athletes, coaches and officials with disabilities.

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2025-26 Ice Hockey Rules Changes

3-8 — Added language to not allow specific electronic devices during play.

5-4 — Changed "linesman" to "linesperson" throughout the rules.

9-8-4 — Added language to define the result of a puck resting on the outside of the goal netting.

For the Ice Hockey Rink Diagrams, see page 78.

For a Goalkeeper Mask Guide, see page 18.

Comments on the 2025-26 Rules Changes

Electronic Devices (3-8) — The additional language does not allow any microphones or cameras to be worn by any player or goalkeeper during play.

Linesperson (5-4) — The term "linesman" has been replaced with "linesperson" throughout the rules.

Puck on Outside Netting (9-8-4) — This new article clarifies what shall be done when a puck is resting on the outside netting of the goal frame.

DISCLAIMER – NFHS Position Statements and Guidelines

The NFHS regularly distributes position statements and guidelines to promote public awareness of certain health and safety-related issues. Such information is neither exhaustive nor necessarily applicable to all circumstances or individuals, and is no substitute for consultation with appropriate health-care professionals. Statutes, codes or environmental conditions may be relevant. NFHS position statements or guidelines should be considered in conjunction with other pertinent materials when taking action or planning care. The NFHS reserves the right to rescind or modify any such document at any time. Please see pages 89-91 for these position statements.

Each state high school association adopting these rules is the sole and exclusive source of binding rules interpretations for contests involving its member schools. Any person having questions about the interpretation of NFHS rules should contact the rules interpreter designated by the state high school association.

The NFHS is the sole and exclusive source of model interpretations of NFHS rules. State rules interpreters may contact the NFHS for model rules interpretations. No other model rules interpretations should be considered.

2025-26 Points of Emphasis

The NFHS Ice Hockey Rules Committee remains committed to minimizing violent and reckless play — the primary threat to the health and safety of high school hockey. This year's points of emphasis aim to support that goal.

SPORTSMANSHIP

NFHS rules continue to promote respect, integrity and sportsmanship. High school hockey should model positive behavior:

Win with humility. Lose with grace. Compete with dignity.

Upholding sportsmanship requires the daily commitment of everyone involved.

Coaches, players and goalkeepers must be mindful of their language, as inappropriate or abusive language has no place in high school hockey.

HEALTH AND SAFETY

All players and goalkeepers need to be properly equipped, including newly required neck laceration protectors.

Body-checking is intended to gain puck possession — not to punish or intimidate.

Boarding and checking from behind remain two of the most dangerous plays.

Responsibility lies with the player initiating contact.

- The following are illegal and must be eliminated:

Hits to the head

Fighting

Blindside hits

Late hits and unnecessary contact

OFFICIALS: GAME MANAGEMENT

- Faceoffs: Ensure equal opportunity by properly positioning all players and conducting fair drops.

- Icing: Apply the rule correctly — the puck must fully cross the center red line.

- Offsides: Officials must maintain proper positioning. Missing an obvious offsides call can undermine credibility of the game.

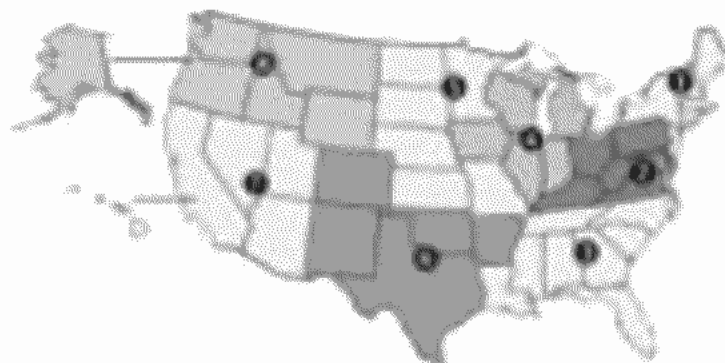
FACILITIES

Because facilities used for high school athletics come in many shapes, sizes and conditions, on-site event management may on occasion conclude that compliance with NFHS directives about event configuration is not feasible. Under all circumstances, on-site event management should utilize set-ups that minimize risk. If a given facility cannot be made reasonably hazard-free, the event should be relocated.

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SECTION 1 THE RINK

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

NOTE: Information on the rink diagrams in the rules book is suggestive only; it is not required by NFHS rules. The construction and layout of rinks used for high school competition are subject to any controlling laws and building codes, and to the sound judgment of the persons in charge of the facilities.

ART. 2 . . . It is recommended no logo shall disrupt or interfere with any official ice markings.

SECTION 2 RINK DIMENSIONS

ART. 1 . . . The recommended dimensions of the rink shall be 200 feet long and 85 feet wide. The corners shall be rounded in the arc of a circle with a radius of 20 feet to 28 feet.

ART. 2 . . . The rink shall be surrounded by a wall or fence known as the "boards" which 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 is 42 inches.

a.

It is recommended that boards be white in color and that the bottom dasher be yellow.

ART. 3 . . . The boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any object that could cause injury to players.

a.

It is recommended that all doors giving access to the playing surface swing away from the ice surface.

b.

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

SECTION 3 GOAL POSTS AND NETS

ART. 1 . . . Goal posts shall be set between 10 feet and 15 feet from each end of the rink and in the center of a 2-inch-wide red line, known as the "goal line," drawn completely across the width of the ice and continued vertically up the side of the boards.

a.

It is recommended that posts be placed 11 feet from the end of the rink. The goal posts shall be set in such a manner as to remain stationary during the progress of a game. It is recommended that, whenever possible, the goal posts be anchored to the ice so the goal will release when struck by a player who collides with the goal cage.

ART. 2 . . . The goal posts shall extend vertically 4 feet above the surface of the ice. The posts 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. The goal frames shall not have a metal deflector plate along the base of the back of the goal frame.

ART. 3 . . . A net shall be attached to each goal frame. There shall be no tears or holes in the net which would permit the puck to pass through.

ART. 4 . . . The paint of the goal posts, crossbar and the exterior surface of the other supporting framework shall be entirely red. All other exterior and interior surfaces shall be painted entirely white.

ART. 5 . . . If a water bottle is used, it must be secured to the netting on the top or back of the goal frame.

SECTION 4 GOAL CREASE

One foot outside of each goal post, a 2-inch-wide red line shall be painted extending 4 feet, 6 inches in length. These lines shall be perpendicular to the goal line. A semicircular red 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 area outlined by the crease lines (including the crease lines) and the space above it to 4 feet shall be known as the "goal crease." It is recommended that the goal crease area be colored light blue. There shall be two Ls in each goal crease. Each line shall be 5 inches long and 2 inches wide. The corners shall touch the goal crease line, 4 feet out from the goal line. The line shall be parallel to and perpendicular to the goal line.

SECTION 5 DIVISION OF ICE SURFACE

ART. 1 . . . The ice area between the two goals shall be divided into three parts by two 12-inch-wide blue lines drawn 64 feet from the goal lines, and extending completely across the rink, parallel with the goal lines, and continuing vertically up the side of the boards.

ART. 2 . . . 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 "neutral zone" is the central portion of the ice. The "attacking zone" of a team is that portion of the ice farthest from their defended goal. The zone line shall be considered part of the zone in which the puck is located.

ART. 3 . . . There shall also 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."

SECTION 6 CENTER ICE SPOT AND CIRCLE

ART. 1 . . . A circular blue spot, 12 inches in diameter, shall be marked exactly in the center of the rink; and with this spot as a center, a circle of 15 feet radius shall be marked with a 2-inch-wide blue line.

ART. 2 . . . Two blue lines 4 feet apart and parallel to the center line, 2 feet long and 2 inches wide, shall be marked on the ice extending from the outer edge of both sides of the center circle.

SECTION 7 FACEOFF SPOTS IN NEUTRAL ZONE

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

SECTION 8 END ZONE FACEOFF SPOTS AND CIRCLES

ART. 1 . . . A red faceoff spot inside a circle shall be marked on the ice in both end zones and on both sides of each goal. The faceoff spots shall be 2 feet in diameter. Within the faceoff spot, draw two parallel lines 4 inches from the top and bottom of the spot. The area within the two lines shall be painted red, the remaining area shall be painted white. The faceoff circles shall be 2 inches wide with a radius of 15 feet from the center of the faceoff spots.

ART. 2 . . . Two red lines, 18 feet and 22 feet from the goal line and parallel to it, 2 feet in length and 2 inches wide, shall be marked on the ice extending from the outer edge of both sides of each faceoff circle.

ART. 3 . . . One foot away from the outer edge of the faceoff spot, two lines shall be drawn parallel with the sideboards that shall be 4 feet in length and 18 inches apart. Parallel to the endboards, commencing at the end of the line nearest to the faceoff spot, a line shall extend 2 feet, 10 inches in length. All lines shall be 2 inches wide. (See diagrams on pages 77 and 78)

ART. 4 . . . The location of the faceoff spots shall be fixed in the following manner: along a line 20 feet from each goal line and parallel to it, mark two points 22 feet on both sides of the straight line joining the centers of the goals. Each such point shall be the center of a faceoff spot and circle.

SECTION 9 PLAYERS' BENCHES

ART. 1 . . . Seats shall be provided for the use of team personnel. The accommodations provided, including seats and doors, shall be uniform for both teams. It is recommended each team bench accommodate at least 20 persons and be placed immediately alongside the ice, convenient to the dressing rooms, in the neutral zone, as near to the center of the rink as possible with two doors opening in the neutral zone. It is recommended the two team benches be separated by a substantial distance.

ART. 2 . . . Only players in uniform and five other team personnel shall be permitted to occupy the team bench area, unless modified by state association adoption.

ART. 3 . . . All students occupying any exposed bench area shall be required to wear a helmet with a face mask meeting HECC/ASTM standards.

PENALTY: First offense: Team warning; Subsequent offense: MINOR (captain's choice of players).

SECTION 10 PENALTY BENCHES

ART. 1 . . . Seats to accommodate eight persons, known as the "penalty bench," shall be provided. It is preferable to have penalty benches for each team separate from each other and substantially away from either team bench.

a. The penalty bench(es) is for the exclusive use of the timekeeper, the penalty timekeeper, scorer and penalized players. No other person shall be allowed on the penalty bench(es).

ART. 2 . . . A semicircle of 10 feet radius, marked with a line 2 inches wide, known as the "referee's crease," shall be marked on the ice immediately in front of the penalty timekeeper's seat.

SECTION 11 SIGNAL AND TIMING DEVICES

ART. 1 . . . A suitable sound device must be provided for the use of timekeepers.

ART. 2 . . . An electrical clock, or other timing device, shall be provided for the purpose of keeping the spectators, players and game officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played in any period.

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

b. A backup timing device must be available.

ART. 3 . . . It is recommended electric lights should be set up behind each goal for the use of the goal judges. A red light will signify the scoring of a goal. Where automatic lights are available, a green light will signify the end of a period or a game. A goal cannot be scored when a green light is showing.

ART. 4 . . . It is recommended enclosures be provided behind each goal to prohibit spectators' interference with the activities of the goal judge assigned to that goal.

SECTION 12 GOALKEEPER'S PRIVILEGED AREA

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

SECTION 1 TEAMS

ART. 1 . . . A team shall be composed of six players, designated: goalkeeper, right defense, left defense, center, right wing and left wing.

ART. 2 . . . All players shall wear numbered uniforms. It is required that all players be numbered with at least 10-inch high Gothic, colored numbers on the back of their jerseys and the same numbers at least 4 inches in height on both sleeves of the jersey. The color of the numbers shall contrast with the color of the jersey.

a. All members of a team shall wear identical uniforms relative to color of helmets (excluding goalkeepers), jerseys, socks, pants and length of pants.

b. It is required that the visiting team shall wear dark-colored jerseys; the home team shall wear white-/light-colored jerseys.

c. One manufacturer's logo/trademark 2¼ square inches with no dimension more than 2¼ inches and one American flag, not to exceed 2 inches by 3 inches, may be worn or occupy space on each item of uniform apparel.

d. By state association adoption, to allow for special occasions, commemorative or memorial patches, not to exceed 4 square inches, may be worn on jerseys without compromising the integrity of the uniform.

SECTION 2 TEAM CAPTAINS

ART. 1 . . . Each team shall designate prior to the game any combination of captains or alternates, not to exceed three. If more than one is on the ice at one time, only one may speak to the referee.

a. The captain(s) and alternate(s) shall wear a "C" or an "A" in a contrasting color on the left, front shoulder of the jersey. No goalkeeper may have on-ice captain's privileges.

ART. 2 . . . If the captain or alternate receives a penalty, that player shall lose all captain's privileges for the duration of the penalty and shall proceed directly to the penalty bench.

ART. 3 . . . Only coaches, captains and alternates may request a team time-out.

ART. 4 . . . Only one of the playing captains of either team may have the privilege to talk or confer with a referee. The playing captain shall not dispute judgment decisions of the referee.

PENALTY: MINOR. If further disrespect, MISCONDUCT. If continued disrespect, GAME MISCONDUCT. If continued disrespect, GAME DISQUALIFICATION.

ART. 5 . . . The referee(s) shall meet with the captain(s) and head coaches prior to the start of the game.

ART. 6 . . . When rules indicate "captain's choice of players" for serving the penalty, the captain must select a player who was on the ice when play was stopped, excluding goalkeepers.

SECTION 3 PLAYERS IN UNIFORM

ART. 1 . . . A maximum of 20 players, including goalkeepers, may dress for and play in a game, unless modified by state association adoption. It is recommended that a minimum of two goalkeepers be among the 20 players dressed.

PENALTY: MINOR (captain's choice of players), and extra player(s) in uniform must be removed from the players' bench.

ART. 2 . . . A list of names and numbers of all eligible players and goalkeepers must be handed to the referee or official scorer before the game. After the game begins no changes may be made for a player who has already been listed. Additions may be made due to inadvertent clerical error.

PENALTY: MINOR (captain's choice of players).

ART. 3 . . . If a roster correction occurs after a game begins, that player's action shall stand.

PENALTY: MINOR (captain's choice of players).

ART. 4 . . . By state association adoption, at the conclusion of a period, teams must remain at their bench area until the referee signals the players to proceed directly to their respective dressing rooms.

PENALTY: MINOR (captain's choice of players).

SECTION 4 STARTING LINEUPS

ART. 1 . . . If the name of the home team has not been established, the competing teams will decide which is to be the home team by mutual agreement; that is, by the flip of a coin or some similar method.

ART. 2 . . . Teams shall be on the ice, ready to play promptly at the beginning of each period. After the first period, starting players shall remain in their half of the ice and proceed to the center ice faceoff positions. All remaining players shall proceed directly to their benches, unless modified by state association adoption. First violation results in a team warning. Subsequent violations shall be penalized.

PENALTY: MINOR (captain's choice of players).

ART. 3 . . . Team huddles are restricted to before the first period. Team huddles are not allowed before the second or third periods.

PENALTY: MINOR (captain's choice of players).

SECTION 5 CHANGE OF PLAYERS

ART. 1 . . . Substitutions may be made at any time provided the player coming off the ice shall be at the players' own bench and out of play before the substituting player enters onto the ice. All penalized players who are to be changed after a penalty has been served must skate to their own players' bench before any change shall be made.

PENALTY: MINOR (captain's choice of players).

NOTE: If, in the course of substitution, either the player legally entering the game or the player retiring is struck accidentally by the puck, the play will not be stopped and no penalty will be called.

ART. 2 . . . If during play a substitution is made for the goalkeeper before the goalkeeper is at the players' bench and out of play, play shall be stopped immediately by the trailing official unless the non-offending team has possession of the puck, in which case stoppage will be delayed until the puck is in the offending team's possession. Play shall resume without penalty with a center spot faceoff. Where play has stopped with the puck in the offending team's defending half of the ice, the faceoff shall take place at the point of the stoppage of play, as specified in Rule 9-1-8.

ART. 3 . . . The number of times any player may be substituted (i.e., withdrawn from, or returned to, the game within the same period, or otherwise) is not limited.

a. A substitute player is not required to notify a referee before engaging in play; and although the officials shall not begin play with extra players on either team, the responsibility for maintaining the proper number of players rests with the teams.

ART. 4 . . . After any stoppage of play, the visiting team shall promptly place a lineup on the ice ready for play. Substitutions shall be made by the visiting team until the referee signals the home team for its last change. The home team then may make any substitutions that do not result in a delay of the game. The procedure for all stoppages is as follows:

a. The referee points to site of the faceoff. This is at the discretion of the referee and starts the line-change procedure.

b. The visiting team has up to five seconds to change players.

c. The referee raises a hand up to the visiting team, indicating that the home team has up to five seconds to change players.

d. When the referee's hand comes down, the official dropping the puck blows a quick whistle indicating the start of the faceoff and that the puck will be dropped in no more than five seconds.

PENALTY: If a team intentionally delays the line change, it shall be warned. This serves as that team's warning for the remainder of the game. If that team intentionally delays a line change later in the game, a minor penalty (captain's choice of players) shall be assessed. (9-1)

ART. 5 . . . When a substitution has been made under this rule, no additional substitution may be made until play commences except when any penalty is imposed.

PENALTY: MINOR (captain's choice of players).

ART. 6 . . . A player who has received a time penalty, or one who is serving for a disqualified player, shall remain on the penalty bench until the penalty time is completed unless the penalized player is injured or ill and cannot return to the ice at the proper time. If a time-out is called, a player who has received a time penalty shall remain on the penalty bench.

ART. 7 . . . On any faceoff, if a team starts play with fewer players than it is entitled to, any subsequently entering player shall not be eligible to play any puck

coming from that team's defending zone until the incoming player has returned to the defending zone or until control of the puck has been made by another player in the neutral zone or in the attacking zone of the incoming player.

PENALTY: Faceoff at the defending zone faceoff spot of offending team.

ART. 8 . . . If at any time a team plays too many players, it shall immediately send the extra player or players from the ice.

PENALTY: MINOR (captain's choice of players).

ART. 9 . . . If an extra player from the team bench or penalty bench prevents, or tries to prevent, a break-away attempt at goal, there shall be a delayed whistle.

PENALTY: PENALTY SHOT and MISCONDUCT.

ART. 10 . . . If there are less than two minutes remaining in regulation time or anytime during overtime and a deliberate illegal substitution occurs (such as too many players on the ice or leaving the penalty bench too soon), a penalty shot shall be awarded against the offending team.

PENALTY: PENALTY SHOT.

ART. 11 . . . A goalkeeper who has been substituted for by another goalkeeper at a stoppage of play may not re-enter until the next stoppage of play.

SECTION 6 INJURED PLAYERS

ART. 1 . . . Any player (including goalkeeper) who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. (See NFHS Suggested Guidelines for Management of Concussion).

ART. 2 . . . Should any player be injured during the game, or from any accident, be compelled to leave the ice, a referee shall immediately stop play regardless of which team has possession of the puck and a substitute shall take the place of the player leaving the ice. A player who is bleeding or has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player and must immediately leave the game for appropriate treatment. (See Communicable Disease Procedures.) An injured player (except the goalkeeper) for whom play is stopped must leave the ice and cannot return until play has resumed.

ART. 3 . . . In case a team has no substitutes in goalkeeper's equipment and it becomes necessary to substitute for the goalkeeper because of incapacitation by injury, breaking a skate or receiving a time or misconduct penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment.

PENALTY: MINOR.

ART. 4 . . . In case of injury to a goalkeeper, a reasonable length of time, as determined by the referee, shall be allowed for that player's recovery. All players are to go to the team bench area during the requested recovery period, and the time shall be kept by the game timekeeper. A goalkeeper who has been substituted for cannot re-enter the game until the next stoppage of play.

ART. 5 . . . An official who is bleeding or who has an open wound or who has an excessive amount of blood on the uniform shall be covered under Rule 2-6-2 and the Communicable Disease Procedures.

ART. 6 . . . 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, except by the injured penalized player. A replacement for the penalized player shall not be permitted to enter the game except from the penalty bench.

a. The penalized player who has been injured and been replaced on the penalty bench shall not be eligible to play until the penalty has expired.

SECTION 7 PARTICIPANT DISABILITIES

Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities or unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.

Rule 31 Equipment

The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

SECTION 1 STICKS

ART. 1 . . . Sticks shall be made of wood or other materials (non-metal protective coverings are permitted). The end of a hollow stick must be fully covered. The stick must be free of any projections, and all edges of the stick must be beveled.

PENALTY: MINOR.

ART. 2 . . . Sticks shall not be more than 65 inches in length and the blade shall not be more than 12½ inches in length and no more than 3 inches nor at the tip less than 2 inches high when measured perpendicularly to the normal lie of the stick.

PENALTY: MINOR.

ART. 3 . . . 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 3½ inches in width. The length of the blade shall not exceed 15½ inches.

PENALTY: MINOR.

ART. 4 . . . 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 between the heel and the end of the blade to the point of maximum curvature shall not exceed $\frac{3}{4}$ -inch, measured on the bottom of the blade from the toe to the heel.

PENALTY: MINOR.

ART. 5 . . . If a goal is scored with an illegal stick, and the stick is found to be illegal before play resumes following the goal, the goal is allowed and the assessed penalty begins immediately.

ART. 6 . . . Measurement of a challenged stick is to be made at 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 minor penalty begins immediately. If a team challenges the stick of an opponent and if the measurement shows the opponent's stick to be legal, the challenging team will receive a minor penalty for delay of the game. This also applies to additional measurements requested by the same team in the same game in which sticks are found to be legal. Each stick examined is considered an individual challenge for the purpose of determining penalties.

PENALTY: MINOR (captain's choice of players).

ART. 7 . . . A player shall not break a stick intentionally or have it broken by another team member before a measurement can be made. A stick broken, exchanged or misplaced to avoid measurement will be assumed to be illegal.

PENALTY: MINOR and MISCONDUCT.

ART. 8 . . . No player (including goalkeeper) may participate in play while in possession of more than one stick, except that no penalty will be assessed to a player who is struck accidentally by the puck while carrying a replacement stick to a teammate.

PENALTY: MINOR.

ART. 9 . . . No player, excluding the goalkeeper, may participate in play while in possession of a goalkeeper's stick.

PENALTY: MINOR.

SECTION 2 SKATES

Skates shall be worn by all players and shall be free from points or dangerous extensions. It shall be considered dangerous if the blade extends more than three-quarters of an inch beyond the shoe at either toe or heel. The ends of the skates (both toe and heel) shall be rounded and blunt (covered with replaceable tips if necessary) so that there are no points which might cause injury.

PENALTY: GAME MISCONDUCT.

SECTION 3 GOALKEEPER'S EQUIPMENT

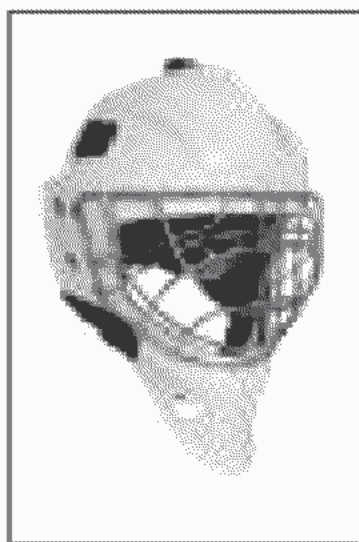
ART. 1 . . . Required equipment for goalkeepers shall include gloves, skates, stick, neck laceration protector, flapper-style throat protector, leg pads, padded hockey pants/hip pads, protective cup or pelvic protector, and chest and arm protector. In addition, HECC/ASTM full face mask and helmet with chin strap are required. Pants or socks shall be worn under leg pads to cover exposed skin on the legs. The headgear should be fastened in accordance with manufacturer's specifications, protecting the entire crown, front, temple and back of the head.

The neck laceration protector and the flapper-style throat protector must be separate pieces of equipment, shall not be modified from their original manufactured state, and shall be worn as intended by the manufacturer. The flapper-style throat protector shall be properly attached to the helmet or face mask.

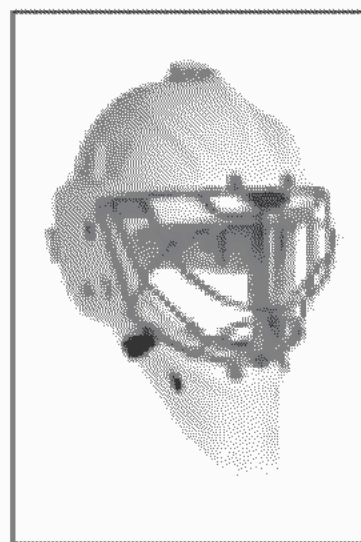
PENALTY: MINOR.

GOALKEEPER MASK GUIDE

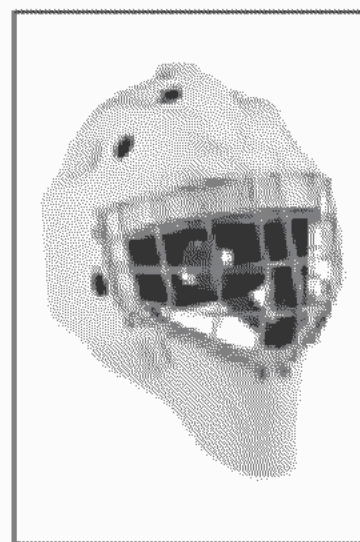
These images serve as a guide to distinguish the difference in a HECC certified cat-eye goalkeeper mask and a non-HECC certified cat-eye goalkeeper mask. Learn more at hecc.net.



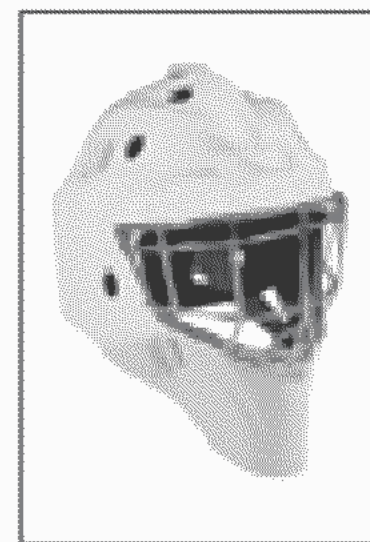
**Cat-Eye
HECC certified**



**Cat-Eye
Non-HECC certified**



**HECC
certified**

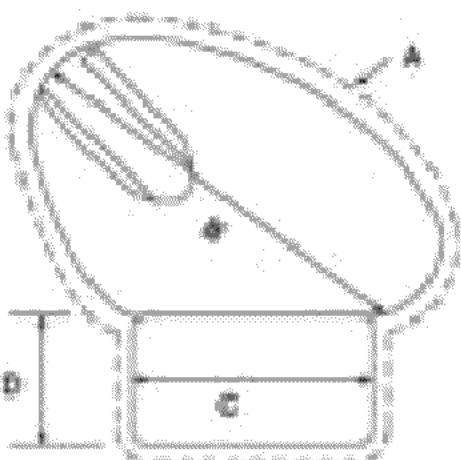
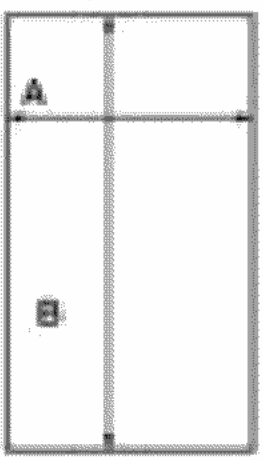
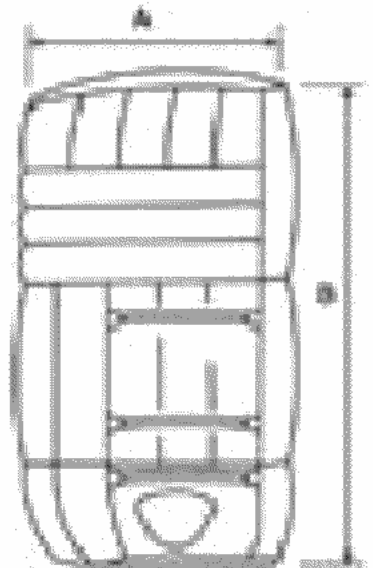


**Non-HECC
certified**

ART. 2 . . . The goalkeeper shall not wear or use any garment or equipment which would provide undue assistance. Webbing or aprons extending more than 3 inches below the crotch are not permitted.

Each of the goalkeeper's leg pads shall not be wider than 11 inches, nor longer than 38 inches.

ART. 3 . . . Protective padding attached to the back or forming a part of a goalkeeper's blocker glove shall not exceed 8 inches in width at any point, nor shall it exceed 15 inches in length. The goalkeeper's catching glove shall have a maximum circumference of 45 inches. The distance from the heel of the catching glove to the outside edge of the glove shall not exceed 18 inches. The wrist cuff of the goalkeeper's catching glove shall not exceed 4 inches in height and 8 inches in width across the wrist.

GOALKEEPER CATCHING GLOVE	GOALKEEPER BLOCKER	GOALKEEPER PADS
		
NFHS A 45° B 18" C 8" D 4"	NFHS A 8" B 15"	NFHS A 11" B 38"

ART. 4 . . . If a team challenges the opposing team's goalkeeper equipment under Articles 2 and 3 of this section, no measurement is required and the officials should report the challenge to the state association.

ART. 5 . . . If a goalkeeper's mask, helmet, neck laceration protector, flapper-style throat protector, or glove(s) is displaced, or a skate blade is broken or displaced, play shall be immediately stopped.

SECTION 4 PROTECTIVE EQUIPMENT

ART. 1 . . . Each player is personally responsible for wearing protective equipment for all games. Equipment shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

ART. 2 . . . Required equipment shall be worn by all players and goalkeepers on the ice during warm-ups before the game, between periods and during each period. No team personnel shall be permitted on the ice for warm-up or play who are not wearing the required equipment specified in this section or who are wearing anything which is liable to cause injury to self or other players.

ART. 3 . . . Required equipment for players, other than goalkeepers, shall include a HECC-certified ice hockey helmet with chin straps which are securely fastened to the head, gloves, skates, full face mask, padded hockey pants/hip pads, shin pads, protective cup or pelvic protector, elbow pads, shoulder pads and stick. Shin, elbow and shoulder pads must be worn under outer clothing.

PENALTY: First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT.

ART. 4 . . . All players shall properly wear a neck laceration protector that shall not be modified from its original manufactured state, and shall be worn as intended by the manufacturer.

If a player's neck laceration protector is not being worn, or comes off while play is in progress, an official shall order the player to return to the player's bench and play may continue. If the player does not comply, play shall be stopped and that player shall be penalized.

PENALTY: MINOR.

ART. 5 . . . All players, including goalkeepers, shall wear and have properly inserted into their mouth during the course of play a tooth and mouth protector. A tooth and mouth protector (intraoral) shall include an occlusal (protecting and separating the biting surfaces) and a labial (protecting the teeth and supporting structures) portion and shall cover the posterior teeth with adequate thickness. The tooth and mouth protector shall be of any readily visible color, and may not be completely clear. It is recommended that the protector be: (a) properly fitted, protecting the anterior (leading) dental arch, and; (b) constructed from a model made from an impression of the individual's teeth, or (c) constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself.

PENALTY: INITIAL VIOLATION – TEAM WARNING: And, offending player (excluding goalkeeper) shall be immediately replaced on the ice. An offending goalkeeper shall be immediately provided a tooth and mouth protector. SUBSEQUENT TEAM VIOLATIONS – MISCONDUCT.

ART. 6 . . . All players, including goalkeepers, shall wear helmets and face masks which meet HECC/ASTM Standards at the time of manufacture. Helmets and face masks, including ear protectors, shall not be altered from original manufacturer specifications.

NOTE: Compliance with HECC/ASTM Standards requires that helmets and face masks be used no longer than 6½ years after the date of manufacture.

PENALTY: PLAYERS (excluding goalkeeper) – First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT. GOALKEEPER – MINOR.

ART. 7 . . . A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment.

PENALTY: PLAYERS (excluding goalkeeper) – First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT. GOALKEEPER – MINOR.

ART. 8 . . . An immediate whistle must be blown when a player's helmet or face mask becomes dislodged during play.

a. That player must leave the ice for equipment adjustment and cannot return until after play resumes.

PENALTY: MINOR.

b. Intentional dislodging of helmet/face mask.

PENALTY: MINOR and MISCONDUCT.

ART. 9 . . . All players are required to wear HECC-certified helmets with face masks while on the players' or penalty bench.

PENALTY: MISCONDUCT.

SECTION 5 DANGEROUS EQUIPMENT

ART. 1 . . . Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow or upper arm are illegal unless they are padded with a closed-cell, slow-recovery foam padding no less than ½" thick.

a. Knee and ankle braces which are unaltered from the manufacturer's original design/production do not require any additional padding.

ART. 2 . . . Artificial limbs which, in the judgment of the rules-administering officials (state association office), are no more dangerous to contestants than the corresponding human limb and do not place an opponent in a disadvantage, may be permitted.

ART. 3 . . . Jewelry shall not be worn, except for religious or medical medals which shall be taped to the body under the uniform.

PENALTY: First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT.

SECTION 6 PARTICIPANTS PROPERLY EQUIPPED

Prior to the start of the game, the head coach of each team is required to verify to the referee that all participants are properly equipped according to the rules. The game may not begin until both teams are in compliance.

SECTION 7 PUCK

ART. 1 . . . The puck shall be a vulcanized black rubber disc, uniformly 1 inch in thickness and 3 inches in diameter, weighing from 5½ to 6 ounces, and free from cuts and indentations.

ART. 2 . . . It is recommended that pucks be slightly beveled or rounded on the edges and that they be chilled before being placed in competition. The puck shall have the NFHS authenticating mark.



SECTION 8 ELECTRONIC DEVICES

Electronic devices shall not be used by team personnel or spectators to communicate with on-ice players or goalkeepers during play. No player or goalkeeper shall wear any audio (microphone) or video (camera) device during the game.

PENALTY: First offense, MISCONDUCT. Returning to the game with illegal equipment, GAME MISCONDUCT.

SECTION 1 TIME PENALTIES

ART. 1 . . . Time penalties are:

- a. Minor – two minutes of actual playing time;
- b. Major – five minutes of actual playing time; and
- c. Misconduct – 10 minutes of actual playing time.

ART. 2 . . . The time shall be served by the offending player unless otherwise specified. That player shall report immediately to the penalty bench and remain there until the penalty timekeeper indicates the penalty time has expired, except when a game disqualification penalty is also imposed on the player, in which case that player shall be represented by a teammate on the penalty bench.

ART. 3 . . . If the penalty time is unexpired at the end of a period, the penalty carries over into the next regular or overtime period.

SECTION 2 MINOR PENALTIES

ART. 1 . . . For a "minor penalty," any player, other than a goalkeeper, shall be ruled off the ice for two minutes, during which time no substitute shall be permitted.

ART. 2 . . . If a goal is scored while a team has fewer players on the ice than the opposing team because of one or more minor penalties, the first penalty shall terminate and all delayed minor penalties signaled by the referee on that team shall be served. The minor penalty that terminates shall be the one with the least time remaining on the penalty clock.

ART. 3 . . . When two minor penalties are assessed to one player at the same time and the opposing team scores a goal before expiration of two minutes, the remaining time for the first minor is eliminated and the second minor penalty begins.

ART. 4 . . . No penalty shall terminate as a result of a goal scored on a penalty shot or awarded goal.

ART. 5 . . . When minor penalties on two players of the same team terminate at the same time, the captain of that team shall designate to the referee which player shall return to the ice first, and the referee shall instruct the penalty timekeeper accordingly.

ART. 6 . . . When a player receives a major and minor penalty at the same time, the major penalty shall be served first.

ART. 7 . . . Immediate substitution may be made for an equal number of coincident minor penalties assessed to each team. Each penalized player shall report immediately to the respective penalty bench and shall not return to the ice until the first stoppage of play following expiration of the full penalty time. The penalty times of the players for whom substitutions have been made under this rule shall begin immediately.

ART. 8 . . . When rules indicate "captain's choice of players" for serving the penalty, the captain must select a player who was on the ice when play was stopped, excluding goalkeepers. The penalty shall not be charged to the player selected to serve this penalty.

SECTION 3 MAJOR PENALTIES

ART. 1 . . . For any major penalty, the offender shall be ruled off the ice for five minutes, during which time no substitute shall be permitted.

ART. 2 . . . When a major penalty is assessed to a goalkeeper, the penalty time shall be served by the goalkeeper. A replacement on the ice shall be allowed for the penalized goalkeeper. An additional player shall go to the penalty bench with the penalized goalkeeper and shall enter the game when the penalty time has expired. The penalized goalkeeper shall not go on the ice until the substitute goalkeeper has left the ice.

ART. 3 . . . Immediate substitution may be made for an equal number of coincident major penalties assessed to each team. Each penalized player shall report immediately to the respective penalty bench and shall not return to the ice until the first stoppage of play following expiration of the full penalty time.

ART. 4 . . . Any player who incurs two major penalties in the same game shall be assessed a game misconduct.

SECTION 4 MISCONDUCT PENALTIES

ART. 1 . . . A misconduct penalty involves the removal of a player, including a goalkeeper, from the game for a period of 10 minutes, but a substitute is permitted to replace that player immediately. A player whose misconduct has expired shall remain on the penalty bench until the next stoppage of play.

ART. 2 . . . If a major or minor penalty is also assessed on the player receiving the misconduct penalty, a substitute shall accompany the penalized player to the penalty bench; and the substitute may enter the game when the major or minor time has expired. If no penalty is assessed in addition to the misconduct penalty, a substitute for the penalized player may enter the game immediately.

ART. 3 . . . When a misconduct penalty is assessed to a goalkeeper, the penalty time shall be served by the goalkeeper. A replacement on the ice shall be allowed for the penalized goalkeeper. The penalized goalkeeper shall not go on the ice until the substitute goalkeeper has left the ice.

SECTION 5 GAME MISCONDUCT PENALTIES

ART. 1 . . . A game misconduct penalty may be assessed when the referee determines that to preserve a sportsmanlike atmosphere of a specific game, a player, coach, manager or other team personnel should be removed from that game for its duration. When such penalty is assessed, the offender shall be removed immediately from the playing area (4-11). A substitute shall replace a penalized player immediately on the ice or on the penalty bench.

ART. 2 . . . Any player who incurs five penalties, any combination of minors, majors or misconducts in the same game, shall be assessed a game misconduct penalty.

SECTION 6 GAME DISQUALIFICATION

ART. 1 . . . A game disqualification penalty consists of a major penalty, suspension for the remainder of the current game and next game of that season. Within a single game, only one disqualification penalty can be assigned a player. However, after a disqualification this does not limit assessment of multiple major penalties to a single player.

a. Unless increased by state association, the minimum application of the following progressive game disqualification structure applies throughout each season, including playoff games:

1. first disqualification – that game plus the next;
2. second disqualification – that game plus the next two;
3. third disqualification – that game plus the next three – and so forth.

ART. 2 . . . The offending player shall not occupy the team bench or the penalty bench and may not occupy any area designated or reserved for players. When such a penalty is assessed, the offender shall be removed immediately from the playing area (4-11). A substitute, other than a spare goalkeeper, shall enter the penalty bench in place of the disqualified player and shall not enter the game until the major penalty time has elapsed.

ART. 3 . . . When coincident game disqualification penalties are assessed to an equal number of players of each team, the penalized players shall leave the game and each team shall thereafter be permitted to place a substitute player on the ice for each of its disqualified players.

ART. 4 . . . All provisions of Rule 4-6, including the major penalty and suspension, shall apply for a game disqualification penalty assessed to a coach or other team personnel.

ART. 5 . . . It is recommended that all game disqualifications be reported to the state association office.

SECTION 7 PENALTY SHOT

ART. 1 . . . A penalty shot is awarded to restore a lost scoring opportunity. (See Summary of Penalties, Penalty Shot)

ART. 2 . . . If the offense for which the penalty shot was awarded was one that normally would incur a minor penalty, the non-offending team may, prior to the penalty shot, elect that the minor penalty be assessed to the offending player or team in lieu of the penalty shot. If the penalty shot is taken, the player committing the infraction shall be charged with a penalty on the score sheet, but no penalty time will be served.

ART. 3 . . . The penalty shot shall be taken by the player fouled. If no player has been fouled, or if the fouled player is injured, the shot may be taken by any

player of the nonoffending side who is on the ice when play is stopped to award the penalty shot (captain's choice of players).

ART. 4 . . . The puck shall be placed at the center faceoff spot. At the referee's instruction, the attacking player shall begin toward the goal, keeping in motion toward the goal until the puck is shot or has crossed the goal line extended. Only one shot is permitted.

ART. 5 . . . Only a player who is ruled a goalkeeper (9-2-1) may defend a penalty shot. The goalkeeper shall remain in the goal crease until the attacking player has touched the puck. The goalkeeper may attempt to stop the puck in any manner except by throwing the stick. If a foul is committed by the goalkeeper during the try and the try is unsuccessful, another penalty shot is awarded.

ART. 6 . . . If the attacking player commits a foul, that player may be permitted to take the shot before going to the penalty bench.

ART. 7 . . . All players shall move to their respective bench areas and remain quiet until the shot has been completed. If a player other than the defending goalkeeper causes the penalty shot by another player to fail, a second attempt shall be awarded, and a misconduct penalty assessed to the player who interfered with or distracted the shooter.

ART. 8 . . . If a goal is scored from a penalty shot, a further penalty to the offending player shall be applied if the offense for which the penalty shot was awarded was such as to incur a major, disqualification or misconduct penalty. In that case, the penalty prescribed for the particular offense shall be imposed.

ART. 9 . . . In order to be awarded a penalty shot during a breakaway, all five of the following criteria must be met:

- a. The player must be in control of the puck. The key word here is control. For example, a player who shoots the puck slightly ahead in a controlled manner in order to skate faster is still considered in possession and control of the puck whereas a player who is trying to kick the puck out between skates while moving may not be considered to have enough control.
- b. The player must be beyond the defending blue line.
- c. There is no opponent present between the player and the opposing goalkeeper. (Note, the opponent does not have to be directly in the player's path but simply between the player and the opposing goalkeeper.)
- d. The player must be fouled directly from behind. An opponent who has an angle on the breakaway player and commits the foul from the side should be penalized, but no penalty shot shall be awarded.
- e. The player must have been deprived of a reasonable scoring opportunity.

NOTE: A player who still has a reasonable scoring opportunity, even though fouled from behind, should not be awarded a penalty shot.

Like most rules, the term "reasonable scoring opportunity" is left to the official's discretion.

SECTION 8 GOALKEEPER'S PENALTIES

ART. 1 . . . When a minor penalty is assessed to a goalkeeper, the penalty time shall be served by a teammate on the ice at the time the offense was committed (chosen by the captain of that goalkeeper's team).

ART. 2 . . . If a goalkeeper incurs a major or misconduct penalty, the goalkeeper shall serve the time penalty.

SECTION 9 DELAYED PENALTIES

A team shall not be reduced by time penalties so that it has fewer than four players, including the goalkeeper, on the ice at any time. When two players of the same team are serving penalties and a third player of that team is penalized, the time of the third player's penalty shall not begin until one of the two previous penalties has elapsed. Players shall return to the ice in the order of their penalty expiration.

SECTION 10 CALLING OF PENALTIES

ART. 1 . . . If a foul is committed by one team while the other team is in possession of the puck, the stoppage of play shall be delayed until the offending team has control of the puck.

ART. 2 . . . If a goal is scored either while teams have equal number of players on the ice or if the scoring team is shorthanded, and one or more delayed minor penalties are called, the first minor penalty shall not cause the offending player's team to lose a player from the ice. If any other fouls are committed on the same play or after the referee has stopped play, the offending players shall be penalized. The signaled penalty shall be recorded on the scoresheet, but no penalty time will be served.

SECTION 11 REMOVAL FROM THE GAME

ART. 1 . . . When a player, manager or other team personnel is removed from the game, that person is to leave the playing area immediately. If the removed person is a student or school-age person, the removal will take place only if there are authorized school personnel available for supervision.

ART. 2 . . . If there is no one available for supervision, the individual must remain on the bench. At that point, the coach shall be notified that any further disruption by that individual shall result in termination of the contest.

PENALTY: FORFEITURE, and the score shall be 1-0.

SECTION 12 STATE ASSOCIATION PENALTIES

State associations are authorized to investigate any incident that occurs in connection with any game and may assess additional suspensions and/or penalties, whether or not such offense has been penalized by the referee.

SECTION 1 APPOINTMENT OF OFFICIALS

ART. 1 . . . All games shall be officiated by a two-official, three-official or four-official system. The on-ice officials shall be the referees and linesman/linesmen. It is required that on-ice officials are adults. The off-ice officials should be a game timekeeper, a penalty timekeeper, scorer and two goal judges. The officials shall conduct the game in accordance with the official rules and interpretations contained in the NFHS Ice Hockey Rules Book.

ART. 2 . . . The referees shall have sole authority and control of the game. The decision of the referees shall be final and there shall be no appeals.

ART. 3 . . . The officials retain clerical authority over the contest through the completion of any reports, including those imposing disqualifications that are responsive to actions occurring while the officials had jurisdiction. State associations may intercede in the event of unusual incidents that occur before, during or after the officials' jurisdiction has ended or in the event that a contest is terminated/suspended prior to the conclusion of regulation play.

SECTION 2 OFFICIATING SYSTEMS

ART. 1 . . . The two-official system consists of two referees. The three-official system consists of two referees and one linesman. The four-official system consists of two referees and two linesmen.

ART. 2 . . . The on-ice officials should arrive on the ice together prior to arrival of teams before the warm-up dressed in accordance with Article 3 of this section and before each period and shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms.

ART. 3 . . . The on-ice officials shall be dressed in black trousers, an official's sweater, a black HECC-certified ice hockey helmet with chin strap fastened and a half face shield which meets HECC certification at the time of manufacture. The on-ice officials shall be equipped with whistles. The referees in the three-official or four-official system shall wear arm bands.

ART. 4 . . . If an on-ice official accidentally leaves the ice or receives an injury that incapacitates the individual from discharging the duties of the position 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. Should one of the appointed officials be unable to officiate because of sickness or accident or be unable to finish the game:

- a. In the two-referee system, the remaining referee shall have the power to appoint a replacement, if necessary, or finish the game alone.
- b. In the three-official system, the remaining officials shall officiate the game using a two-official system.
- c. In the four-official system, the remaining officials shall officiate the game using a three-official system.

SECTION 3 DUTIES OF THE REFEREES

The duties of the referees are as follows:

- a. Shall have general supervision of the game and shall have full control of all game officials and players. The referees shall have jurisdiction over the game upon entry on the ice prior to the game until the ice is cleared of contestants after the game. The referees shall enforce all rules and shall rule on situations not specifically covered by rule. The referees may increase any penalty, especially for deliberate or repeated infringement of the rules. In case of any dispute, the decision of the referees shall be final and there shall be no appeal. The referees may change their own decision or that of any other official, provided the change precedes resumption of play following rendering of the original decision. The referees may replace off-ice officials who interfere with the progress of the game.
- b. It is the responsibility of the referee to have an NFHS Ice Hockey Rules Book upon reasonable request.
- c. The referees shall, before starting the game, see that the appointed game timekeeper, penalty timekeeper, official scorer and goal judges are in their respective places, be satisfied that the timing and signaling equipment is in order, and see that markings and cages conform to the rules.
- d. Meet with team captains and head coaches prior to the start of the game. The referee shall receive verification from the coach that all participants are properly equipped and emphasize to the coach and captains that all participants are expected to exhibit good sportsmanship throughout the contest.
- e. The referees shall impose such penalties as are prescribed by the rules for infractions thereof, to stop play for any other infraction of the rules and to give final decisions in the matters of disputed goals. The referees may, in matters of disputed goals, consult with the linesman and/or goal judge before making a decision.
- f. The referees shall order the teams on the ice at the appointed time for the beginning of the game and at the commencement of each period.
- g. When a referee becomes aware of any lack of conformity to the regulations on equipment, it shall be a duty to see that the required equipment is in use.
- h. 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 imposed.
- i. Suspend the game if playing conditions become unsatisfactory.
- j. Start play, even when a player who is attempting to delay the game is not ready.
- k. Stop play whenever necessary, including when there is an injury to a player (including the goalkeeper) or on-ice official, when the puck goes outside the

playing area, when the puck is interfered with by ineligible persons, when the puck is struck with an illegal stick, and when there is an infringement of the rules, except that for a foul committed to prevent a goal, play shall not be stopped until the offending team has control of the puck.

l. In the two-official system, determine infractions of rules concerning offsides and icing the puck.

m. At the center ice faceoff spot for the start of each period and after a goal, one referee shall drop the puck while facing the timekeeper, and the other referee shall stand at center ice across the rink.

SECTION 4 DUTIES OF THE LINESMAN

The duties of the linesman are as follows:

a. The linesman shall determine infractions of the rules concerning offsides and icing the puck.

b. The linesman shall stop the play:

1. When puck goes outside the playing area;

2. For premature substitution for a goalkeeper;

3. When an ineligible player plays the puck coming from the defending zone;

4. When an injury is sustained by a player, goalkeeper or official;

5. When the puck is played illegally with a hand or high stick; and

6. When there is a faceoff violation.

c. The linesman shall conduct all faceoffs not required by these rules to be conducted by the referee, unless requested to do so by the referee.

d. The linesman shall, when requested to do so by the referee, offer insight of any incident that may have taken place during the playing of the game.

e. The linesman shall not stop the play to impose any penalty, except for violations of too many players on the ice and articles thrown onto the ice from the players' bench, and shall report such violations to a referee.

f. The linesman shall report immediately to a referee insight and feedback with respect to deliberately displacing the goal post from its normal position.

g. The linesman shall report to a referee at the first stoppage insight and feedback of any infraction of the rules constituting a minor, major, disqualification or regarding game misconduct penalty or any conduct calling for a misconduct penalty that occurs behind the play and is not observed by the referee.

h. The linesman shall report a goal not observed by the referee.

i. The linesman shall escort penalized players to the penalty bench.

SECTION 5 GOAL JUDGES

ART. 1 . . . If goal judges are used, one goal judge shall be assigned to and shall judge at the same goal cage during the entire game. The rules committee recommends that the goal judges be isolated from spectators.

ART. 2 . . . The goal judge shall signal the referee when the puck enters the goal cage. The referee may give the goal judge an opportunity to:

a. describe the manner in which the puck was caused to enter the goal cage; and

b. determine compliance with the goal crease rule. The final decision as to whether or not it shall be scored shall be made by the referee.

SECTION 6 PENALTY TIMEKEEPER

ART. 1 . . . The penalty timekeeper shall keep a record of the offenses and the players penalized and shall keep any players off the ice for the time of the penalty in actual time of play, starting when the puck strikes the ice on the faceoff and stopping whenever a referee signals the play to stop or when a goal is made.

ART. 2 . . . If a penalized player enters the rink before complete penalty time has been served, the penalty timekeeper shall notify the referee when play is stopped.

ART. 3 . . . In case of a delayed time penalty, the timekeeper shall see that no penalized player returns to the ice until there is a stoppage of play or the team is entitled to an additional player on the ice.

SECTION 7 SCORER

ART. 1 . . . The scorer shall be responsible for keeping the score as reported by the referee.

ART. 2 . . . The scorer shall be responsible for seeing that after each goal the name of the persons scoring and assisting are announced as reported by the referee and, in the event a goal is disallowed, for seeing that the referee's decision is properly announced.

ART. 3 . . . A current NFHS Ice Hockey Rules Book shall be at the scorer's table.

SECTION 8 TIMEKEEPER

ART. 1 . . . The timekeeper shall time the actual play starting when the puck hits the ice on the faceoff and stopping whenever an on-ice official signals play to stop or when a goal is made.

ART. 2 . . . The timekeeper shall signal the end of each regular period and of any other period designated by the referee, and this signal shall mark the absolute conclusion of play. For a charged time-out, the timekeeper shall signal the referee when it is time to play.

ART. 3 . . . The timekeeper shall time intermissions and shall notify the referee and teams to be ready for play three minutes before the expiration of each intermission.

ART. 4 . . . It is recommended that, where reasonably possible, all rinks have automatic light equipment to mark the end of periods.

ART. 5 . . . The timekeeper shall time time-outs as designated by the referee. The referee's signal shall mark the beginning and conclusion of play. During time-out periods, teams must return to their team bench.

SECTION 1 ABUSE OF OFFICIALS AND OTHER MISCONDUCT

ART. 1 . . . No player, when penalized, shall fail to go directly and immediately to the penalty bench.

PENALTY: MISCONDUCT. If further refusal, GAME MISCONDUCT. If continued refusal to obey the official, GAME DISQUALIFICATION.

ART. 2 . . . No player may enter or remain in the referee's crease except to enter the penalty bench while the referee is consulting with game officials or enforcing a penalty.

PENALTY: MISCONDUCT. If further disrespect, GAME MISCONDUCT. If continued disrespect, GAME DISQUALIFICATION.

ART. 3 . . . No player shall use obscene language directed at officials or others during the warm-up, during the progress of the game, or during an intermission.

PENALTY: MINOR and MISCONDUCT. If continued or excessive, GAME MISCONDUCT. If further continued or if after the game, GAME DISQUALIFICATION.

ART. 4 . . . No coach or other team personnel shall use obscene language directed at officials or others during the warm-up, during the progress of the game, or during an intermission.

PENALTY: MINOR (captain's choice of players). If continued or excessive, GAME MISCONDUCT. If further continued or if after the game, GAME DISQUALIFICATION.

ART. 5 . . . No player, coach or other team personnel shall use any obscene gestures directed at officials or others during the warm-up, during the progress of the game, or during an intermission or after the game.

PENALTY: MINOR and GAME MISCONDUCT to the offending player. If coach or other personnel, MINOR (captain's choice of players) and GAME MISCONDUCT. If further continued or if after the game, GAME DISQUALIFICATION.

ART. 6 . . . No player, coach or other team personnel shall use any racial, ethnic or gender slur directed at officials or others during the warm-up, during the progress of the game, or during an intermission or after the game.

PENALTY: GAME DISQUALIFICATION.

ART. 7 . . . No player, coach or other team personnel shall intentionally touch, trip, hold, push or in any other way physically abuse or attempt to physically abuse an official before, during or after the game.

PENALTY: GAME DISQUALIFICATION.

ART. 8 . . . No participant, team personnel, or coach shall use any form of alcohol or tobacco or be under the influence or (i.e., impaired by) a controlled or illicit substance(s), beginning the contest.

PENALTY: GAME MISCONDUCT.

ART. 9 . . . No player, coach or team personnel shall spit at an opponent, teammate or game official.

PENALTY: GAME DISQUALIFICATION.

SECTION 2 UNSPORTSMANLIKE CONDUCT

The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances.

ART. 1 . . . No player shall display any unsportsmanlike conduct, or act in any way to incite, threaten or taunt an opponent into incurring a penalty (e.g., threatening, dropping of gloves or stick, abusive language, gestures, intentionally spraying a goalkeeper or banging sticks on the ice or boards) during the warm-up, during the progress of the game, or during an intermission, or following the game.

PENALTY: MINOR. If further disrespect, MISCONDUCT. If continued disrespect, GAME MISCONDUCT. If continued disrespect or if after the game, GAME DISQUALIFICATION.

ART. 2 . . . No coach or other team personnel shall display any unsportsmanlike conduct, or act in any way to incite, threaten or taunt an opponent into incurring a penalty (e.g., threatening, abusive language, gestures or banging sticks on the ice or boards) during the warm-up, during the progress of the game, during an intermission, or following the game.

PENALTY: MINOR (captain's choice of players). If further disrespect, GAME MISCONDUCT. If continued disrespect or if after the game, GAME DISQUALIFICATION.

ART. 3 . . . There shall be no whistles blown or other mechanical devices used to signal by coaches, other team personnel or anyone other than officials.

PENALTY: MINOR (captain's choice of players).

ART. 4 . . . No coach or other team personnel shall enter onto the ice during the game, except by permission of the referee.

PENALTY: MINOR (captain's choice of players).

ART. 5 . . . Activities of the coach or other team personnel shall be confined to the immediate area of the bench.

PENALTY: MINOR (captain's choice of players).

ART. 6 . . . No player, coach or other team personnel shall throw a stick, puck or other equipment onto the ice. If equipment is thrown onto the ice which definitely interferes with or confuses play, an immediate whistle should occur. If play is not interfered with or confused, a slow whistle is in order.

PENALTY: MINOR to offending player. If player is not identifiable, or if coach or other team personnel, **MINOR** (captain's choice of players).

ART. 7 . . . No player shall deliberately shoot the puck after the whistle has been blown.

PENALTY: MINOR.

SECTION 3 REFUSING TO START PLAY

There shall be no refusal of a coach or other team personnel to obey the decision of the referee.

PENALTY: FORFEITURE, and the score shall be 1 to 0, unless the decision of the referee is accepted within three minutes, in which case a **MAJOR** penalty shall be assessed.

Rule 7 Physical and Stick Fouls

SECTION 1 BODY-CHECKING (BOYS TEAM ONLY)

ART. 1 . . . A fair body-check is one in which a player checks an opponent who is in control of the puck, by using the upper body from the front or diagonally from the front or straight from the side, and does not take more than two steps in executing the check.

ART. 2 . . . In addition, a fair body-check involves intentionally contacting an opponent with the hip or shoulder in all areas of the ice. The defensive player's objective is to gain control of the puck by separating the puck carrier from the puck with a legal body-check.

SECTION 2 BODY CONTACT (BOYS AND GIRLS TEAMS)

Body contact is allowed. Body contact occurs when both players, attempting to play the puck, establish body position and a lane to the puck.

- a. A defensive player, when skating in the same direction as the puck, may legally hold a position on the ice to block and stop forward progression of the puck carrier.
- b. Offensive and defensive players are allowed to establish body position in front of the net.
- c. Angling is permitted. Angling is a legal defensive skill used to influence the puck carrier to a place where the player must stop due to a defensive player's body position.
- d. Incidental contact is permissible, and occurs when two players collide unintentionally.
- e. When playing in a one-on-one situation, a defensive player is allowed to stop forward progress of the puck carrier by establishing position in the path of the puck carrier. Body contact is permitted. The defensive player cannot detain the puck carrier once forward progress has been stopped.

SECTION 3 BODY-CHECKING (GIRLS TEAMS)

There shall be no body-checking.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 4 PENALTY OPTIONS

ART. 1 . . . Options for the following infractions:

MINOR PENALTY or MAJOR PENALTY or GAME DISQUALIFICATION PENALTY

Body (Girls)	Checking	Rule 7-3	Holding	Rule 7-11
Charging		Rule 7-5	Hooking	Rule 7-12
Contact to the Head		Rule 7-6	Interference/Obstruction	Rule 7-13
Cross-checking		Rule 7-7	Kneeing	Rule 7-14
Elbowing		Rule 7-8	Slashing	Rule 7-15
Goalkeeper Contact		Rule 7-9	Tripping	Rule 7-16
High Sticking		Rule 7-10	Unnecessary Roughness	Rule 7-17

ART. 2 . . . Options for the following infractions:

MAJOR PENALTY or a MAJOR and MISCONDUCT PENALTY or GAME DISQUALIFICATION PENALTY

Boarding		Rule 7-18	Grabbing a Face Mask	Rule 7-20
Checking Behind	from	Rule 7-19	Head-butting	Rule 7-21

There is no provision for minor penalty assessment for any of these infractions.

Cross-checking	Rule 7-7	Kneeing	Rule 7-14
Elbowing	Rule 7-8	Slashing	Rule 7-15
Goalkeeper Contact	Rule 7-9	Tripping	Rule 7-16
High Sticking	Rule 7-10	Unnecessary Roughness	Rule 7-17

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Boarding	Rule 7-18	Grabbing a Face Mask	Rule 7-20
Checking from Behind	Rule 7-19	Head-butting	Rule 7-21

There is no provision for minor penalty assessment for any of these infractions.

ART. 3 . . . The following infractions require:

GAME DISQUALIFICATION PENALTY

Attempting to Injure	Rule 7-22	Kicking a Player	Rule 7-25
Butt-ending	Rule 7-23	Leaving Bench during Altercation	Rule 7-26
Fighting	Rule 7-24	Spearing	Rule 7-27

There is no provision for a minor penalty, major penalty, or major and misconduct penalty assessment for any of these infractions.

ART. 4 . . . All Game Disqualification penalties include a MAJOR PENALTY. (4-6-1)

SECTION 5 CHARGING

ART. 1 . . . No player may charge an opponent. Charging is defined as the action of a player who, as a result of distance traveled, checks an opponent violently in any manner from the front or side. Charging shall also apply if a player skates with more than two strides and jumps into an opponent.

ART. 3 . . . The following infractions require:

GAME DISQUALIFICATION PENALTY

Attempting to Injure	Rule 7-22	Kicking a Player	Rule 7-25
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ART. 2 . . . No player shall body-check the opposing goalkeeper in the privileged area.

ART. 3 . . . No player shall make physical contact with an opponent after the whistle has been blown if, in the opinion of the referee, the player has had sufficient time after the whistle to avoid such contact.

ART. 4 . . . For any violation under Rule 7, Section 5:

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 6 CONTACT TO THE HEAD

ART. 1 . . . No player shall make contact from any direction with an opposing player's head or neck area in any manner, including, but not limited to, with the shoulder, stick, elbow, hand, etc.

ART. 2 . . . Indirect contact to the head or neck area shall be penalized under this rule. Indirect contact occurs when the initial force of the contact begins below the neck and progresses upward to the head or neck area.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

ART. 3 . . . Direct contact to the head or neck area is a flagrant foul under this rule. Direct contact occurs when the initial force of the contact occurs to the head or neck area.

PENALTY: MAJOR or GAME DISQUALIFICATION.

SECTION 7 CROSS-CHECKING

No player may cross-check an opponent. Cross-checking is defined as a check delivered by extending the arms with both hands on the stick and thrusting the stick into an opponent, unless part of the stick is on the ice and the primary effort is towards the puck, not the opponent.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 8 ELBOWING

No player shall force an elbow into an opponent.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 9 GOALKEEPER CONTACT

ART. 1 . . . No player shall slash, jab or poke at the puck after the goalkeeper has the puck covered and/or in control, or body-check the goalkeeper when the goalkeeper is in the privileged area, regardless of whether the referee has stopped play or not.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

ART. 2 . . . No player shall charge into, rough, physically interfere with, or commit any foul against a goalkeeper who is in the goal crease.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION. Exception: Waving arms in front of the goalkeeper is a MINOR penalty.

ART. 3 . . . An attacking player may stand on the goal crease line or in the goal crease if, in the opinion of the official, the player does not physically or visually prevent the goalkeeper from defending the goal.

SECTION 10 HIGH STICKING

ART. 1 . . . The puck may not be played or stopped with any part of the stick when the puck is over 4 feet off the ice. If a puck is touched by a stick when the puck is more than 4 feet off the ice, a slow whistle shall be in order unless the puck is first played by an opponent, regardless of the zone in which this violation occurs. However, if the puck is directed at the goalkeeper or goal cage by a player from the attacking team, play shall be stopped immediately.

PENALTY: Faceoff at a defending zone faceoff spot of the offending team.

ART. 2 . . . Carrying sticks above the height of 4 feet in a way likely to cause injury is prohibited.

PENALTY: MINOR.

ART. 3 . . . Striking an opponent with the stick above the opponent's shoulders is prohibited.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 11 HOLDING

ART. 1 . . . There shall be no holding of an opponent, or an opponent's stick, with the hand, arm, leg, stick or otherwise, except that it shall be permissible for a player to lift the stick of an opponent who is playing or attempting to play the puck. Such lifting up or pressing down of the opponent's stick shall be only momentary and only for the purpose of obtaining the puck or preventing the opponent from playing it.

ART. 2 . . . This rule does not permit lifting or raising near the handle of an opponent's stick or with the stick across and against the opponent's body, or the raising of the opponent's stick so high that the player's progress is stopped.

ART. 3 . . . For any violation under Rule 7, Section 11:

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 12 HOOKING

ART. 1 . . . No player shall use the stick in a hooking manner to impede or hold back an opponent.

ART. 2 . . . No player shall use the stick in a reverse position to obtain the puck or prevent an opponent from playing the puck.

ART. 3 . . . For any violation under Rule 7, Section 12:

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 13 INTERFERENCE/OBSTRUCTION

ART. 1 . . . Interference with an opponent not in possession of the puck is not permitted anywhere under any circumstances.

NOTE: A player is considered to be in possession of the puck after making a pass or shot until the puck is controlled by an opponent or teammate.

ART. 2 . . . Obstruction, defined as use of stick or body to interfere with an opponent away from the play of the puck, shall be penalized under this rule.

ART. 3 . . . No player shall kick, throw, hold or knock an opponent's stick, glove, tooth and mouth protector or any other piece of equipment for the purpose of keeping it from the possession of an opponent.

ART. 4 . . . For any violation under Rule 7, Section 13, Articles 1 through 3:

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

ART. 5 . . . No attacking player who is in the goal crease (body and/or stick) may make incidental contact with or visually impede the goalkeeper.

PENALTY: Stoppage in play. If a goal is scored it shall be disallowed, faceoff at the nearest neutral zone faceoff spot.

This rule applies if all of these conditions are met: (a) the attacking team is in possession of the puck, (b) the goalkeeper is in the goal crease, and (c) the puck is not already in the crease.

NOTE: Regardless of the location of the goalkeeper or the puck, if the goalkeeper is fouled, apply Rule 7-9.

SECTION 14 KNEEING

No player shall force a knee into an opponent.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 15 SLASHING

No player shall swing a stick at an opponent with unnecessary force, regardless of height (slashing). Slashing includes all cases in which a slashing gesture is made, regardless of whether contact occurs.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

SECTION 16 TRIPPING

ART. 1 . . . No player shall body-check an opponent below the opponent's knees (tripping).

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

ART. 2 . . . No player shall trip an opponent with a stick, leg, foot or sliding body block.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

ART. 3 . . . A player who dives or lunges causing the skate blades to leave the ice shall not make contact with the opponent.

PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION.

ART. 4 . . . No player shall foul from behind an opponent who is in control of the puck in the offending player's defending zone or neutral zone when there are no defending players except the goalkeeper between the attacker and the defending team's goal, thus preventing a reasonable scoring opportunity.

PENALTY: PENALTY SHOT. If this occurred when the goalkeeper had been removed and prevented an obvious and imminent goal, **AWARD GOAL.**

SECTION 17 UNNECESSARY ROUGHNESS (ROUGHING)

ART. 1 . . . No player, whether in the act of covering or being covered, shall cross-check, hook, hold, shove, push or charge an opponent. A player may, however, guard, cover or maintain position against an opponent not playing the puck by standing in front of that player, even touching the opponent with some part of the body.

ART. 2 . . . A penalty shall be assessed due to any avoidable body-check to an opponent who does not have control of the puck.

NOTE: A player is no longer considered to be in control of the puck after making a pass or shooting the puck.

ART. 3 . . . No player shall deliver a check to an unsuspecting and vulnerable player.

ART. 4 . . . For any violation under Rule 7, Section 17:

PENALTY: MINOR. If flagrant, **MAJOR** or **GAME DISQUALIFICATION.**

SECTION 18 BOARDING

ART. 1 . . . No player shall check, cross-check, elbow, charge, trip or otherwise contact an opponent in such a manner that causes the opponent to be thrown violently into the boards.

PENALTY: MAJOR.

ART. 2 . . . If flagrant or the action causes the player to crash headfirst into the boards, either a **MAJOR and MISCONDUCT** or **GAME DISQUALIFICATION** penalty must be assessed.

Section 19 Checking from Behind

ART. 1 . . . No player shall push, charge, cross-check or body-check an opponent from behind in open ice.

PENALTY: MAJOR.

ART. 2 . . . No player shall push, charge, cross-check or body-check an opponent from behind into the boards or goal frame.

PENALTY: MAJOR and MISCONDUCT or if flagrant, **GAME DISQUALIFICATION.**

NOTE: The rules committee reminds coaches and players that the responsibility in this rule remains with the player approaching an opponent along the boards. While players turning to draw penalties is a concern, the positive change in behavior the committee observed outweighs this issue.

SECTION 20 GRABBING THE FACE MASK

No player shall grab the face mask of an opponent.

PENALTY: MAJOR. If flagrant, MAJOR and MISCONDUCT or GAME DISQUALIFICATION.

SECTION 21 HEAD-BUTTING

No player shall head-butt or head-spear (driving the head, helmet and/or face mask into the body of an opponent).

PENALTY: MAJOR. If flagrant, MAJOR and MISCONDUCT or GAME DISQUALIFICATION.

SECTION 22 ATTEMPT TO INJURE

No player shall commit any act which deliberately attempts to injure or deliberately injures an opponent.

PENALTY: GAME DISQUALIFICATION.

SECTION 23 BUTT-ENDING

No player shall butt-end an opponent or attempt to butt-end an opponent. A butt-end occurs when a player uses the shaft of the stick above the upper hand to jab an opponent.

PENALTY: GAME DISQUALIFICATION.

SECTION 24 FIGHTING

ART. 1 . . . A GAME DISQUALIFICATION shall result for fighting.

ART. 2 . . . Subsequent player(s) shall not enter into a fight.

PENALTY: GAME DISQUALIFICATION.

ART. 3 . . . Players not involved in an on-ice fight shall, upon verbal signal from the referee, skate immediately to their respective team bench area, excluding goalkeepers.

PENALTY: MINOR for each player who does not comply.

SECTION 25 KICKING A PLAYER

No player shall kick or attempt to kick another player.

PENALTY: GAME DISQUALIFICATION.

SECTION 26 LEAVING PLAYERS' BENCH OR PENALTY BENCH

No player shall leave the team bench or the penalty bench during an altercation.

PENALTY: GAME DISQUALIFICATION.

SECTION 27 SPEARING

No player shall spear or attempt to 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. **PENALTY: GAME DISQUALIFICATION.**

SECTION 1 BROKEN STICK

ART 1 . . . A player or goalkeeper without a stick may participate in the game. A broken stick shall be dropped to the ice immediately, which means the player or a goalkeeper shall be allowed reasonable time to be aware that the stick is broken.

NOTE: A stick is not considered broken if the blade is only chipped or cracked, provided the blade is entirely covered with tape and there are no projecting points.

PENALTY: MINOR.

ART. 2 . . . A player whose stick is broken shall (or a teammate on the ice shall) procure another stick from that player's team bench. A goalkeeper may not go to the bench to obtain a new stick.

PENALTY: MINOR.

ART. 3 . . . A player or goalkeeper shall not leave or discard a stick or other equipment in such a way as to prevent a goal.

PENALTY: MINOR. If this illegal act prevents an obvious and imminent goal, AWARD GOAL.

SECTION 2 DELAY OF GAME

ART. 1 . . . No player or goalkeeper shall deliberately shoot or bat the puck outside the playing area during play or during a stoppage of play

PENALTY: MINOR.

ART. 2 . . . No player shall deliberately hold (freeze) the puck against the boards, goal cage or ice with a stick, skate, foot or any other part of the body for the purpose of delaying the game.

PENALTY: MINOR. If by goalkeeper out of the privileged area, MINOR.

ART. 3 . . . No player shall deliberately displace a goal cage.

PENALTY: MINOR. If during a breakaway or occurring with less than two minutes remaining in regulation time or anytime during overtime, PENALTY SHOT. If preventing an obvious and imminent goal, AWARD GOAL.

ART. 4 . . . No players shall delay the game by unnecessarily celebrating after goals, conferring with coaches, players or others, or committing any act for the obvious purpose of stalling.

PENALTY: After a team has once been warned for delay, subsequent violations call for a MINOR PENALTY (if more than one player, captain's choice of players).

ART. 5 . . . No player shall deliberately remove a helmet and/or face mask during play.

PENALTY: MINOR and MISCONDUCT. If during a breakaway, or during the last

two minutes of regulation time or anytime during overtime, PENALTY SHOT and MISCONDUCT.

ART. 6 . . . No players shall delay the game by unnecessarily adjusting equipment or clothing or tying skates.

PENALTY: After a team has once been warned for delay, subsequent violations call for a MINOR PENALTY.

ART. 7 . . . No player other than the goalkeeper shall pick up, throw, cover or trap the puck with the hands or body.

PENALTY: MINOR. If in the goal crease of the defending team, PENALTY SHOT.

Section 3 Embellishment

ART. 1 . . . No player shall attempt to draw a penalty through any exaggerated or deceitful action.

PENALTY: MINOR.

ART. 2 . . . A player who has been fouled shall not exaggerate the impact of the foul. An embellishment penalty may be called in conjunction with an opponent's penalty.

PENALTY: MINOR.

SECTION 4 INTERFERENCE BY/WITH SPECTATORS

ART. 1 . . . In the event that objects interfere with the progress of the game and are thrown onto the ice, a whistle is blown by a non-official or other fan interference occurs, the official shall blow the whistle and stop the play, and the puck shall be faced off at the nearest faceoff spot in the zone where play is stopped.

ART. 2 . . . No player may physically interfere with a spectator.

PENALTY: GAME MISCONDUCT.

SECTION 5 KICKING THE PUCK

The puck may be stopped and carried or kick-passed by the skate; but it shall not be played by the so-called "kick shot" which combines use of the leg and foot driving the shaft and blade of the stick into the puck, producing a very dangerous shot.

PENALTY: MISCONDUCT.

SECTION 6 LEAVING PENALTY BENCH (NON-ALTERCATION)

ART. 1 . . . No player who is serving a penalty may return to the ice without permission of the penalty timekeeper.

PENALTY: MINOR.

ART. 2 . . . In the case of a player returning to the ice before penalty time has expired through an error of the penalty timekeeper, the player is not to serve an additional penalty, but must serve the unexpired time.

ART. 3 . . . Penalized players may return to their team during intermissions.

SECTION 7 THROWING STICK OR OTHER EQUIPMENT

ART. 1 . . . No player, goalkeeper or bench personnel shall throw a stick or other equipment on or onto the ice.

PENALTY: MINOR. If to prevent a reasonable scoring opportunity in the attacking zone or with less than two minutes remaining in regulation time or anytime during overtime, **PENALTY SHOT.** If this occurred in the attacking zone when the goalkeeper had been removed from the ice and prevented an obvious and imminent goal, **AWARD GOAL.**

ART. 2 . . . No player, including the goalkeeper, shall throw a stick or portion of a stick from the playing surface.

PENALTY: MISCONDUCT.

Rule 91 Game Flow

SECTION 1 FACEOFFS

ART. 1 . . . All faceoffs must be conducted on one of the nine faceoff spots located on the ice.

ART. 2 . . . The puck shall be faced off by the referee or linesman dropping the puck on the ice between the sticks of the players facing off. Players facing off will stand squarely facing their opponents' end of the rink, approximately one stick length apart with the blade of their sticks touching the ice. When the faceoff occurs at any of the end zone or neutral zone faceoff spots, the sticks of both players facing off shall have the blades on the ice within the designated white area. The attacking team player shall place a stick within the white area first.

The official dropping the puck shall set the players by blowing the whistle and holding the puck at the beltline. When players are legally set, the official shall present the puck to the players and drop the puck.

ART. 3 . . . If a player facing off fails to take the proper position immediately when directed by the official, the official may order that player replaced for that faceoff by any teammate then on the ice.

ART. 4 . . . A player facing off shall not contact an opponent with the body or stick except in the course of playing the puck after the faceoff.

PENALTY: MINOR.

ART. 5 . . . All other players shall, at the time of a faceoff, be positioned so that their bodies and sticks are no closer than 36 inches from an opponent. They shall be closer to their own end of the rink than is the spot of the faceoff. No other players shall be allowed to have their skates (on or off the ice) inside the faceoff circle or beyond the parallel faceoff lines extended or come within 15 feet of the players facing off the puck.

Excluding goalkeepers, players shall take a stationary position on all faceoffs before the puck is dropped.

PENALTY: First violation, the official shall order the individual(s) of the offending team(s) taking the faceoff to be replaced for that faceoff by any teammate on the ice. Second violation, at the same faceoff by same team, MINOR penalty on player who commits the violation.

ART. 6 . . . When players are penalized at a stoppage in play where an immediate on-ice player differential is created due to the assessment of one or more penalties, the ensuing faceoff will occur at the defending zone faceoff spot of the team whose player reduction is greater.

Exceptions:

1. when a penalty is assessed after the scoring of a goal the faceoff is at center ice; or
2. when a penalty is assessed at the end of or prior to the start of a period, the faceoff is at center ice.

ART. 7 . . . The puck shall be faced off at the center ice faceoff spot:

- a. at the start of each period and overtime period and after a goal is scored;
- b. when ends are changed at the middle of any period;
- c. when play is stopped for premature substitution for a goalkeeper. (2-5-2);
- d. when the center ice faceoff spot is the nearest faceoff spot as defined in Articles 8, 9 and 10 of this rule; or
- e. official's error – not covered elsewhere in Rule 9-1.

ART. 8 . . . The puck shall be faced off at the nearest faceoff spot providing the least territorial advantage to the team causing the stoppage, in the zone where the puck was last fairly played, which is where the puck was last fairly in contact with a player or that player's stick, unless otherwise provided for in these rules, when:

- a. a player causes the puck to leave the rink from that player's defending zone or the neutral zone or that player's stick was the last to touch it before it left the rink from these zones;
- b. play becomes stalled in the neutral zone;
- c. a player passes or shoots the puck into the attacking zone from the neutral zone or that player's defending zone when a teammate is in the attacking zone;
- d. play is officially stopped for any other reason not covered by these rules while the puck is in the neutral zone;
- e. play is stopped because of an injury, accident to or illness of a player when the puck is in that player's defending zone or the neutral zone;
- f. on any faceoff, a team starts play with fewer players than entitled to and a subsequently entering player plays any puck coming from that player's defending zone before that player has returned to the defending zone, or until the puck has been played by another player in the neutral zone or in that player's attacking zone;
- g. a stick, puck or other equipment is thrown onto the ice;
- h. the puck strikes an overhead obstruction; or
- i. play is stopped for premature substitution for a goalkeeper. (2-5-2)

ART. 9 . . . The puck shall be faced off at the nearest faceoff spot in the zone where the puck was last fairly played, which is where the puck was last fairly in contact with a player or that player's stick, unless otherwise provided for in these rules, when:

- a. play is stalled by two opposing players in any zone;
- b. fouls are called simultaneously on opposing players in any zone and no immediate on-ice differential is created due to the penalties assessed;
- c. the puck leaves the rink for any unnatural reason (under the boards at end, etc.);
- d. a player shoots the puck off the goal frame or net, causing the puck to leave the rink;
- e. the puck becomes lodged on the outside of the goal cage.
- f. any player causes the puck to leave the rink, or that player or player's stick was last to touch the puck before it left the rink from this zone; or
- g. a goal is illegally scored as a result of a puck being deflected off an official.

ART. 10 . . . The puck shall be faced off at the neutral zone faceoff spot nearest to where the puck was at the time of the stoppage in play, unless otherwise provided for in these rules, when:

- a. an attacking player is illegally in the goal crease (7-13-5);
- b. play is stopped because of injury, accident to or illness of a player of the attacking team when the puck is in the attacking zone;
- c. any stoppage of play is caused by the attacking team in its attacking zone except as otherwise specified in these rules;
- d. a goal is scored illegally unless covered by these rules;
- e. a stoppage of play in an end zone takes place and is followed by a gathering of players. No attacking player on the ice or other player coming from the bench shall enter the end zone further than the outer edge of the faceoff circles nearest the blue line, except when a goal is scored.
- f. a puck carrier enters the attacking zone from the neutral zone when a teammate is in the attacking zone;
- g. play is stopped for an erroneous offside infraction; or
- h. a player in the attacking zone commits a penalty that does not result in an immediate on-ice player differential.

ART. 11 . . . The puck shall be faced off at the defending zone faceoff spot of the offending team whenever:

- a. icing is called;
- b. in the opinion of the referee, an intentional offside has been made;
- c. defensive stalling occurs;
- d. a goal cage is unintentionally displaced by the defending team;
- e. a defensive player causes the puck to become lodged on the outside of the goal cage;
- f. a penalty shot has been tried but not made;
- g. play is stopped due to a player striking the puck with the stick when the puck is above the height of 4 feet in any zone;

- h. play is stopped due to a player batting or propelling the puck with the hand or arm to a teammate;
- i. play is stopped when the puck is batted with the hand directly on goal by the attacking team;
- j. when puck is grasped by hand (not a hand pass) and play is stopped; or
- k. in penalty situations. (9-1-6)

SECTION 2 GOALKEEPER PLAY OF PUCK

ART. 1 . . . A team shall have only one goalkeeper (player with goalkeeper's equipment and privileges) on the ice at any one time. If, at any time, a player not wearing goalkeeper's equipment is substituted for the goalkeeper, that player shall not be ruled as a goalkeeper.

ART. 2 . . . Within the privileged area bounded in the rear by the goalkeeper's end of the rink, in front by an imaginary line connecting the end zone faceoff spots, and on the sides by imaginary lines from the end zone faceoff spots to the end boards, the goalkeeper has certain privileges (see diagram of rink). The goalkeeper:

a. may, when the puck is on or off the ice, and on or in front of the goal line, cover or trap it only to prevent an opponent from scoring. When the puck is behind the goal line, the goalkeeper shall not deliberately fall on or gather into the body, nor hold or place the puck against the boards, unless part of the goalkeeper or the goalkeeper's equipment is in the goal crease. If the covering or trapping is done by the goalkeeper's body or equipment other than skates or stick, the official shall immediately signal play to stop. The faceoff shall be taken on the nearest end zone faceoff spot;

PENALTY: MINOR.

b. may, in stopping the puck, catch it, propel it or bat it with a stick or hands in any direction. In clearing the puck, the goalkeeper may pick it up, carry it out of the crease, or throw it towards the nearest end of the rink. In doing these things, the goalkeeper shall not hold the puck for more than three seconds. A goalkeeper, after initial warning, may be guilty of delay of the game for unnecessary holding of the puck and may be subject to a minor penalty;

PENALTY: End zone faceoff spot faceoff, except in deliberate falling on the puck when the puck is behind the goal line, which is a MINOR penalty.

c. may not deliberately use equipment to conceal the puck;

PENALTY: End zone faceoff spot faceoff, except in deliberate falling on the puck when the puck is behind the goal line, which is a MINOR penalty.

d. may not throw the puck towards the opponent's end of the rink; or

PENALTY: End zone faceoff spot faceoff.

e. may not, with hands or arms, propel the puck on the ice or bat it in the air towards the opponent's end of the rink.

PENALTY: End zone faceoff spot faceoff.

ART. 3 . . . When outside the privileged area, the goalkeeper does not have the privileges of ART. 2 in this section, and shall play the puck in the same manner as that prescribed for other players and is subject to the same penalties as other players except that the penalty time shall be served by another player.

ART. 4 . . . If beyond the center red line, a goalkeeper shall not participate in play in any manner.

PENALTY: MINOR.

SECTION 3 GOALS AND ASSISTS

ART. 1 . . . A goal is made when the puck, entering from the front, passes between the goal posts below the top of the net and completely across the goal line.

ART. 2 . . . An attacking player may score a goal when the puck was last touched by that player's stick, and then only if the puck was not more than 4 feet off the ice (height of the goal cage). If the puck was last touched by a defending player before it entered the goal cage, the goal is allowed regardless of the manner in which the puck was caused to enter the goal cage, except as prohibited in this section.

ART. 3 . . . A goal shall NOT be allowed if:

- a. the puck is kicked, thrown, carried or otherwise deliberately directed into the goal by any means other than by a stick, or propelled illegally with the stick, even if the puck bounds or deflects off the person or equipment of any defensive player into the net;
- b. the puck hits an official and goes directly into the net;
- c. the puck is between the goalkeeper's pads or lodged in the equipment and is carried over the goal line by an opponent pushing the goalkeeper into the goal cage. (But, if it is so carried over by a teammate pushing the goalkeeper, or if the goalkeeper propels it over the goal line, the goal is allowed);
- d. the attacking team commits a foul which assists in the making of a goal;
- e. the attacking team has too many players on the ice at the time the goal is made;
- f. the goal is contributed to by anyone other than an actual player;
- g. an attacking player is illegally in the goal crease (7-13-5);
- h. a goal is made after a referee or timekeeper has signaled play to stop;
- i. the goal is made by a member of a team which has an illegal player on the ice (e.g., a penalized player returns to the ice from the penalty bench before penalty has expired either by the player's error or an error of the penalty timekeeper);
- j. the puck enters the defending team's goal during a delayed offside or immediately after the offside;
- k. during the delayed calling of a penalty, a goal is scored into the net of the non-offending team if the puck deflects off an offending player or puck movement is affected by any action of an offending player; or
- l. the goal cage becomes unintentionally displaced prior to the puck completely crossing the goal line. If the action is ruled intentional, apply Rule 8-2-3.

ART. 4 . . . A goal scored shall count one point for the team not defending the goal cage in which the goal is made.

ART. 5 . . . A goal shall be credited in the scoring records to the player who propelled the puck into the opponent's goal. If the puck deflected into the goal from the shot of an attacking player by striking any part of the person of a player of the same side, a goal shall be allowed. If a goal is scored by a defensive player, credit shall go to the last offensive player to have touched the puck. Each goal shall count one point in the player's record.

ART. 6 . . . An assist shall be credited to the player or players taking part in the play preceding the goal, even though the play may originate in the defending zone. Not more than two assists shall be given on any goal. Each assist so credited shall count one point in the player's record.

ART. 7 . . . A save for a goalkeeper shall be credited only when the goalkeeper has prevented the puck from entering the net.

SECTION 4 HANDLING THE PUCK

ART. 1 . . . The puck may be stopped by any part of the body and shall only be carried via a stick. The puck may be stopped by the hand on or off the ice. It may be propelled by the hand or arm, even though in the crease, along the ice, but not thus passed to a teammate, unless both players are in their defending zone. If the puck is caught and dropped immediately, play shall continue. (9-1-11j)

PENALTY: Faceoff at the defending zone faceoff spot of the offending team.

ART. 2 . . . If the puck is first played by an opponent (except a deflection off the goalkeeper), after being batted in the air by hand or propelled by the hand along the ice, all players are eligible and play is not stopped.

ART. 3 . . . If the puck is first played by a teammate (except a sideward or backward bat from the goalkeeper) after being batted in the air by hand, or propelled by the hand along the ice, then play shall be immediately stopped (i.e., the player who last hit the puck is required to play it next for that team), unless both players are in their defending zone.

PENALTY: Faceoff at the defending zone faceoff spot of the offending team.

ART. 4 . . . If the puck is batted directly on goal by the attacking team there is an immediate whistle.

PENALTY: Faceoff at the defending zone faceoff spot of the offending team.

ART. 5 . . . Control of the puck is the act of propelling the puck with the stick, hand or feet. Control of the puck is not lost when contact with the puck is made by an opponent, the boards or the net, provided the player in control of the puck continues propelling the puck.

ART. 6 . . . The last player to physically touch the puck with the stick or body shall be considered in possession of the puck. NOTE: A player can have possession of the puck without control, but cannot have control of the puck without possession.

SECTION 5 ICING THE PUCK

ART. 1 . . . 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 or deflect the puck from the player's own half of the ice beyond the goal line extended of the opposing team, play shall be stopped and the puck faced off at an end faceoff spot of the offending team, unless on the play the puck enters the net of the opposing team, in which case the goal shall be allowed. (If applicable, Rule 9-1-6 takes precedence.)

a. For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred or not.

b. Icing shall occur the instant the puck crosses the opponent's goal line extended. When a team is shorthanded as a result of a penalty and the penalty is about to expire, the decision as to whether icing has occurred shall be determined at the instant the penalty expires. If the puck is shot before the penalty expires, icing shall not be called. The action of a penalized player remaining on the penalty bench will not alter the ruling.

ART. 2 . . . Icing is nullified and play shall continue when:

a. players of the team icing the puck, deflect (or tip) the puck in the attacking half of the ice before the puck reaches the goal line extended;

b. the icing team has fewer players on the ice than the opposing team;

c. the shot is made from a faceoff;

d. the puck touches an opposing player or the player's equipment before reaching the goal line extended;

e. a player of the opposing team other than the goalkeeper is able, in the opinion of the referee, to play the puck before it passes the goal line extended but does not do so;

f. the puck is played by the goalkeeper prior to reaching the goal line extended on the rink or enters the goal cage (in which case a goal is scored); or

g. the puck is shot and rebounds from the body or stick of an opponent in the player's own end of the ice, and it crosses the goal line extended of the player shooting the puck.

PENALTY: Faceoff at end zone faceoff spot in defending zone on side nearer the place from which shot was made.

ART. 3 . . . If the officials shall have erred in calling an "icing the puck" infraction (regardless of whether either team is shorthanded), the ensuing faceoff shall take place at the center ice faceoff spot.

SECTION 6 OFFSIDES

ART. 1 . . . A player is offside when both skates are completely over the outer edge of the blue line involved in the play at the instant the puck completely crosses the outer edge of that line. The position of the player's skates and not that of the player's stick shall be the determining factor in all instances in deciding an "offside." To establish onside, one skate must be on the zone line.

EXCEPTION: An attacking player in control of the puck may precede the puck over the blue line.

ART. 2 . . . If an attacking player precedes the puck which is shot, passed or deflected into the attacking zone, but a defending player is able to play the puck, the official shall signal a delayed offside. The official shall drop an arm to nullify the offside violation and allow play to continue if:

- a. the defending team passes or carries the puck into the neutral zone; or
- b. all attacking players in the attacking zone clear the attacking zone by making skate contact with the blue line. If the attacking team does not clear the attacking zone, the official shall stop play for the offside violation if any attacking player touches the puck or attempts to gain control of a loose puck while the puck is still in the attacking zone, or forces the defending puck carrier further back in the attacking zone.

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

If the puck enters the defending team's goal during a delayed offside or immediately after the offside, the goal is disallowed.

ART. 3 . . . An intentional offside is one which is made for the purpose of deliberately securing an immediate stoppage of play, regardless of the reason, or where an offside play is made under conditions where there is no possibility of completing a legal play. If, in the opinion of the official, an intentional offside has been made, the puck shall be faced off at the end zone faceoff spot in the defending zone of the offending team. If the defensive player fails to advance the puck, a neutral zone faceoff shall result.

SECTION 7 PASSES

ART. 1 . . . Any player is eligible to play the puck (on-side):

- a. in the neutral zone or that player's defending zone.

EXCEPTION: Players returning to the ice (2-5-7);

- b. in that player's attacking zone, provided the puck preceded that player into that zone; or
- c. in that player's attacking zone and the puck is carried or passed there from the neutral zone by an opponent.

ART. 2 . . . The puck may be passed or carried from the defending zone to the neutral zone, and any players who are in the defending zone or neutral zone are eligible to play it.

EXCEPTION: Players returning to the ice. (2-5-7)

SECTION 8 PUCK MUST BE KEPT IN MOTION

ART. 1 . . . A team in possession of the puck in its defending zone shall always advance the puck towards the opposing goal except if prevented from doing so by players of the opposing team.

PENALTY: Faceoff at the near defending zone faceoff spot of the offending team.

ART. 2 . . . If the referee loses sight of the puck during a scramble in front of the net or because a player accidentally falls on the puck, play shall be stopped immediately and a faceoff conducted at the point where play was stopped unless otherwise stated in these rules.

ART. 3 . . . A minor penalty may be imposed on any player, including the goalkeeper, who holds, freezes or plays the puck with a stick, skates or body along the boards in such a manner as to cause a stoppage of play. There will not be a whistle for any reason for a stalled puck along the boards unless a player unintentionally falls on the puck, or in the judgment of the referee, continued play would lead to unnecessary contact surrounding the puck.

ART. 4 . . . A puck on the outside of the goal netting below the crossbar shall be considered in play by both teams. A puck resting on top of the goal netting between the crossbar and goal frame shall be considered unplayable, resulting in an immediate stoppage.

ART. 5 . . . Should either team refuse to take control of the puck during the delayed whistle, the official shall stop play and take the proper action as provided for in these rules.

SECTION 9 PUCK STRIKING OFFICIAL

If the puck hits an official, play shall not be stopped. (9-3-3b)

SECTION 10 START OF GAME AND PERIODS/PREGAME WARM-UP

ART. 1 . . . A coach from each team shall be at the team's bench for pre-game warm-ups.

ART. 2 . . . The home team shall have the choice of goal to defend. Teams shall change ends at the beginning of each subsequent regular period. If, in the opinion of the referee, conditions are more favorable to play at one end of the rink than at the other, the referee may equalize opportunities by having teams change ends at the middle of one or all three regular and overtime periods, but not in only two regular periods. The referee shall declare before the commencement of the game or period that this change is to be made, and the change shall take place at the exact midpoint of a period and not at a stoppage of play nearest that point.

NOTE: The intent of this article is that no team shall play under unfavorable conditions for a disproportionate period of time.

ART. 3 . . . During the pregame warm-up, each team shall proceed to its end of the ice and confine its activity to its own end of the rink for the duration of the warm-up.

SECTION 11 TIED GAMES

ART. 1 . . . In case of a tie score at the end of the third period, if an overtime is played, there shall be a three-minute intermission, ends shall be changed, and play shall be continued for not more than eight minutes. Teams shall remain in the bench area between the end of the third period and the beginning of the overtime period. The team that scores first wins, and the game is ended. If no score is made in these eight minutes, the game shall be declared a tie.

NOTE: All games may be played under overtime policies adopted by the state high school association.

PENALTY: If either team should decline to play the necessary extra period, the game shall be declared a loss for that team, and the score shall be 1 to 0.

ART. 2 . . . If, in the opinion of the officials, the ice surface is unplayable, the ice shall be resurfaced. The normal intermission shall be in effect.

SECTION 12 TIME OF GAME AND TIME-OUTS

ART. 1 . . . There shall be three periods, each consisting of 15 minutes of actual play, with recommended intermissions of 12 minutes each between periods.

ART. 2 . . . By state association adoption, a procedure may be established whereby schools may play up to a 17-minute period.

ART. 3 . . . By state association adoption, procedures may be established whereby games may be terminated after two periods or during the third period when a team leads another team by a specified number of goals. By state association adoption, running time may be utilized at any time when a team is leading another by a specified number of goals.

EXAMPLES:

1. Games may be terminated when a team leads the opposing team by 10 or more goals.
- 2.

Games may be shortened anytime by using running time when a team leads an opposing team by six or more goals.

ART. 4 . . . Each team will be permitted to take one time-out of one-minute duration during the game. The time-out must be taken during normal stoppage of play prior to the drop of the puck. Only coaches, captains and alternate captains may call a time-out. The time-out may be used for warming up the substitute goalkeeper or any other purpose. If a team takes a time-out, the opposing team may exercise the rights of the time-out, including warming up the goalkeeper. A maximum of 10 pucks may be used for warm-up of the goalkeeper.

ART. 5 . . . If, in the opinion of the referees, the conditions become unsatisfactory during the course of the game, they may call the game at any time. If, before two periods have been completed, a game is interrupted because of events beyond the control of the responsible administrative authorities (i.e., not involving the players), it shall be continued from the point of interruption, unless the teams agree otherwise or there are state association rules to cover the situation. If the interruption occurs after two periods, the game is considered completed and the score shall stand, unless the teams agree otherwise or there are state association rules to cover the situation.

ART. 6 . . . If any unusual delay occurs in the first or second periods, the referee may order the next regular intermission to be taken immediately and the balance of the period will be completed upon the resumption of the play with the teams defending the same goal, after which the teams will change ends and resume play of the ensuing period without delay.

SECTION 13 VIDEO REPLAY

By state association adoption, state association-authorized video replay may be used in games for reviewing goals and undetected goals, determining correct time on the clock, and to review infractions that may affect the ejection of a student-athlete. Procedures for video replay shall be determined by state association policy and procedures.

SITUATIONS AND RULINGS

RULE 1 — PLAYING AREA

THE RINK

1.1 Situation: The game is being played at a facility where a warning track-type area is painted into the ice. Is it permissible to play the game? **RULING:** Yes.

GOALPOSTS AND NETS

1.3.5 SITUATION: How may a water bottle be attached to the goal frame? **RULING:** Preferably, a manufactured water bottle sleeve should be used. Otherwise, the bottle itself shall be secured to the netting on the top or back of the goal frame.

RINK MARKINGS

1.4 SITUATION: A game is being played at a facility where the goal crease marking is a 6-foot semicircle completely painted blue. **RULING:** Officials' judgment shall be used to determine the portions of the blue area which are no longer part of the official NFHS crease.

1.5.1 SITUATION: The distance from the goal line to the blue line is 60 feet. Shall the game be played? **RULING:** Yes. Rink dimensions are to be treated as recommendations.

TEAM BENCHES

1.9.2 SITUATION: During the course of the game, it is brought to the referee's attention by Team B that Team A has more than five (5) team personnel occupying the team bench area. **RULING:** First offense — warning, continued noncompliance — minor penalty (unsportsmanlike conduct).

1.9.3 SITUATION: A student manager on the bench is wearing a helmet without facemask. **RULING:** First occurrence — warning to team. Second occurrence — minor penalty (captain's choice of players on ice). Any student in an exposed bench area must wear helmet with full facemask.

RULE 2 — TEAMS, PLAYERS AND SUBSTITUTES

HELMETS

2.1.1 SITUATION: How many players must a team have in order to begin and continue playing a game? **RULING:** Six players must be eligible to begin the game (2-1-1). If for any reason a team is unable to place four players on the ice, the game must be terminated (4-9).

NOTE: If a team has fewer players on the ice than the opponent, not related to penalties, it shall not be considered short-handed for the purpose of icing the puck.

2.1.2 SITUATION A: The goalkeeper's helmet is black, while the remaining players' helmets are white. Is this permitted? **RULING:** Yes. The goalkeeper may wear a helmet of a different color than the teammates, but the remainder of the uniform must match the teammates' uniforms.

2.1.2 SITUATION B: The home team's jerseys are light blue and the visiting team's jerseys are dark blue. **RULING:** As long as the officials can readily differentiate players of opposing teams, this is permissible. The home team should preferably wear white jerseys, but light non-white colors are permitted.

2.1.2 SITUATION C: One team has several players whose helmet color does not match their teammates' helmets. Should the team be permitted to play? **RULING:** Yes. It should be noted on the scoresheet and reported to the state association.

TEAM CAPTAINS

2.2.1 SITUATION: A team has elected its goalkeeper as a captain or an alternate. Is this allowable? **RULING:** Yes. However, the goalkeeper is not permitted to have on-ice captain's privileges.

2.2.4 SITUATION: At a stoppage of play, the captain confronts the referee to dispute a judgment call. **RULING:** Penalty – minor. If further disrespect – misconduct. If continued disrespect – game misconduct. If further disrespect – game disqualification.

2.2.6 SITUATION: A delayed penalty for too many players on the ice is being signaled. By the time play is stopped, other players from that team are on the ice. Who may the captain choose to serve the penalty? **RULING:** Even though the player(s) creating the delayed penalty may not be on the ice when play is stopped, only the players who are then on the ice are eligible to serve the penalty.

PLAYERS IN UNIFORM

NOTE: Situations in this section assume maximum roster size of 20 players.

2.3.1 SITUATION A: Team A arrives at the ice with 20 players, five of whom are dressed in goalkeepers' equipment. **RULING:** A maximum of 20 players, including goalkeepers, may dress for and play in a game unless modified by state association rules. It is recommended that a minimum of two goalkeepers be among the 20 players dressed. The rules do not limit the number of goalkeepers among the 20 players dressed.

2.3.1 SITUATION B: A team has two extra players on the ice for warm-ups. Is this permissible? **RULING:** Yes. NFHS rules do not specify how many players may be on the ice for warm-ups.

2.3.1 SITUATION C: A team skates 23 players during the warm-up. After the opening faceoff, 21 players are identified in uniform on the player's bench. **RULING:** Minor Penalty (Captain's Choice of players) and one player must be removed from the player's bench (unless modified by state association).

2.3.2 SITUATION A: Prior to the start of a game, the coach submits a list of fewer than 20 eligible players to the official scorer. After the start of the game, it is recognized that A1's name and number were left off the list. Can A1's name and number be added to the list and can A1 participate in the game? **RULING:** Yes, if after the opening faceoff, a minor penalty will be assessed.

2.3.2 SITUATION B: Prior to a game, the coach submits a list of 20 eligible players to the official scorer. After the start of the game, it is recognized that A1's name and number were left off the list. Can a player be removed from the roster to make room for A1? **RULING:** No. This rule only permits player additions, not deletions. No player can be added to a roster that is already at the maximum.

2.3.2 SITUATION C: The game roster includes a player who will be arriving late. Should the officials cross that player off the roster before the game begins? **RULING:** No, unless there is a state association rule to the contrary. However, the player should be crossed off if not present for the entire game.

2.3.3 SITUATION: On the game scoresheet, player #20 is listed as #23 and player #23 is listed as #20. Also, player #29's last name is misspelled. These errors are detected after the game begins. Are these penalty situations? **RULING:** No. The numbers on the scoresheet should be adjusted to match the numbers on the jerseys that the players are wearing. The player's properly spelled last name should be listed. These are not considered roster corrections.

STARTING LINEUPS

2.4.1 SITUATION: Team A does not commence play with the same players announced as its starting line-up. Is there a penalty? **RULING:** No.

CHANGE OF PLAYERS

2.5.1 SITUATION: Are goalkeepers permitted to be changed during play? **RULING:** Generally yes, as long as there is no more than one goalkeeper on the ice. Rule 2-5-2 covers replacing a goalkeeper with a player or another goalkeeper during play. If the goalkeeper was replaced by a player during play or at a stoppage of play, any goalkeeper may replace a player on the ice during play. Rule 2-5-11 covers changing goalkeepers at a stoppage of play. If a goalkeeper is replaced by a player at a stoppage of play, that goalkeeper is eligible to return to the ice once play resumes under Rule 2-5-1.

2.5.2 SITUATION: During a delayed penalty on Team B, the goalkeeper from Team A skates towards the bench. When the player is approximately 10 feet from the bench, the substitute enters the game. **RULING:** Premature goalkeeper substitution. Goalkeeper must be at the bench and out of play.

2.5.5 SITUATION: Both teams have changed lines and are ready for the faceoff. Prior to the actual faceoff, a Team A player is assessed a minor penalty. Is a player change permitted prior to the faceoff? **RULING:** Yes. Both teams are permitted to change players in this situation.

2.5.10 SITUATION: With 1:30 remaining, Team A deliberately skates seven players in the game. **RULING:** Penalty shot. A deliberate illegal substitution results in a penalty shot if there are less than two minutes remaining in regulation time or at any time during overtime.

2.5.11 SITUATION: Goalkeeper A is replaced on the ice with Goalkeeper B at a stoppage of play. What rules apply with respect to goalkeeper participation when play resumes? **RULING:** Goalkeeper A may not return to the ice prior to the next stoppage of play. Goalkeeper B may be replaced during the ensuing play with a player or with another goalkeeper other than Goalkeeper A.

INJURED PLAYERS

2.6.1 SITUATION: Is a goalkeeper considered a player under the "Concussion Guidelines" rule? **RULING:** Yes.

2.6.2 SITUATION A: Player (other than goalkeeper) from Team A is down and appears to be injured. The trainer goes onto the ice. As trainer is going to the player, the injured player gets up and appears to be all right. Does injured player have to leave the ice until after play is resumed? **RULING:** Yes, since the stoppage of play occurred due to the supposed injury to the player.

2.6.2 SITUATION B: Referee blows the whistle because it appears a player is injured. The player does not require attention from a coach or trainer. Does this player have to leave the ice? **RULING:** Yes, since the stoppage of play occurred due to the supposed injury to the player.

2.6.2 Situation C: The referee notices that a player is injured in such a manner and cannot readily skate to the players' bench. When should the referee stop play? **RULING:** Immediately, regardless of which team is then in possession of the puck.

2.6.4 SITUATION: Official notices that the goalkeeper on Team A is bleeding. **RULING:** Goalkeeper is given a reasonable time by the referee to have the blood controlled and appropriate treatment. The referee will determine if it will take too long to control and ask for a substitute goalkeeper.

2.6.6 SITUATION: An injured player who has received a time penalty is substituted for by a designated player. Must the substitute player serve the penalty without change? **RULING:** No. The injured player may replace the player on the penalty bench.

RULE 3 — EQUIPMENT

STICKS

3.1.1 SITUATION A: The end of a hollow stick is fully covered. **RULING:** Legal stick.

3.1.1 SITUATION B: A player's stick has been altered to create a pointed edge. Is this stick legal? **RULING:** No. (See Rule 8-1-1 Broken Stick)

3.1.4 SITUATION A: The curvature of the stick measures $\frac{1}{4}$ " at the bottom and 1" at the top of the blade. **RULING:** Legal stick. The maximum curve is determined by a measurement at the bottom of the stick.

3.1.4 SITUATION B: Prior to the game, in the dressing room, a coach requests the officials to measure some sticks for blade curvature. The sticks were acceptable and marked as such on the handle. During the course of the game, a goal is scored, and the opposing coach requests a stick measurement. (a) If the goal was scored by one of the sticks that was previously measured, does another measurement have to be made? (b) Does a measurement have to be made regardless of whether a goal was scored or not? **RULING:** In both (a) and (b), yes.

3.1.4 SITUATION C: During a stoppage of play, a goalkeeper's stick is found to be illegal. **RULING:** Minor penalty is assessed and the stick must be replaced.

3.1.8 SITUATION: The goalkeeper's stick breaks. Can a player bring a replacement stick to the goalkeeper during play? **RULING:** As long as the player does not participate in the play while in possession of the goalkeeper stick, no penalty. If participating in play while in possession of the goalkeeper stick, minor.

3.1.9 SITUATION: The Team A goalkeeper's stick breaks. A player from Team A is bringing a replacement stick to the goalkeeper and proceeds to play the puck. The puck goes directly to an opponent who is in a scoring position. **RULING:** Play must be stopped as soon as the Team A player touches the puck. In addition, a minor penalty must be assessed.

GOALKEEPER EQUIPMENT

3.3.1 SITUATION: Goalkeeper A1 begins game and is observed by coach of Team B to be wearing HECC-approved full-coverage goalkeeper's helmet without separate flapper-style throat protection. Official is informed of inadequate throat protection. **RULING:** Goalkeeper's required equipment includes a separate, commercially manufactured, unaltered and properly attached flapper-style throat protector. The flapper-style throat protector must be attached to the helmet or face mask providing throat protection. Penalty: Minor. Goalkeeper may not return to game without correcting equipment.

3.3.2 SITUATION: A goalkeeper is wearing a device that attaches to the skate and is designed to increase mobility. **RULING:** This device provides undue assistance in keeping goal and is therefore illegal equipment and must be removed.

PROTECTIVE EQUIPMENT

3.4.1 SITUATION A: A player appears on the ice wearing padded hockey pants that are ripped or unzipped. **RULING:** Player may not participate in the game unless the situation is corrected such as by taping or fully zipping the pants.

3.4.1 SITUATION B: A player loses a glove during play. **RULING:** Player may continue participating in the game until the next stoppage of play.

3.4.3 SITUATION A: A player is found to be wearing elbow pads outside the jersey. **RULING:** First offense, misconduct. Return to the game without correcting equipment, game misconduct.

3.4.3 SITUATION B: Player A participates in game with helmet that has strap securely fastened to helmet but strap hangs loosely below the chin. **RULING:** Misconduct, helmet strap must be securely fastened to the helmet and secured tightly to the chin. Returning without correcting equipment – game misconduct.

3.4.4 SITUATION: While play is in progress, a player (a) is observed not wearing a neck laceration protector, or (b) has the neck laceration protector dislodged. **RULING:** Play may continue. In both (a) and (b) the player must be ordered to return to the players' bench and be replaced on the ice.

3.4.7 SITUATION: A player is discovered participating with a glove with no palm. The player is assessed a misconduct penalty. After returning to the ice, the same situation is discovered. **RULING:** Game misconduct.

3.4.8 SITUATION: Player A1's helmet or face mask becomes dislodged. **RULING:** Play must be stopped immediately. If A1 intentionally dislodges helmet or mask, minor penalty and misconduct (delay of game, Rule 8-2-5).

3.4.9 SITUATION A: A player's helmet is removed while on the players' bench in order to repair helmet or to treat an injury to head or neck. **RULING:** No penalty.

3.4.9 SITUATION B: The penalty timekeeper sees that a player's helmet has been removed while on the penalty bench. **RULING:** Misconduct. Since the penalty timekeeper is an off-ice official, the penalty timekeeper should notify the referee at the first stoppage of play. The referee should enforce the rule and penalize the offending player.

JEWELRY

3.5.3 SITUATION: Captain of Team A challenges referee that Player B1 is wearing jewelry. **RULING:** If medical/religious bracelet or medallion taped to player's body – legal. If otherwise, it is a misconduct; further noncompliance – game misconduct.

ELECTRONIC DEVICES

3.8 SITUATION: Does Rule 3-8 permit the use of any electronic devices during a game? **RULING:** Yes. Electronic devices may be used by team personnel on the bench or between periods for coaching purposes only, provided that communication does not occur with on-ice players or goalkeepers during play. Such devices may not be used in any manner for discussions with officials.

RULE 4 — TYPES OF PENALTIES

NOTE: The NFHS rules require that officials appear on the ice prior to the arrival of players for warm-up and before all periods. All penalties apply during warm-ups.

MINOR PENALTIES

4.2.2 SITUATION A: A1 receives minor penalty at 8:34. B1 receives minor penalty at 8:46. A2 receives major penalty at 9:00. Team B scores a goal at 9:05. **RULING:** A1 returns.

4.2.2 SITUATION B: A1 and B1 each receive minor penalty at 8:00. A2 receives major penalty, also at 8:00. Team B scores at 8:30. **RULING:** No one returns.

4.2.2 SITUATION C: Team A is shorthanded because of a minor penalty to Player A1. During play, the referee indicates subsequent penalty or penalties to be called on Team A and Team B scores. **RULING:** Player A1's penalty is terminated and all subsequent penalties are to be served.

4.2.2 SITUATION D: A1 receives minor penalty at 4:00. B1 and A2 receive minor penalty at 4:30. Team B scores a goal at 5:00. **RULING:** A1 penalty terminates.

4.2.2 SITUATION E: Player A1 receives a major penalty at 2:00. Player A2 receives a minor penalty at 2:20. Team B scores at 3:00. Whose penalty terminates? **RULING:** A2, because goal does not nullify a major penalty.

4.2.2 SITUATION F: Player A1 receives a major penalty at 3:00. Players B1 and A2 receive coincident minor penalties at 3:30. Team B scores at 4:00. Whose penalty terminates? **RULING:** No one comes out, since A1's major was the only penalty to actually cause a shorthanded situation.

4.2.2 SITUATION G: A1 receives a major penalty at 1:00. A2 receives a minor at 1:30 and B1 receives a minor at 2:00. Team B scores at 2:30. **RULING:** A2's minor penalty is terminated.

4.2.2 SITUATION H: A1 received a minor penalty at 4:00; B1 received two minor penalties at 4:00; A2 scored a goal at 4:30. Does the official cancel one of the minor penalties on B1? **RULING:** Yes. The minor penalty to A1 and the first minor penalty to B1 are coincident and do not affect on-ice numerical strength. Thus, Team B is shorthanded due to the second minor penalty to B1, and that penalty terminates. The second minor penalty to B1 begins immediately.

4.2.2 SITUATION I: A1 receives a major penalty at 1:00. During play, the referee indicates delayed penalty or penalties to be called on Team A and Team B scores. **RULING:** The first delayed minor penalty is terminated. All other delayed penalties should be served. A1 remains on the penalty bench since it is a major penalty.

4.2.2 SITUATION J: Player A1 receives two minor penalties at 4:00. At exactly 6:00, Team B scores. Has the first minor penalty to A1 been completely served? **RULING:** Yes, thus Player A1's second penalty is nullified.

4.2.2 SITUATION K: Both teams have one player on the penalty bench serving non-coincident minor penalties. While the referee is signaling an additional minor penalty, the non-offending team scores. **RULING:** The signaled minor penalty terminates.

minutes. Both teams were at even strength when the goal was scored. A delayed penalty does not affect either team's on-ice numerical strength.

4.2.2 SITUATION L: At 5:00, Player A1 receives two minor penalties. At 5:30, Player A2 receives a minor penalty. At 6:00, Team B scores. Which Team A penalty terminates?

RULING: The first minor penalty to A1 terminates (the minor penalty with the least time remaining). Team A remains two players short.

4.2.2 SITUATION M: A player is assessed multiple penalties at the same stoppage of play, but only one minor penalty will affect the team's on-ice player count. If the opponents score and that minor penalty terminates, when does the next penalty begin? **RULING:** Immediately. It makes no difference if that next penalty is a coincident minor, coincident major or a misconduct penalty.

4.2.4 SITUATION A: While Team A is shorthanded because a player is serving a minor penalty, Team B is awarded a penalty shot on which it scores. **RULING:** The minor penalty being served does not terminate.

4.2.4 SITUATION B: Team A is short-handed by one player. The referee is signaling a delayed penalty to another Team A player. Play is stopped when a Team A player deliberately falls on the puck in the crease (penalty shot situation). Team B opts for the penalty shot and scores. Are any of the Team A penalties nullified? **RULING:** No. A penalty shot does not affect any other penalties being served or signaled.

4.2.5 SITUATION A: At 4:00, the following penalties are assessed: A1 receives two minors. Teammate A2 receives one minor. Opponent B3 receives one minor. How are Team A's penalties served? **RULING:** Team A has the choice of being shorthanded by one player for four minutes or by two players for two minutes.

4.2.5 SITUATION B: Player A1 is assessed a minor penalty for slashing and a minor penalty for roughing. Player A2 is assessed a minor penalty at the same stoppage. Thirty seconds later, Team B scores. **RULING:** Captain's choice of terminating the first penalty to A1 or the penalty to A2 since both penalties expire at the same time. Multiple penalties are treated separately.

4.2.7 SITUATION: A1 receives one minor penalty. A2 also receives one minor penalty. B1 receives two minor penalties. All penalties are assessed simultaneously. Does the coincident minor penalty rule apply? **RULING:** Yes. There are an equal number of coincident minor penalties to each team, so on-ice strength is not affected. The penalty times begin immediately, even if there are other penalties already being served.

MAJOR PENALTIES

4.3.3 SITUATION: A1 and B1 each receive a major penalty at 9:00. **RULING:** Both teams are at full strength – coincident major penalty rule applies here.

4.3.4 SITUATION: A player receives a major penalty in the first period and another major penalty in the third period. **RULING:** Game misconduct. When a participant receives a second major penalty in the same game, an automatic game misconduct must be assessed.

GAME MISCONDUCT

4.5.1 SITUATION: A player receives a game misconduct penalty. The player leaves the game and the bench area. After the game is over, the player returns to the ice and creates a disturbance. **RULING:** Game disqualification – player has been removed from the game for its duration.

4.5.2 SITUATION: A1 is assessed a minor penalty in the first period, two minor penalties in the second period and a checking from behind major penalty and accompanying 10-minute misconduct penalty at the 10-minute mark of the third period. The player is then removed from the ice. **RULING:** Correct. Any player who has been assessed any combination of five time penalties (minors, majors and/or misconducts), will be assessed a game misconduct at the time of the fifth penalty.

DISQUALIFICATIONS

4.6.1 SITUATION: Player A1 spears opposing player B1, then A1 and B1 engage in fighting. **RULING:** Both A1 and B1 receive disqualification penalties. A1 receives an additional major penalty for which A1's team must play shorthanded. Although no player may receive more than one disqualification penalty in a game, player A1 clearly committed two major penalty infractions (a disqualification penalty includes a major penalty).

PENALTY SHOT

4.7.1 SITUATION: An infraction calling for a penalty shot occurs shortly before the end of a period. Play continues until time has expired in that period. Is the penalty shot taken? **RULING:** Yes. The infraction occurred prior to expiration of time in that period. The same ruling would apply if this was an Awarded Goal situation - the goal is counted.

4.7.4 SITUATION A: On a penalty shot, the puck (a) hits the post, hits the back of the goalkeeper's leg and enters the goal, or (b) hits the glass or boards, hits the goalkeeper's leg and enters the goal. **RULING:** In (a) goal is scored. In (b) no goal is scored, since puck crossed the goal line extended, which nullifies the play.

4.7.4 SITUATION B: While approaching the goalkeeper during a penalty shot attempt, the body of the player rotates in a full circle, retaining control of the puck, and scores on the resulting shot. **RULING:** No goal. Once the player fails to maintain forward progress towards the goal, the penalty shot terminates.

4.7.4 SITUATION C: During a penalty shot attempt, the player loses control of the puck but is able to regain control and continue the attempt. **RULING:** As long as the player maintains some forward motion towards the goal, the attempt may continue.

4.7.5 SITUATION A: Team A pulls its goalkeeper and a Team B player gets a breakaway. Team A player throws a stick. **RULING:** If this occurred in the attacking zone and prevented an obvious and imminent goal, a goal shall be awarded. If not, then a penalty shot is awarded with the goalkeeper returning to the ice. In both situations, the Team A player who threw the stick is charged with a penalty as prescribed in Rule 4-7-2.

4.7.5 SITUATION B: A player is awarded a penalty shot. The referee places the puck on the center ice faceoff spot. Before A1 touches the puck, the defending goalkeeper leaves the crease to take a better defensive position. The penalty shot (a) fails, (b) is successful. **RULING:** (a) the penalty shot is attempted again. The goalkeeper may not leave the crease until the player taking the penalty shot touches the puck, (b) the goal counts.

DELAYED PENALTIES

4.9.1 SITUATION: A1 receives a minor penalty at 3:00. A2 receives a minor at 3:30 and A3 receives a minor at 4:00. Play resumes and there is no stoppage of play until 7:15. **RULING:** The players leave the penalty bench in the order of their expiration. At 5:30 A1 returns to the ice, at 7:00 A2 returns and A3 must wait until 7:15.

CALLING OF PENALTIES

4.10.1 SITUATION A: A1 has a delayed minor penalty. B1 takes a shot at the goalkeeper. The puck rebounds from the goalkeeper's pads to A1. The referee then blows the whistle. **RULING:** Rebounds do not constitute control of the puck. Whistle should be withheld until Team A has control of the puck. Faceoff at the defending zone faceoff spot of Team A.

4.10.1 SITUATION B: A1 trips B1 while Team B has control of the puck. The referee then indicates a penalty. As B2 passes to B3, a Team A player deflects the pass with a stick. The referee then blows the whistle to assess the penalty. **RULING:** Team A did not have control of the puck. Deflections from a stick do not constitute control. Whistle should be withheld until Team A has control of the puck. Faceoff at the defending zone faceoff spot of Team A.

4.10.2 SITUATION A: Teams are skating at equal number of players. The referee signals a delayed minor penalty to Team A. Before play is stopped, Team B scores. **RULING:** The signaled penalty is assessed; however, the penalty time is not served and the penalty is recorded on the score sheet.

4.10.2 SITUATION B: Teams are skating at equal number of players. The referee signals two delayed minor penalties to Team A. Before play is stopped, Team B scores. **RULING:** The first signaled penalty is assessed; however, the penalty time is not served. The second signaled penalty time is served. Both penalties are recorded on the scoresheet.

4.10.2 SITUATION C: Team B is shorthanded. The referee signals one or more delayed minor penalties to Team A. Before play is stopped Team B scores. **RULING:** Same as 4.10.2 Situation B.

4.10.2 SITUATION D: Team A is shorthanded. The referee signals a delayed minor penalty to Team A. Before play is stopped, Team B scores. **RULING:** The minor penalty then being served is terminated. The signaled penalty is assessed and penalty time served and recorded on the scoresheet. (4-2-2)

4.10.2 SITUATION E: Team A is shorthanded. The referee signals two delayed minor penalties to Team A. Before play is stopped, Team B scores. **RULING:** The penalty then being served is terminated. Both signaled penalties are assessed, recorded on the scoresheet and penalty time is served. (4-2-2)

RULE 5 — OFFICIALS

DUTIES OF THE REFEREES

5.3 SITUATION A: A player who was disqualified is discovered playing in the next game. **RULING:** Game is played. This lies outside the referee's jurisdiction. The decision on the game should be made by the school and state association.

5.3 SITUATION B: When does play stop? **RULING:** When the referee deems that play should stop, even if the whistle has not been blown. For example, the fact that the puck may come loose or cross the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped.

goal judges

5.5 SITUATION: Official, when ready to start game, is informed that there is only one goal judge. Do you use one or go with none? **RULING:** Go with none, so neither team can complain about unfair advantage.

RULE 6 — PARTICIPANT CONDUCT

ABUSE OF OFFICIALS AND OTHER MISCONDUCT

6.1.3 SITUATION: A player uses obscene language directed at an official. **RULING:** Minor and misconduct. This infraction must be penalized under this rule and not under 6-2-1.

6.1.5 SITUATION: A coach or other bench personnel displays an obscene gesture directed at an official. **RULING:** Minor (captain's choice of players) and game misconduct. This infraction must be penalized under this rule and not under 6-2-2.

6.1.8 SITUATION: During the intermission between the first and second period, the Team A coach is seen smoking outside the Team A locker room. **RULING:** Team A coach receives a game misconduct penalty.

6.1.9 SITUATION: A player spits in the direction of the opposing team's coach, but no direct contact occurs. **RULING:** Game disqualification. The action must be penalized whether or not actual contact occurs.

TAUNTING

6.2.1 SITUATION: How has the NFHS addressed the issue of taunting by players? **RULING:** The initial penalty is a minor. The progression for continued taunting is a misconduct, a game misconduct, then a game disqualification. Any violation following the game is a game disqualification.

BENCH PERSONNEL PENALTIES

6.2.2 SITUATION A: How has the NFHS addressed the issue of taunting by coaches or other bench personnel? **RULING:** The initial penalty is a minor (captain's choice of players). Continued taunting is a game misconduct, then a game disqualification. Any violation following the game is a game disqualification.

6.2.2 SITUATION B: The coach is assessed a minor penalty prior to the start of a period or during the warm-up. Who serves the penalty? **RULING:** Any non-penalized player, excluding a goalkeeper.

6.2.2 SITUATION C: The coach is assessed a minor penalty at the end of a period before the teams have left the ice. Who serves the penalty? **RULING:** A player who was on the ice at the end of the period.

6.2.4 SITUATION: During a time-out, a coach enters on the ice to ask an official for a rule interpretation. **RULING:** Minor penalty (captain's choice of players).

RULE 7 — PHYSICAL AND STICK FOULS

GIRLS ICE HOCKEY

7.2 SITUATION: In a girls ice hockey game, A1 is skating with the puck into the attacking zone. B1 establishes position in front of the forward-skating A1. As a result of B1's actions, body contact is made. **RULING:** Legal play. B1 is allowed to establish position in front of the puck carrier to stop forward progress. Body contact as a result is incidental and accidental.

7.3 SITUATION A: In a girls ice hockey game, a player from each team is skating hard to get a loose puck. As both players get to the same spot simultaneously, there is a collision and both fall hard to the ice. **RULING:** As the contact was unintentional with neither player attempting to hit the other, no penalty will be assessed.

7.3 SITUATION B: In a girls ice hockey game, A1 is skating with the puck into the attacking zone. B1 uses a shoulder to hit A1 and then gains possession of the puck. **RULING:** A penalty for body-checking will be assessed to B1.

CONTACT TO THE HEAD

7.6.2 SITUATION: A Team A player checks a Team B player directly in the head area. **RULING:** This is direct contact, which is a flagrant foul. A major or game disqualification penalty shall be assessed.

7.6.3 SITUATION: A Team A player body checks a Team B player in the chest area and the force of the check drives the contact to Team B's head area. **RULING:** This is indirect contact to the head. A minor, major or game disqualification penalty shall be assessed.

GOALKEEPER CONTACT

7.9 SITUATION A: After Team A shoots puck on goalkeeper B who is in crease, goalkeeper B traps puck in equipment or catches puck in glove. A1 digs at puck or taps at puck and stick makes contact with goalkeeper B, (a) prior to official's whistle, (b) after official's whistle. **RULING:** Penalty in both (a) and (b). No player shall commit any foul against a goalkeeper in the crease.

7.9 SITUATION B: A goalkeeper is outside the privileged area and an opposing skater impedes with the goalkeeper's progress, interfering with the goalkeepers ability to return to the goal/privileged area. **RULING:** Referee's judgment whether or not interference needs to be called.

HIGH STICKING

7.10.1 SITUATION A: A1 plays the puck with the stick while the puck is over the height of 4 feet. The puck deflects off B1 and A2 plays the puck. **RULING:** Immediate whistle. B1 would have to play the puck for A2 to be eligible.

7.10.1 SITUATION B: A1 plays the puck with the stick while the puck is over the height of 4 feet. B1 reaches with the hand and deliberately bats the puck. A2 is the next player to play the puck. **RULING:** Continue play. B1's actions constitute playing the puck.

7.10.1 SITUATION C: A player has the stick blade above 4 feet and the puck strikes the butt-end of the stick which is below 4 feet, going into the goal cage. **RULING:** Goal. The intent of this rule is to keep all play of the puck below 4 feet.

7.10.1 SITUATION D: A1 shoots the puck from the defending zone towards the opposite end of the rink. B1 plays the puck above the height of 4 feet in the neutral zone and deflects the puck from the rink. **RULING:** Faceoff will be in the end zone of B1 for playing the puck over the height of 4 feet.

7.10.3 SITUATION: A1 and B1 go into a corner in order to obtain control of the puck. After attempting to obtain control, puck deflects out of the corner. As A1 and B1 break out of the corner, A1 accidentally taps B1 on the helmet with a stick. The referee then blows the whistle when Team A gets possession of the puck. **RULING:** The referee should assess a minor penalty for high-sticking. There was no intention to strike A1 above the shoulders.

INTERFERENCE/OBSTRUCTION

7.13.1 SITUATION: A player not in control of the puck is intentionally pushed into the attacking zone by an opponent and is in that zone when the puck enters the zone. **RULING:** Offside and minor penalty for interference.

7.13.2 SITUATION: Play is moving into the Team A attacking zone. A Team A player in the neutral zone on the opposite side of the ice is restrained by a Team B player. **RULING:** Minor penalty for interference. This is the intent of the rule regarding obstruction.

TRIPPING

7.16.1 SITUATION: A1 is skating with the puck. B1 slides on the ice, knocking the puck away from A1, but in the process, trips A1. **RULING:** Minor penalty for tripping must be called. Tripping must be called anytime it occurs, regardless of whether or not contact is made with the puck.

7.16.3 SITUATION A: A player who is about to gain control of the puck in a break-away situation is fouled from behind, thus eliminating any scoring chance. **RULING:** Minor penalty. For a penalty shot to apply, one criterion is that the player must be in control of the puck.

7.16.3 SITUATION B: In an attempt to catch B1, A1 dives to play the puck and: (a) A1 deflects puck and makes no contact, (b) A1 deflects puck and contacts B1 and trips B1, (c) A1 deflects puck and only makes contact with B1. **RULING:** (a) legal, (b) and (c) minor penalty.

UNNECESSARY ROUGHNESS (ROUGHING)

7.17.1 SITUATION: A player strikes an opponent in the head area once with a closed hand. The official does not consider this to be fighting. Can a minor penalty for unnecessary roughness be assessed? **RULING:** No. This is direct contact to the head and must be penalized under Rule 7-6-2, requiring either a major penalty or a game disqualification.

7.17.2 SITUATION: A player has passed the puck towards a teammate, but the puck is not yet being controlled by another player. The player who passed the puck is checked by an opponent. Can the opponent be penalized? **RULING:** If the referee determines that the check was avoidable, a penalty shall be assessed. Once the player passes the puck, the player is no longer considered in control of the puck, even though the player is still in possession until the puck is controlled by another player.

7.17.3 SITUATION A: During a line change, A1 is at the bench when teammate A2 enters the ice. Player A1 is unaware of opponent B1 who checks A1. **RULING:** minor. If flagrant, major or game disqualification.

7.17.3 SITUATION B: Opposing players A1 and B1 are attempting to gain possession of the puck. Player B2 then engages in physical contact with A1. Is this permissible contact? **RULING:** If A1 is in an unsuspecting or vulnerable position, a penalty must be assessed to B2.

BOARDING

7.18 SITUATION: Player A1 contacts Player B1 away from the boards. The contact violently throws Player B1 into the boards. **RULING:** Penalty for boarding must be assessed. Official's discretion: (a) major, (b) major and misconduct, or (c) game disqualification.

CHECKING FROM BEHIND

7.19 SITUATION: A1 is stickhandling the puck along the boards toward the attacking zone. B1 comes up from behind and pushes A1 with both forearms below the shoulder blades. **RULING:** Penalty for checking from behind. If the player is checked towards open ice – major. If the player is checked into the boards – major and misconduct or if flagrant, game disqualification.

FACE MASK/HELMET CONTACT

7.20 SITUATION: Should a penalty be assessed to a player who, with an open hand, pushes (not grabs) an opponent's face mask? **RULING:** No, a penalty under this rule is to be assessed only when the opponent has grabbed the face mask.

7.21 SITUATION: A1 is standing in front of the net waiting for a pass, B1 attempts to move A1 out of position. In the process, B1's head is driven into the rib cage area of A1. **RULING:** The referee shall assess a penalty for head-spearing. Any driving, spearing or butting with the head is a dangerous practice which can cause serious injury to the torso and several internal organs as well as the neck and spine of the violating player.

FIGHTING

7.24.2 SITUATION A: During a fight between two opposing players, a player from Team A enters the fight only to restrain another Team A player. Should the intervening player be assessed a game disqualification penalty? **RULING:** Yes. A game disqualification penalty should be assessed to any player who participates or intervenes in a fight.

7.24.2 SITUATION B: Play is stopped when two opposing players are shoving and roughing with each other that results in each player being assessed a minor penalty for roughing. A third player intervenes. Should that player be given a game disqualification penalty? **RULING:** No. A game disqualification penalty is only assessed for a player or players who intervene in a fight. The intervening player should be assessed a penalty if the actions warrant a penalty(s) to be assessed. The act of pulling a teammate from the situation doesn't require a penalty.

PENALTY BENCH (ALTERCATION)

7.26 SITUATION A: A1 is on the penalty bench serving a minor penalty. A1 leaves the penalty bench prior to the time expiring and intervenes in an altercation. **RULING:** Disqualification. Even if A1 didn't intervene in the altercation, the act of leaving the penalty bench during an altercation requires a game disqualification penalty to be assessed.

NOTE: This applies to not only fights, but also situations that can be classified as altercations. Players leaving the team or penalty bench is a serious offense, regardless of whether it is a fight or an altercation.

7.26 SITUATION B: Player A1 is on the penalty bench serving a minor penalty. A1 leaves penalty bench before the penalty time expires during an altercation and does become involved in the altercation. **RULING:** Disqualification. Even though both 7-26 and 8-7-1 may be applied to this situation, only 7-26 (the more severe penalty) should be applied.

RULE 8 — OTHER FOULS

BROKEN STICK

8.1.1 SITUATION: One edge of a player's stick is chipped. May the stick be used further in the game? **RULING:** The stick must be immediately removed from the game. If the chipped edge is sufficiently covered with tape, it may be returned to use in that game.

8.1.2 SITUATION: The goalkeeper's stick breaks into two pieces. During play, the goalkeeper stops the puck with the handle of the broken stick and passes it to a teammate. **RULING:** Goalkeeper must be assessed a minor penalty for playing with a broken stick. A teammate may legally provide the goalkeeper with a replacement stick. Under 8-1-2, the goalkeeper is not permitted to go to the bench to obtain a replacement stick, even at a stoppage of play.

8.1.3 SITUATION: Team A goalkeeper leaves stick in front of net and goes to bench being substituted for by a Team A player. **RULING:** Minor penalty for leaving stick in front of net. If stick prevents a goal prior to stoppage of play – awarded goal.

DELAY OF GAME

8.2.1 SITUATION: While attempting to pass the puck to a teammate, the goalkeeper inadvertently shoots the puck out of the playing area. **RULING:** The official deemed that the action was not deliberate, thus no penalty is assessed.

8.2.3 SITUATION A: Play is in front of the goal, and the goal cage is inadvertently bumped off its proper position just prior to the puck entering the goal. **RULING:** Goal is disallowed. For an awarded goal to apply, the goal cage displacement must be ruled as deliberate.

8.2.3 SITUATION B: What determines when a goal is awarded when the goal cage is displaced? **RULING:** The displacement must have been deliberate. The referee must be sure that the puck would have immediately entered the goal cage, thus creating the imminent and obvious scoring opportunity.

8.2.4 SITUATION A: The referee is ready to start play, and a player or team is attempting to delay the game. **RULING:** After a warning, the referee shall assess a minor penalty for delay of game.

8.2.4 SITUATION B: Team A scores a goal and the bench clears to congratulate teammate. **RULING:** Warning – no penalty. If situation reoccurs, Team A would receive a minor penalty for delay of game. Each team is allowed one warning.

8.2.5 SITUATION: Player A1 intentionally dislodges the helmet or face mask during play. **RULING:** Minor and misconduct, if during a breakaway or the last two minutes of play or anytime during overtime, penalty shot and misconduct. This ruling applies to players and goalkeepers.

EMBELLISHMENT

8.3.1 SITUATION: A1 is moving the puck down the ice when B1 approaches A1 from the side. At the last moment, A1 turns and A1's back is exposed to B1 as contact is made. **RULING:** No penalty to B1 since A1 deliberately turned to create a penalty situation. A1 may be penalized for attempting to create the penalty situation.

PENALTY BENCH (NON-ALTERCATION)

8.7.1 SITUATION A: A1 is on the penalty bench serving a minor penalty. A1 leaves the penalty bench before A1's penalty time expires and participates in play. **RULING:** Minor.

8.7.1 SITUATION B: A1 is on the penalty bench serving a minor penalty. Team A scores a goal to tie the game. A1 leaves the penalty bench to congratulate teammates, but returns to penalty bench before next faceoff. **RULING:** Minor penalty for leaving penalty bench during stoppage of play without permission of penalty timekeeper.

8.7.1 SITUATION C: Player A1 enters the game illegally from the penalty bench because of a timekeeper's error. **RULING:** A1 must return to the penalty bench. No additional penalty is assessed, but penalty time is adjusted. If a goal is scored by Team A while A1 is illegally on the ice, goal does not count. (9-3-3i)

8.7.3 SITUATION: Team A calls time-out while it has players on the penalty bench. Are the players allowed to return to the players' bench during the time-out? **RULING:** No. (2-5-6)

THROWING STICK OR OTHER EQUIPMENT

8.8.1 SITUATION A: A delayed penalty is being assessed during the first period. The goalkeeper has been removed from the game and a teammate throws a stick, not in the direction of the puck or the goal. **RULING:** Minor penalty. This is not a penalty shot or awarded goal situation. The action does not prevent a reasonable scoring opportunity, nor does it occur in the last two minutes of the game or during overtime.

8.8.1 SITUATION B: A player throws a stick at the puck in the defending zone while the goalkeeper is headed toward the team bench. An imminent and obvious goal is prevented. **RULING:** Penalty shot. In order for an awarded goal to apply, the goalkeeper must have been removed from the ice.

RULE 9 – GAME FLOW

FACEOFFS

9.1.5 SITUATION A: All players, excluding the goalkeeper, are within the vicinity of the faceoff circle. Player A1 begins to move after the official blows the whistle to initiate the faceoff process. **RULING:** Faceoff violation.

9.1.5 SITUATION B: Two players from Team A are positioned well outside of the faceoff circle. Player A begins to move after the official blows the whistle to initiate the faceoff process. **RULING:** Faceoff violation.

9.1.6 SITUATION A: Player A-1 is assessed a minor penalty. Play was stopped because of a Team B action (non-penalty). **RULING:** The Team A penalty takes precedence. The faceoff takes place at a Team A defending zone faceoff spot.

9.1.6 SITUATION B: Team A shoots the puck from its own half of ice into Team B's defending zone (icing situation). (a) A1 trips B1 in A1's defending zone; (b) A1 hooks B1 in B1's defending zone; (c) B1 elbows A1 in A1's defending zone; and (d) B1 slashes A1 in B1's defending zone. **RULING:** (a) faceoff spot in A's defending zone, (b) same as (a), (c) faceoff spot in B's defending zone, (d) same as (c).

9.1.6 SITUATION C: Play is in Team A's defending zone. The referee has a delayed minor on Player A1. Player B1 plays the puck with a high stick in the attacking zone towards the goalkeeper. Where is the faceoff? **RULING:** Immediate whistle for playing the puck with a high stick toward the goalkeeper with the faceoff taking place at the defending zone faceoff spot of Team A. The penalty takes precedence when determining the faceoff location (similar to an icing and penalty).

9.1.6 SITUATION D: At a stoppage, Team A receives two minor penalties and Team B receives one minor penalty. **RULING:** Faceoff in A's defending zone. Also, under Rule 4-2-5, Team A chooses which player's penalty is treated as coincident and which one is served on the penalty clock.

9.1.6 SITUATION E: Team A ices the puck, which requires a faceoff in its defending zone. Before play resumes, player B1 commits a minor penalty infraction. **RULING:** Faceoff moves to Team B's defending zone.

9.1.7 SITUATION: Off-ice official allows player on penalty bench to return early to ice. Where is the ensuing faceoff? **RULING:** Center ice faceoff – official's error. (9-1-7e)

9.1.9 SITUATION A: Team A player in the attacking zone shoots the puck out of the rink: (a) after deflecting off Team B's goal frame or net; (b) after deflecting off a Team B player or goalkeeper; (c) after deflecting off a Team A player; (d) after deflecting off an official; (e) after deflecting off any inanimate object; (f) directly, not touching any person or object. **RULING:** Faceoff at the end faceoff spot in Team A's attacking zone.

9.1.9 SITUATION B: An attacking player in the neutral zone shoots the puck which deflects off Team B's goal frame and goes directly out of the rink. **RULING:** If shot from the attacking half of the neutral zone, faceoff at the nearest neutral zone faceoff spot consistent with Rule 9-1-8. If shot from the defending half of the neutral zone, this could be icing the puck if the puck crosses the goal line after the deflection. If the puck does not cross the goal line or if it is not an icing the puck situation, faceoff is at the nearest neutral zone faceoff spot consistent with Rule 9-1-8.

9.1.9 SITUATION C: Play is stopped when a Team A player is assessed a minor penalty for hooking. Before play resumes, a Team B player is assessed a minor penalty for unsportsmanlike conduct. What is the resulting on-ice player count for each team and where is the faceoff location? **RULING:** Even though the penalties were not simultaneously assessed, they occurred during the same stoppage of play. As a result, the penalties are treated as coincident minors. On-ice player count does not change. This also results in a last play faceoff location, even though the stoppage of play was caused by the Team A penalty.

9.1.11 SITUATION A: Player A1 shoots the puck and misses the goal while coming in on the goalkeeper. Player B1 falls and slides into the goalkeeper. The goal cage slides back about 2 inches. Player A2, trailing the play, picks up the puck as it comes off the boards and shoots it into the net. Goal or no goal? **RULING:** No goal. Once the goal cage becomes dislodged, play is stopped. If the defending team was responsible for displacing the goal cage, defending end zone faceoff. (9-1-11d)

9.1.11 SITUATION B: A player high-sticks the puck out of the rink. **RULING:** Because of stoppage of play by a high stick, the faceoff must be held at the defending zone faceoff spot. (9-1-11g)

GOALKEEPER PLAY OF PUCK

9.2.2 SITUATION A: Goalkeeper from Team A falls on puck behind the goal line extended. The goalkeeper's stick is in the crease, but does not have hold of the stick. **RULING:** Minor penalty. Goalkeeper must have possession of the stick and it must be within the crease.

9.2.2 SITUATION B: Goalkeeper A freezes the puck behind the goal while possessing the stick in the crease. **RULING:** Stick is part of the goalkeeper's equipment, thus no penalty is assessed.

9.2.2 SITUATION C: Goalkeeper hand-passes puck to a teammate in the defending zone. **RULING:** No whistle, play is not stopped for a hand-pass completed in the defending zone. (9-2-2e, 9-4-1)

9.2.4 SITUATION A: The goalkeeper leaves the crease and skates beyond the center red line and deflects the puck to a teammate. **RULING:** Minor penalty. Goalkeeper cannot cross center red line while participating in play.

9.2.4 SITUATION B: Goalkeeper A goes beyond the center red line to congratulate teammate after scoring a goal. **RULING:** No penalty, but the goalkeeper should be reminded to stay at the team's own end of the rink.

GOALS SCORED

9.3.1 SITUATION: Team A scores a goal that is observed by the goal judge but not by the on-ice officials. Play continues. At the next stoppage of play, the officials confer and determine that a goal had been scored. **RULING:** The goal is counted. Time is restored on the clocks to reflect the time of that goal. During the period of the elapsed time that is restored, any penalties are assessed, but any goal during that period is disallowed.

9.3.2 SITUATION: Team B has a delayed penalty. Team A pulls its goalkeeper. Team A shoots the puck and it hits the crossbar of Team B's goal and rebounds all the way back down the ice into Team A's goal with nobody touching the puck. **RULING:** Goal. Team A caused the puck to enter its own goal.

9.3.3 SITUATION A: Player A1 shoots the puck at the goalkeeper, and the goalkeeper, while in possession of the puck, falls back across the goal line with the puck crossing the goal line. **RULING:** Goal scored.

9.3.3 SITUATION B: A puck deflects off an attacking player's skate who is in the act of stopping and the puck goes into the goal. Shall the goal be allowed? **RULING:** Yes. When administering this rule, the puck must be legally propelled by a stick and it is not affected by an inadvertent deflection.

9.3.3 Situation C: During a delayed penalty to Team A, a player on Team B inadvertently shoots the puck directly into Team B's own goal cage. **RULING:** Goal is allowed.

9.3.3 Situation D: During a delayed penalty to Team A, a player on Team B passes the puck, but it deflects off of a Team A player and goes into the Team B goal cage. **RULING:** Goal is not allowed.

9.3.3 SITUATION E: During play, a goal cage becomes displaced from its proper position. Must play be immediately stopped? **RULING:** If there is an imminent or reasonable scoring opportunity in that zone, play must be stopped because a goal scored would be disallowed. Otherwise, play may continue, providing the goal cage can be repositioned without significantly disrupting the focus of the goalkeeper or the official.

9.3.5 SITUATION: The puck is shot by a player on Team A. It deflects off of the shin pad of a teammate and into the opponent's goal cage. **RULING:** The goal is allowed.

HANDLING THE PUCK

9.4.1 SITUATION: Players A1 and A2 are each in their defending zone when A1 hand passes the puck. A2 receives the puck in the neutral zone. **RULING:** Faceoff at the defending zone faceoff spot of offending team. The player passing the puck with the hand must do so in the defending zone. The player receiving the puck

must do so in the defending zone, even if the player was not in that zone when the hand pass originated. (9-4-3)

9.4.2 SITUATION: A1 uses the hand to bat the puck in the air. B1 sticks a leg out and deflects the puck to A2. **RULING:** Continue play. B2's action of sticking out the leg constitutes "playing the puck"; therefore, the hand pass is nullified.

9.4.3 SITUATION: A1, in the attacking zone, uses the hand to bat the puck in the air. The puck hits B1 in the back and falls to the ice. A2 then plays the puck. There is an immediate whistle. **RULING:** Player B1 did not play the puck and the play results in a faceoff at a Team A defending zone faceoff spot.

9.4.4 SITUATION: Player A1, in the attacking zone, uses the hand to bat the puck in the air. It deflects off the goalkeeper. **RULING:** Immediate stoppage of play and faceoff at a Team A defending zone faceoff spot.

ICING THE PUCK

9.5.1 SITUATION A: Team A is shorthanded. A1 is on the penalty bench. A2 sends the puck the length of the ice. Puck crosses both blue lines. Prior to crossing the goal line extended, A1's penalty expires and A1 reenters the ice bringing the teams to equal strength. Puck crosses the goal line extended. **RULING:** No icing.

9.5.1 SITUATION B: A1 shoots the puck from the team's own half of the ice through the neutral zone beyond the opponent's goal line after which it is played by the opposing goalkeeper. **RULING:** Icing, play shall be stopped by the official when the puck crosses the goal line extended.

9.5.2 SITUATION A: Team A shoots the puck from its own half of the ice into Team B's defending zone and the puck passes through the goal crease to the end boards. **RULING:** Icing – play shall be stopped by the official when the puck crosses the goal line extended.

9.5.2 SITUATION B: A1 shoots the puck from the team's own half of the ice across the goal line extended. B1 makes an attempt to play the puck but is not able to make contact. **RULING:** Icing shall be called. Icing shall not be nullified when an opposing player makes a reasonable attempt to play the puck but does not make contact.

OFFSIDES

9.6.1 SITUATION: A player who is in control of the puck backs across the attacking blue line, preceding the puck. **RULING:** Onside.

9.6.2 SITUATION A: May a defending player carry the puck anywhere in the defending zone with a delayed offside in effect? **RULING:** Yes, as long as the player is not being forced deeper into the zone by an attacking player. The intent of the delayed offside rule is to keep play in progress as long as the defending team has a reasonable opportunity to advance the puck out of the defending zone and moves promptly to do so.

9.6.2 SITUATION B: During a delayed offside, the only attacking player who was offside turns to go back to the blue line to "tag-up." Before the player reaches the

blue line, a teammate who was onside skates into the attacking zone. The offside player touches the blue line with one skate. A teammate is about 10 feet into the attacking zone. Is the delayed offside now nullified and are all attacking players eligible to play the puck? **RULING:** No to both questions. At the instant the offside player(s) makes skate contact with the blue line, the attacking zone must be completely clear of all other attacking players.

9.6.2 SITUATION C: The only offside attacking player turns immediately and makes skate contact with the blue line. A teammate is crossing the blue line and has one skate completely across the blue line into the attacking zone and the other skate fully on the blue line and not touching any part of white neutral zone ice. Should the delayed offside be nullified? **RULING:** Yes, even though neither is "clear" of the attacking zone and are both completely in the attacking zone when the players contact the blue line, both players are only required to make contact with the blue line, not the neutral zone.

9.6.2 SITUATION D: Is the defending goalkeeper eligible to play the puck on a delayed offside without causing a stoppage of play? **RULING:** Yes.

9.6.2 SITUATION E: The puck is shot directly on goal by an attacking player in the neutral zone with a teammate in the attacking zone. May the official allow the play to continue with the delayed offside rule? **RULING:** Yes, depending upon the actions of the goalkeeper in handling the puck. If the goalkeeper holds onto the puck (on or off the ice), play should be stopped for the offside. If the goalkeeper chooses to play the puck, play continues unless the puck enters the goal while the delayed offside still applies, in which case the goal is disallowed.

9.6.2 SITUATION F: The puck is shot by an attacking player from the neutral zone into a corner with a teammate offside. The offside player continues toward the corner in an obvious attempt to play the loose puck. A defending player is slightly closer to the puck and it appears that the defending player will get to the puck before the attacking player. Should the official continue to delay the offside call? **RULING:** No, when one or more offside players decline to turn immediately and go back to the blue line to "tag up" and, instead, continue in pursuit of the puck, play should be stopped immediately.

9.6.2 SITUATION G: May a goal ever be allowed during the course of a delayed offside? **RULING:** No, the attacking team caused the puck to enter the end zone illegally; therefore, no goal may be scored while the delayed offside is in effect.

9.6.2 SITUATION H: During a delayed offside, the attacking team is allowed to completely clear the attacking zone to nullify the delayed offside infraction. Must all offside players make skate contact with the neutral zone (white part) or the blue line to satisfy this condition? **RULING:** The blue line only. For the purposes of this rule, the offside players in the attacking zone must only make skate contact with the blue line even though, with the puck in the attacking zone, the blue line is considered to be a part of the attacking zone.

9.6.2 SITUATION I: An attacking player is pushed into the attacking zone by an opposing player prior to the puck entering the zone. **RULING:** Offsides.

9.6.2 SITUATION J: An attacking player legally enters the attacking zone, then turns over the puck. The defending player who has just taken control of the puck passes it to a teammate, who then skates the puck back into the defensive zone while the attacker remains in the attacking zone. **RULING:** Onside.

9.6.3 SITUATION A: A1 shot the puck into the attacking zone with two teammates in deep and well below the tops of the circles. Both players clear the zone with their teammates. The official shall pull the arm down, nullify the delayed offside situation and allow play to continue. **RULING:** Correct. The tops of the circles are not a determinant for intentional offside.

9.6.3 SITUATION B: During a delayed offside, A1 is in the attacking zone and knows that it is a delayed offside. Instead of clearing the zone, A1 continues skating, causing the puck carrier, B1, to go deeper into the zone. **RULING:** Whistle is blown early enough to prevent any contact. Since A1 knew the actions would result in a stoppage, this is considered intentional offside. The resulting faceoff is at a Team A defending zone faceoff spot.

9.6.3 SITUATION C: During a delayed offside, the puck accidentally hits an offside player while the defending team was attempting to play the puck. **RULING:** Offside is called since there was no apparent action or intent by the offside player to play the puck.

9.6.3 SITUATION D: During a delayed offside situation, A1 is in the zone and knows that it is a delayed offside. Regardless, A1 touches the puck. **RULING:** Whistle is blown. Since the player knew the actions would result in a stoppage, this is considered intentional offside. The resulting faceoff is at a Team A defending zone faceoff spot.

PASSES

9.7.2 SITUATION: A1 steps off of the penalty bench in the neutral zone and receives a pass from Team A defending zone. A1 shoots the puck into an unattended goal. **RULING:** A1 is eligible to play the puck and the goal is allowed.

PUCK MUST BE KEPT IN MOTION

9.8.1 SITUATION: Player A1 takes the puck and skates behind the net in the defensive zone and stands there. Player A1 does not make an attempt to advance the puck. **RULING:** Penalty – defending end zone faceoff for team stalling. A reasonable length of time should be allowed to advance the puck.

9.8.1 SITUATION B: Team A is controlling the puck, moving out of its defending zone. An official observes that the defensive goal cage is displaced. Shall play be allowed to continue? **RULING:** Yes, play may continue until Team B gains control of the puck.

9.8.3 SITUATION: The puck is stalled along the boards between opposing players. Are the officials required to allow play to continue until the puck becomes loose? **RULING:** No. While the intent of the rule is to avoid a stoppage of play, if the officials determine that the risk of injury or illegal contact is high, stopping play may be a better choice.

9.8.4 SITUATION: The puck is shot onto the outside of the goal cage netting below the crossbar. Opposing players have converged on the puck but have not been able to get the puck off the netting after several attempts. **RULING:** Although by definition the puck is still in play, the referee may stop play to prevent potentially dangerous interaction between the players or damage to the netting.

9.8.5 SITUATION: Team A has committed an infraction (e.g., time penalty, high-sticked puck) in which a stoppage of play is not immediately required. Team B refuses to play the puck. When should the official stop play? **RULING:** As soon as the official feels that neither team is going to take possession of the puck. The faceoff location is determined by the infraction(s).

puck strikes official

9.9.1 SITUATION: Team A is shorthanded and in an attempt to ice the puck, A1 shoots the puck along the boards where it hits the referee stationed at the blue line and rebounds back into the defending zone. **RULING:** If the puck hits a referee, play shall not be stopped, regardless of whether a team is shorthanded, unless the puck hits an official and goes directly into the goal net. If the puck crossed the blue line, a delayed offside would be in effect.

START OF GAME

9.10.1 SITUATION: Official sees that during the warm-up, Team A has no coach on the players' bench. **RULING:** Official orders the team off the ice until a coach or an assistant coach is on the bench.

tied games

9.11.1 SITUATION: The third period and overtime end in a tie. Both coaches want to play until one team wins. **RULING:** The game shall be declared a tie in accordance with procedures in 9-11-1.

TIME OF GAME

9.12.1 SITUATION: When does the "game" officially start and end? **RULING:** The game begins when the teams enter the ice for warm-ups and ends when the teams are off the ice and in their dressing room. Penalties may be assessed anytime during the "game."

9.12.4 SITUATION A: Team A does not use its time-out during the game, but calls a time-out in the overtime period. Is this permissible? **RULING:** Yes, an overtime period is an extension of the third period.

9.12.4 SITUATION B: The Team A captain requests a one-minute time-out from the referee. Simultaneously, the Team B captain requests a one-minute time-out from the other referee. Should the time-out be one minute or two minutes in duration? **RULING:** Two minutes, with each team charged with a time-out.

9.12.4 SITUATION C: Both teams have made their line changes and the official conducting the faceoff has blown the whistle indicating that the puck is to be dropped. Before the puck is dropped, Team A requests its timeout. Shall the timeout be allowed? **RULING:** Yes. A timeout may be called any time before the puck is dropped.

9.12.5 SITUATION: All the electrical power in the arena fails and cannot be rectified in a reasonable amount of time. a) Two periods have not been completed. b) Two periods have been completed. **RULING:** a) Game suspended and then resumed with same rosters from that point unless the state association rules otherwise. b) Game is terminated and score of the game stands unless the state association rules otherwise.

9.12.6 SITUATION: With 4:30 left in the first or second period, there is a stoppage of play that will cause a lengthy delay of game. **RULING:** The official should use five minutes as a rule of thumb when deciding to add remaining time to the next period.

STATE ASSOCIATION ADOPTIONS

State associations may individually adopt specific coverage in the following:

- | | |
|---|--|
| 1.
Regulations for the team bench area. (1-9-2) | 7.
Suspensions for Disqualification penalties (4-6-1) |
| 2.

Accommodations for special occasions, commemorative or memorial patches. (2-1-2d) | 8.
Overtime procedures (9-11-1) |
| 3.

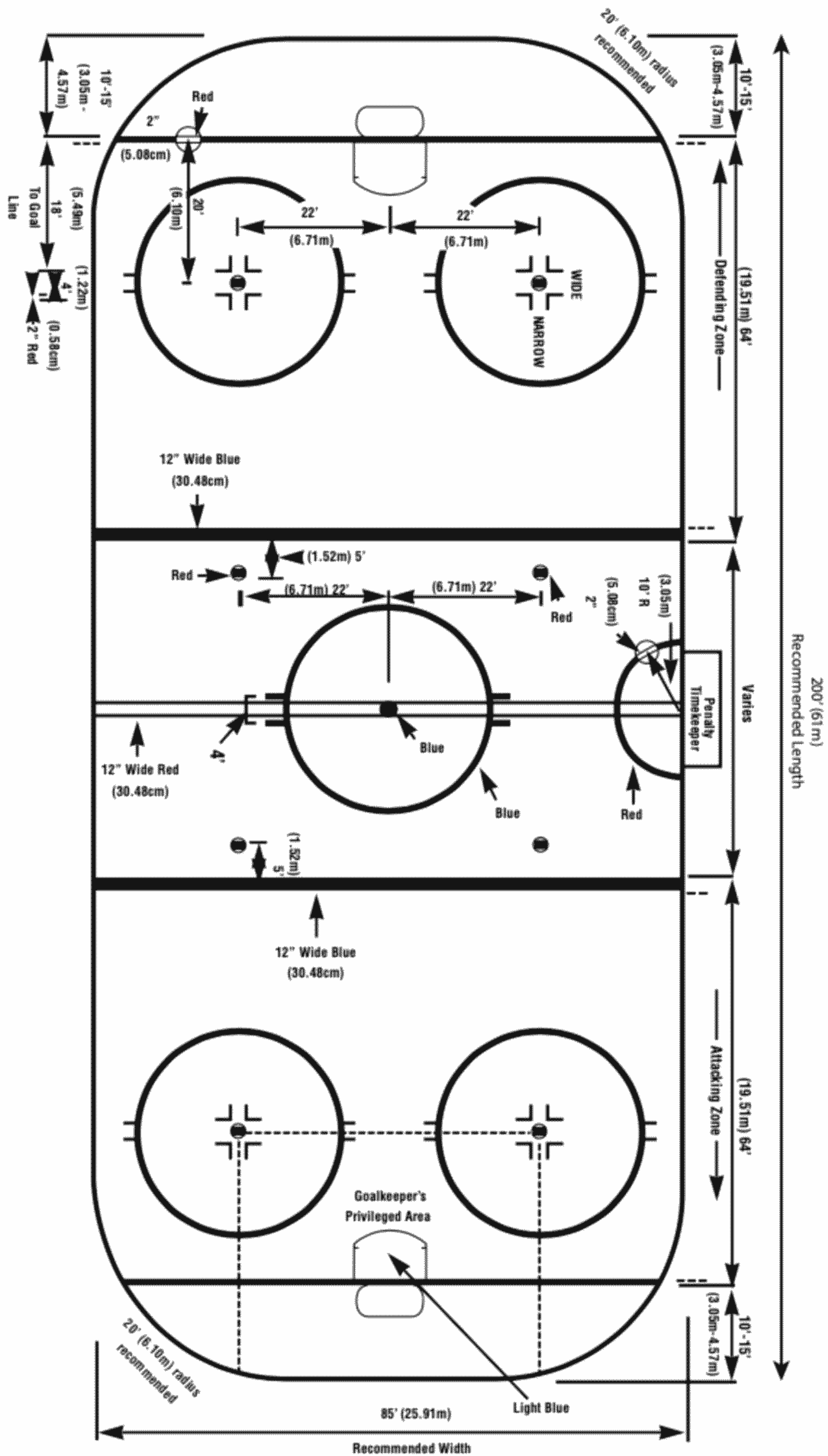
Number of players that may dress for a game. (2-3-1) | 9.

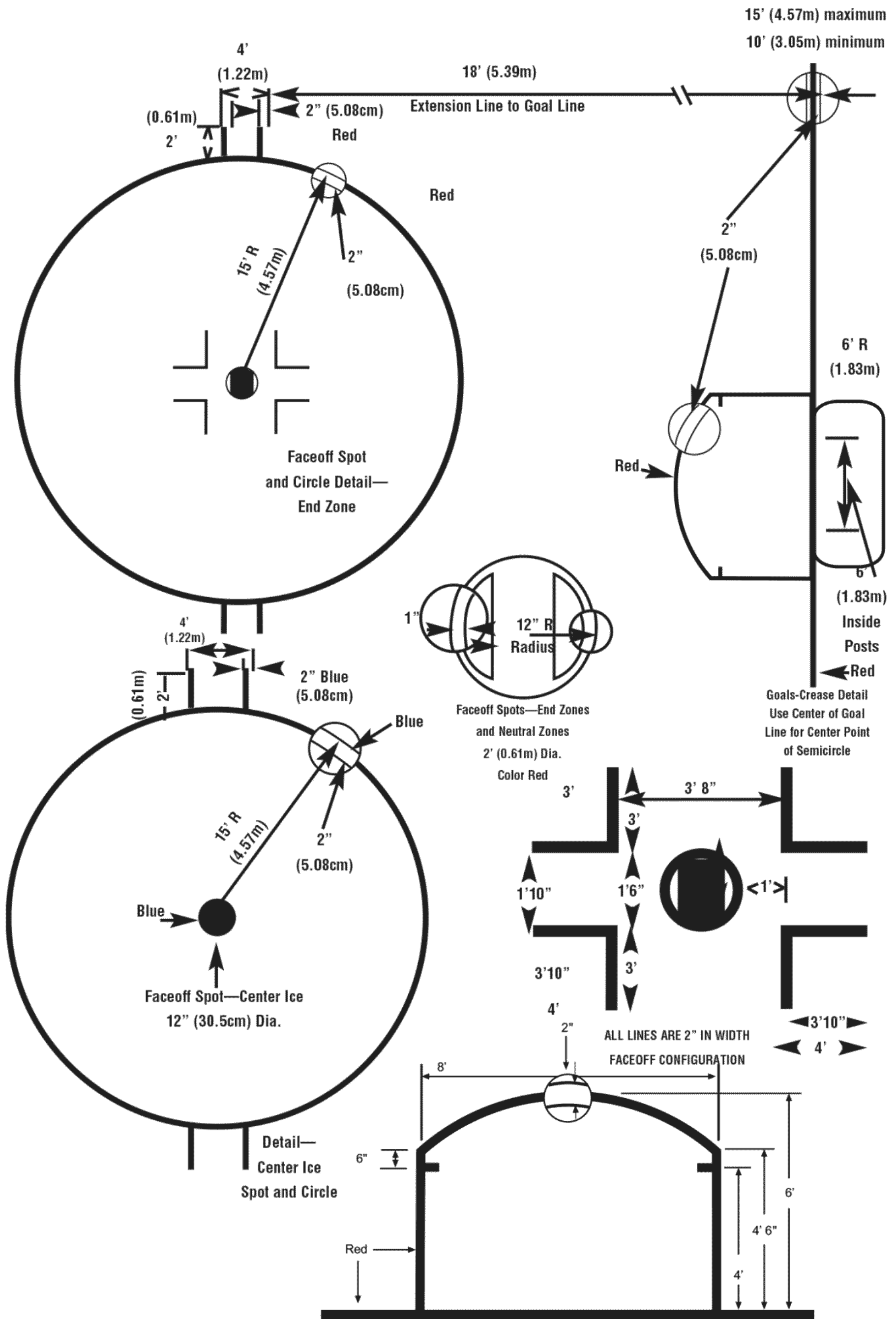
Procedure to play 17-minute periods. (9-12-2) |
| 4.

Procedure for returning to the locker room at the end of a period. (2-3-4) | 10.
Establishment of game-ending procedures. (9-12-3 and 9-12-5) |
| 5.

Procedure for players prior to each period. (2-4-2) | 11.

Procedures for video replay. (9-13) |
| 6.
Accommodations for participants with disabilities or unique and extenuating circumstances. (2-7) | |





SUMMARY OF PENALTIES

These tables indicate the locations of penalties contained within NFHS Rules. Many rule infractions have penalty options. Please refer to the specified penalty location before applying a rule.

Minor Penalty (2 Minutes)			
	Rule		Rule
Abusive language (non-player)	6-1-4	Goalkeeper equipment, improper	3-3-1
Altercation - players to bench	7-24-3	Goalkeeper fouled in crease	7-9-2
Avoidable contact	7-17-2	Goalkeeper illegally checked	7-9-1
Bench activities of non-players	6-2-5	Goalkeeper, improper or missing equipment	3-3-1
Body-checking (girls hockey)	7-3	Goalkeeper, play beyond red line	9-2-4
Broken stick	8-1-1, 2	Goalkeeper, puck shot out of rink - deliberate	8-2-1
Captain/alternate disputes judgment	2-2-4	Goalkeeper, substitution delay	2-6-3
Charging	7-5	Helmet (playing after without dislodged)	3-4-8
Contact to the head	7-6	High sticking	7-10
Cross-checking	7-7	Holding	7-11
Delay of game	8-2-1, 2, 3, 4	Hooking	7-12
Displacing cage	8-2-3	Interference/Obstruction	7-13

Elbowing	7-8	Interference with play from bench	6-2-6
Embellishment	8-3	Kneeing	7-14
End of period, Team protocol	2-3-4	Leaving feet to play puck	7-16-3
Entering ice (non-player)	6-2-4	Leaving penalty bench prematurely	8-6-1
Equipment, adjustment (after warning)	8-2-6	Leaving sticks, objects in front of goal	8-1-3
Face masks (playing without)	3-4-8	Line change violation (subsequent)	2-5-4, 5
Faceoff interference	9-1-4	Physical contact after whistle	7-5-3
Faceoff violation (second)	9-1-5	Playing with goalkeeper's stick	3-1-9
Falling on, trapping puck	8-2-7	Playing with more than one stick	3-1-8
Goalkeeper delay of game	9-2-2, 3	Preventing possession of player's equipment	7-13-3

Minor Penalty (2 Minutes)			
	Rule		Rule
Puck leaving rink (intentional)	8-2-1	Student on bench not wearing helmet/face mask (captain's choice)	1-9-3
Puck not kept in motion	9-8-3	Substitution upon penalty expiration	2-5-1
Roster violation	2-3-1, 2, 3	Throwing stick or other equipment onto the ice	8-8-1
Shooting puck after whistle	6-2-7	Too many players on ice	2-5-8
Slashing	7-15	Tripping	7-16
Slashing goalkeeper after catching puck	7-9-1	Unnecessary roughness	7-17
Start of play	2-4-2, 3	Unsportsmanlike conduct	6-2-1, 2
Stick challenged – measures legal	3-1-6	Waving arms in front of goalkeeper	7-9-2
Stick measurement (illegal dimension)	3-1-1, 2, 3, 4	Whistle blown by coach or other team personnel	6-2-3

Minor Plus Misconduct (2 plus 10 minutes)			
	Rule		Rule
Obscene language	6-1-3	Stick measurement refused	3-1-7
Removing helmet/face mask – player or goalkeeper (deliberate)	3-4-8, 8-2-5		
Minor Plus Game Misconduct			
	Rule		Rule
Obscene gesture	6-1-5		

Major Penalty (5 Minutes)			
	Rule		Rule
Boarding	7-18-1	Elbowing, flagrant	7-8
Body-checking (girls hockey), flagrant	7-3	Goalkeeper, flagrantly fouled	7-9-1
Charging, flagrant	7-5	Goalkeeper fouled in crease, flagrant	7-9-2
Checking from behind	7-19-1	Grabbing face mask	7-20
Contact to the head, flagrant	7-6	Head-spearing/head-butting	7-21
Cross-checking, flagrant	7-7	High sticking, flagrant (whether injury or not)	7-10-3, 4
Disqualification	4-6-1	Holding, flagrant	7-11

Major Penalty (5 Minutes)			
	Rule		Rule
Hooking, flagrant	7-12	Slashing, flagrant	7-15
Interference, flagrant	7-13	Slashing goalkeeper after catching puck, flagrant	7-9-1
Kneeing, flagrant	7-14	Tripping, flagrant	7-16
Refusing to start play	6-3	Unnecessary roughness, flagrant	7-17
Misconduct Penalty (10 Minutes)			
	Rule		Rule
Captain/alternate disputes judgment (continued)	2-2-4	Referee crease violation	6-1-2
Disrespect to officials	6-2-1	Required equipment violation (first offense)	3-4-3, 5, 6, 7
Helmet (not wearing on players' or penalty bench)	3-4-9	Throwing stick off ice	8-7-2
Jewelry, wearing of (first offense)	3-5-3	Tooth and mouth protector violation – player	3-4-5
Kick shot	8-5	Unsportsmanlike conduct – player (further disrespect)	6-2-1
Penalized player not going directly to penalty bench	6-1-1	Use of electronic devices	3-8
Player interference with penalty shot	4-7-7		

Major Plus Misconduct (5 plus 10 Minutes)			
	Rule		Rule
Boarding, flagrant or headfirst	7-18-2	Grabbing face mask, flagrant	7-20
Checking from behind into boards/goal frame	7-19-2	Head-butting, flagrant	7-21
Game Misconduct			
	Rule		Rule
Disputing judgment (continued)	2-2-4	Interference with spectators	8-4
Equipment violation (second offense) – player	3-4-3, 5, 6, 7	Jewelry, wearing of (second offense)	3-5-3
Five penalties to a player in a single game	4-5-2	Obscene language (continued or excessive)	6-1-3, 4

Incurring two major penalties in same game	4-3-4	Penalized player to penalty bench (further refusal)	6-1-1
Game Misconduct			
	Rule		Rule
Referee crease violation (continued)	6-1-2	Unsportsmanlike conduct (continued disrespect)	6-2-1, 2
Skates (after warning)	3-2	Use of electronic devices (continued)	3-8
Tobacco/alcohol products, use of	6-1-8		

Game Disqualification (includes Major Penalty)			
	Rule		Rule
Boarding, flagrant or headfirst	7-18-2	Intentional high stick above shoulders, flagrant	7-10-4
Body-checking (girls hockey), flagrant	7-3	Interference, flagrant	7-13
Butt-ending or attempting to butt-end	7-23	Kicking	7-25
Charging (flagrant)	7-5	Kneeing, flagrant	7-14
Checking from behind into boards/goal frame, flagrant	7-19-2	Leaving bench during altercation	7-26
Contact to the head (flagrant)	7-6	Obscene language/gestures (further or after game)	6-1-3, 4, 5
Cross-checking, flagrant	7-7	Penalized player to penalty bench (continued disrespect)	6-1-1
Deliberate attempt to injure	7-22	Physical abuse or attempted physical abuse of an official	6-1-7
Deliberate injury	7-22	Progressive game suspension	4-6-1
Disputing judgment (continued)	2-2-4	Racial/ethnic/gender slurs	6-1-6
Elbowing, flagrant	7-8	Referee crease violation (continued)	6-1-2
Fighting	7-24	Slashing, flagrant	7-15

Penalty Shot/Awarded Goal			
Penalty Shot (only)	Rule	Penalty Shot or Awarded Goal Options	Rule
Deliberate illegal substitution	2-5-10	Deliberate goal displacement*	8-2-3
Interference on penalty shot (retry)	4-7-5	Fouled from behind on breakaway*	7-16-3
Trapping, covering puck in crease (player)	8-2-7	Throwing stick or other equipment*	8-7-1
Awarded Goal (only)	Rule	* Goal awarded only if illegal action listed prevented an obvious and imminent goal.	
Stick or equipment left on ice that prevented a goal	8-1-3		
Misconduct Plus Penalty Shot			
	Rule		Rule
Extra player prevents breakaway	2-5-9	Helmet/face mask removal (deliberate) during breakaway, or last two minutes of play or during overtime	8-2-5
Forfeiture of Match			
	Rule		Rule
Disruption by disqualified player left on bench	4-11-2	Refusal to play overtime period	9-11-1
Refusal to obey referee (continued)	6-3		



SUGGESTED GUIDELINES FOR MANAGEMENT OF CONCUSSION IN SPORTS

COMMON SIGNS AND SYMPTOMS OF CONCUSSION INCLUDE:

- **Headache or “pressure” in head;**
- **Neck pain**
- **Dizziness**
- Dazed or stunned or vacant appearance;
- Confusion about assignment or position;
- Forgetfulness;
- Uncertainty of game, score, or opponent;
- Clumsy movements;
- Slow response to questions;
- Mood, behavior or personality changes;
- Can’t recall events prior to or after hit or fall;
- Nausea;
- Balance problems or dizziness;
- Double or blurry vision;
- Sensitivity to light or noise;
- Feeling sluggish, hazy, foggy or groggy;
- Concentration or memory problems;
- Emotions of “not feeling right” or “feeling down.”

Activate the Emergency Medical System or Call 9-1-1 if, after a blow, or jolt to the head or body, an athlete has one or more of these danger signs:

- One pupil larger than the other;
- Drowsiness or inability to wake up;
- A headache that gets worse and does not go away;
- Slurred speech, weakness, numbness, or decreased coordination;
- Repeated vomiting or nausea;
- Convulsions or seizures (shaking or twitching);
- Unusual behavior, increased confusion, restlessness, or agitation;
- Loss of consciousness (passed out/knocked out).
- Even a brief loss of consciousness should be taken seriously. Consider activating EMS for prolonged loss of consciousness.

SUGGESTED CONCUSSION MANAGEMENT:

1. No athlete should return-to-sport (RTS) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional as soon as possible.
3. Any athlete with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or competition.
4. After medical clearance, RTS should follow a step-wise protocol with provisions for delayed RTS based upon return of any signs or symptoms at rest, while doing school work or with physical activity.

For further details, please see the “NFHS Suggested Guidelines for Management of Concussion in Sports” at www.nfhs.org.



EQUIPMENT GUIDELINES

1. Each NFHS sports rules committee is responsible for recommending the official playing rules to the NFHS Board of Directors for adoption. The committee is NOT responsible for testing or approving playing equipment for use in interscholastic sports. Equipment manufacturers are responsible for the development of playing equipment that meets the specifications established by the committee, and that is otherwise of good design and quality. The NFHS urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NFHS nor the applicable NFHS sport rules committee certifies the safety of any sport equipment. Non-compliant equipment is inappropriate for use in competition under NFHS sports rules. While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment, the committee may, from time to time, provide manufacturers with guidance as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede to protect and maintain that integrity.

2. Each NFHS sport rules committee suggests that manufacturers planning innovative changes in sports equipment submit the equipment to the applicable NFHS sport rules editor and/or rules committee for review before production.

3. Protective headgear is required by NFHS rules in some sports and is permissive in others. Hard helmets can decrease the incidence of certain head trauma, such as skull fractures and subdural hematomas. Soft headgear may protect against cuts and bruises to the scalp and forehead. Coaches, athletes and parents/guardians should review the manufacturers' warnings about proper usage and performance limits of such products. **No helmet or headgear can eliminate the risk of concussion and all sports should be played, coached and officiated in recognition of that fact.**