

ICE HOCKEY

2008-10 RULES AND INTERPRETATIONS



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2008-10 NCAA
MEN'S AND
WOMEN'S
ICE HOCKEY
RULES AND
INTERPRETATIONS

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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The NCAA Men’s and Women’s Ice Hockey Rules Committee recommends that all member institutions that host intercollegiate ice hockey read the following statement before each game: “The (name of college or university) and the NCAA Men’s and Women’s Ice Hockey Rules Committee promote good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, student-athletes, coaches or team representatives shall not be tolerated and are grounds for removal from the site and, if needed, additional disciplinary action.”

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**Eligible for reappointment.*

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

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

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

Rule 1 (except 1-9-b)

Rule 3-8

Rule 5

Rule 6-39

Rule 8

Major Rules Changes for 2008-10

The figures below refer to rule, section and article, respectively. Each changed or altered segment is indented and identified in the rules by a shaded background.

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Points of Emphasis

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

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

Protection of the puck carrier

The committee believes game officials have held a strong standard of obstruction fouls away from the puck carrier in recent seasons as requested. In reviewing how the game is being called at other levels, it has become apparent that more emphasis needs to be placed on the puck carrier and allowing players to showcase offensive creativity and skill.

By moving to the two-referee, two-linesman system, the committee believes referees will be in proper position to more strictly enforce rules in this area. Officials are instructed to call fouls when the puck carrier’s hands or arms are impeded or held and not require the puck carrier to fight through such actions to continue an advantage gained.

Faceoff protocol and interference

There are two major faceoff issues the committee believes require additional focus. The first area of concern is the faceoff protocol itself. When put in place for 2004-05, the faceoff protocol was intended to keep the game moving and to discourage unfair tactics from delaying the game. As a reminder, at a stoppage of play, the visiting team has five seconds to make personnel changes after the referee identified the faceoff location. The home team then has eight seconds to change players. When the referee signals the end of the change, the linesman blows the whistle and must drop the puck in no more than five seconds. This standard has slipped in recent seasons and the committee believes a renewed emphasis here is important.

The second area the committee believes must be addressed is interference and obstruction that occurs immediately after a faceoff restarts play. This interference is sometimes subtle and difficult to detect, but often leads to

scoring chances by the offense or easy zone clears by the defense. With the two-referee, two-linesman system, the committee again believes this is an area of focus that will benefit by the second referee having responsibility for these fouls.

Future Considerations

The committee would like the hockey community to consider the following proposals and their possible affect on the game. The committee will consider these topics starting with the 2010-11 season.

Five faceoff locations

To better manage the faceoff process, the committee believes holding all faceoffs at one of the locations with established markings might assist officials to manage encroachment. This would increase the fairness of the faceoff.

Modifications to the goal

The committee believes that improved equipment and the increased skill of players and coaches has contributed to a downturn in the number of goals scored per game. Modifications to the goal should be a consideration to encourage scoring chances and keep the game at an exciting level to play and watch.

Hybrid touch-up icing

The committee was presented with an interesting icing rule, which would protect the safety of student-athletes, but add an element of touch-up icing to the game. In the approved model, the linesman would determine which player would reach the face-off dot first. If it is determined to be the attacking player, icing is waved off. If it is the defending player, icing is blown when the puck crosses the goal line. Tie goes to the defender.

RULE 1

The Rink

The Rink

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

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

Rink Dimensions

SECTION 2. a. As nearly as possible, the dimensions of the rink shall be 200 feet long and 85 feet wide. The corners should be rounded in the arc of a circle with a radius of 20 feet.

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

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

Commercial, institutional or conference logos and/or names are permitted in the ice only in the neutral zone.

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

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

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

Goal Posts and Nets

SECTION 3. a. A maximum of 15 feet and a minimum of 10 feet from each end of the rink (11 feet is preferred) and in the center of a red line 2 inches wide, drawn completely across the width of the ice and continued vertically up the side of the boards, regulation goal posts and nets shall be set in such a manner as to remain stationary during the progress of a game. The red line shall be known as the goal line.

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

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

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

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

- c. A net shall be attached to each goal frame.
- d. The goal posts and crossbar shall be painted red. All other surfaces shall be painted white.
- e. The goal area, enclosed by the goal line and the base plate of the goal, shall be painted white. It is mandatory that all nets have an open, half-circle padded base.
- f. It is recommended that the interior metal of the goal cage be padded (excluding the goal posts and cross bar).

Goal Crease

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

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

- c. The goal crease area shall include all the space outlined by the crease lines and extend vertically 4 feet to the level of the top of the goal frame.
- d. There shall be two markings in each goal crease. Each line shall be 5 inches long and 2 inches wide. The lines shall extend from the goal crease lines, 4 feet out from the goal line. The lines shall be parallel to the goal line (see end zone spot and goal crease diagrams).

Division of Ice Surface

- SECTION 5. a. The ice area between the two goals shall be divided into three parts by lines 12 inches in width and blue in color, drawn at least 60 feet out from the goal lines, extending completely across the rink parallel with the goal lines, and continuing vertically up the side of the boards. It is preferred that the offensive zone be 64 feet when possible.
- b. That portion of the ice surface in which the goal is situated shall be called the defending zone of the team defending that goal, the central portion shall be known as the neutral zone and the portion farthest from the defending goal shall be known as the attacking zone. The zone line shall be considered part of the zone in which the puck is.
 - c. There also shall be a line 12 inches in width and red in color, drawn completely across the rink in center ice, parallel with the goal lines and continuing vertically up the side of the boards, known as the "center line." This line shall contain at regular intervals markings of a uniform distinctive design that shall easily distinguish it from the two blue lines; the outer edges must be continuous.

Center Ice Spot and Circle

SECTION 6. A circular blue spot 1 foot in diameter shall be marked in the center of the rink; and with this spot as a center, a circle of 15 feet radius shall be marked with a blue line 2 inches in width.

Two blue lines 2 feet long and 2 inches wide, parallel to the blue lines, shall be marked on the ice extending from the outer edges of both sides of the faceoff circle. These lines shall be 4 feet apart, 2 feet on each side of the center of the faceoff spot and circle.

Neutral Zone Faceoff Spots

SECTION 7. 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 a uniform distance from the adjacent boards (see rink diagram).

End Zone Faceoff Spots and Circles

SECTION 8. a. In both end zones and on both sides of each goal, red faceoff spots and circles shall be marked on the ice. The faceoff spots shall be 2 feet in diameter. Within the faceoff spot, 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 circles shall be 2 inches wide with a radius of 15 feet from the center of the faceoff spots. Eighteen feet and 22 feet from the goal line and parallel to it, two red lines 2 feet long and 2 inches wide shall be marked on the ice extending from the outer edge of both sides of each faceoff circle (see rink diagram).

One foot from the outer edge of the faceoff spot, two lines shall be drawn parallel with the sideboards that shall be 4 feet in length and 18 inches apart. Parallel to the end boards, commencing at the end of the line nearest to the faceoff spot, a line shall extend 2 feet, 10 inches in length. All lines shall be 2 inches in width (see rink diagram).

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

Players' Bench

SECTION 9. a. The rink shall provide seats or benches for the use of players of both teams that accommodate at least 21 persons of each team. The benches should be placed immediately alongside the ice in the neutral zone, as near to the center of the rink as possible, with the doors opening in the neutral zone, convenient to the dressing rooms. When players' benches are situated in the spectator area, they should be separated from

the spectators by a protective screening of sufficient height to afford the necessary protection to the players and team personnel. Benches may be situated on opposite sides or on the same side of the rink, in which case the two teams should be separated by a substantial distance.

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

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

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

Penalty Bench

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

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

Signal and Timing Devices

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

- b. An electrical clock, or other timing device, shall be provided for the purpose of keeping the spectators, players and game officials accurately

informed as to all time elements at all stages of the game, including the time remaining to be played in any period.

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

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

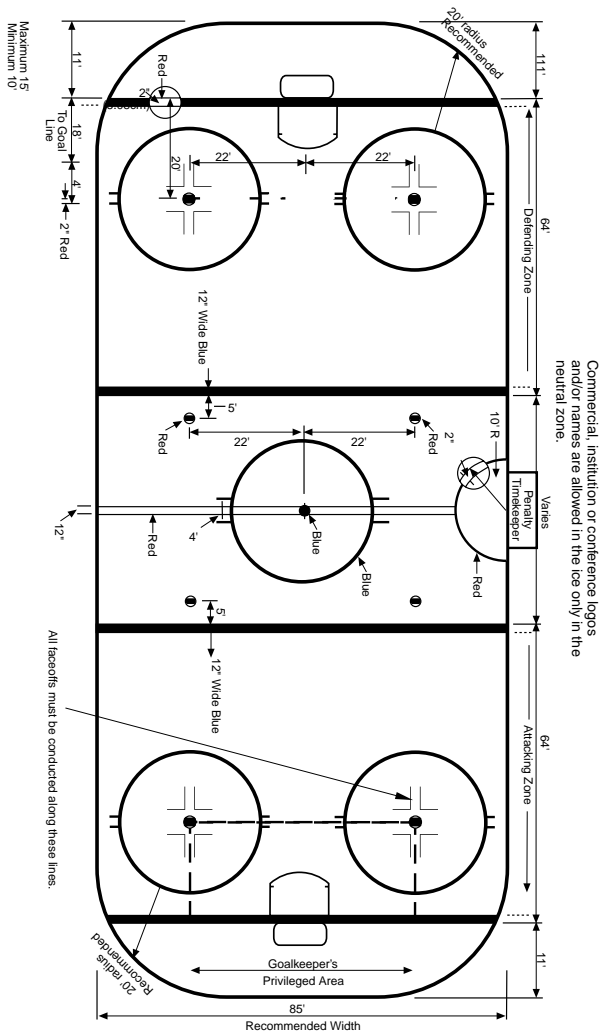
- c. Behind each goal, electric lights should be set up for the use of the goal judges. A red light shall signify the scoring of a goal. Where automatic lights are available, a green light shall signify the end of a period or a game.

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

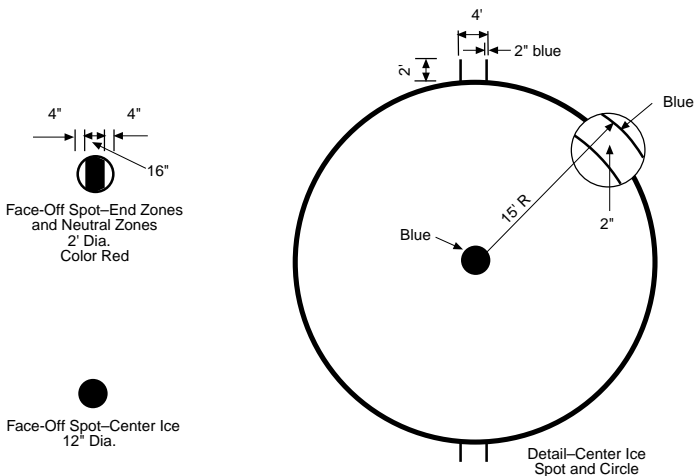
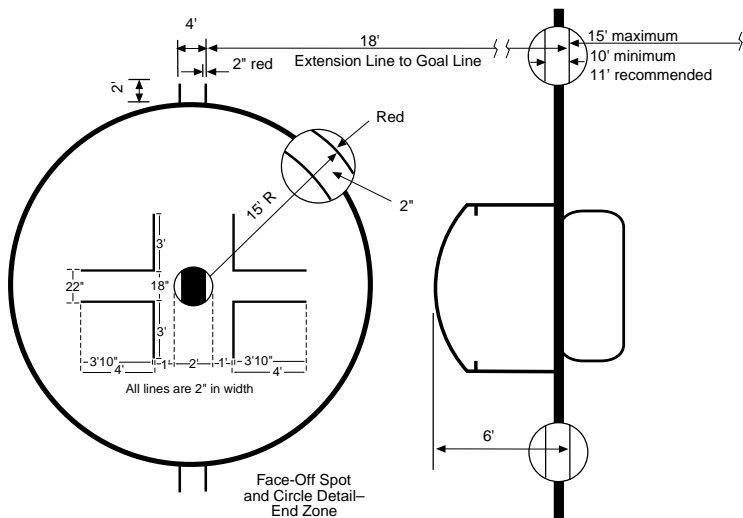
Goalkeeper's Privileged Area

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

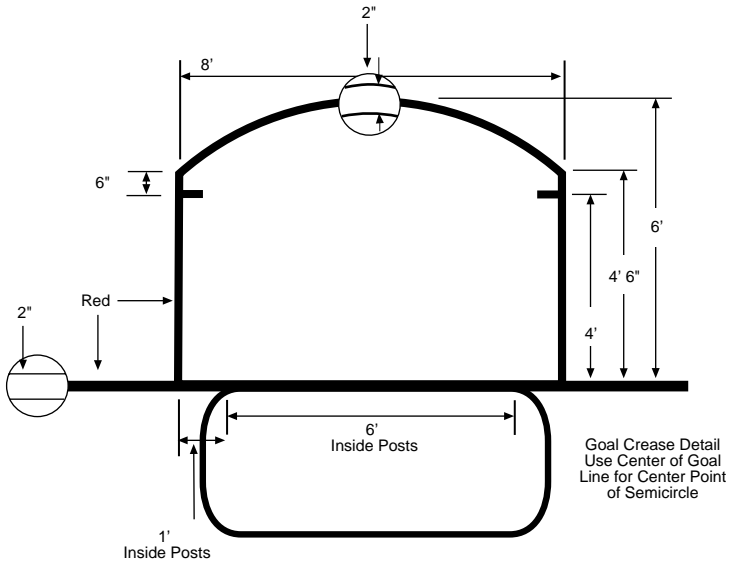
RINK DIAGRAM



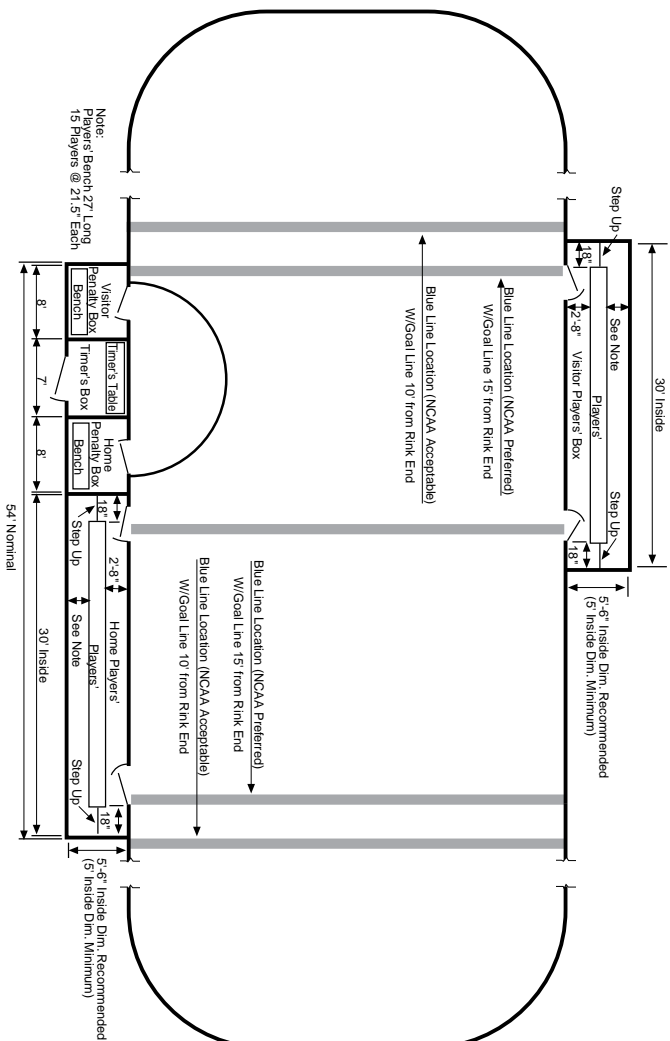
END ZONE SPOT AND GOAL CREESE



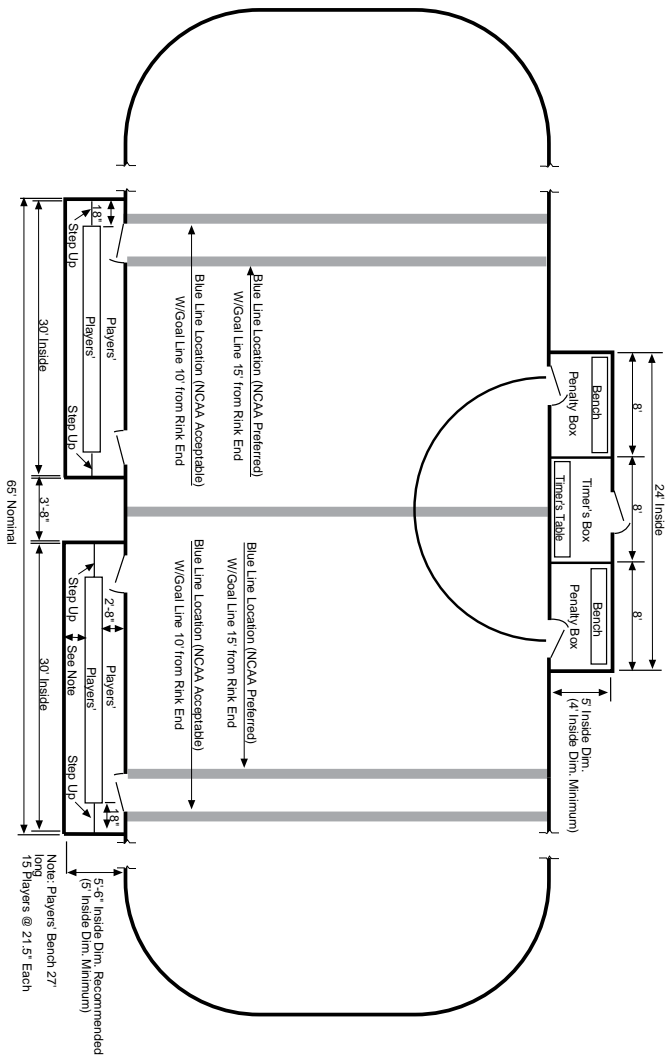
DETAIL OF GOAL CREASE



NCAA OPTIONAL LAYOUT



NCAA OPTIONAL LAYOUT



RULE 2

Teams

Composition of Team

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

- b. Each player and each goalkeeper listed in the lineup of each team shall wear an individual identifying number at least 10 inches high on the back of the jersey and at least 4 inches high on the front or on both sleeves. The visiting team shall wear dark-colored jerseys and stockings; the home team shall wear light-colored jerseys and stockings.

Light-colored jerseys (e.g., white, gold, yellow or light blue) may be worn during the regular season by the visiting team only when the teams have agreed before the game. If the teams are unable to agree, the visiting team will wear dark-colored jerseys.

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

PENALTY—Bench minor to offending team.

Captain of Team

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

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

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

PENALTY—Misconduct. For further violation, game misconduct.

- b. The referee and official scorer shall be advised before the start of each game of the name of the captain of the team and the designated alternate.
- c. A goalkeeper shall not be entitled to exercise the privileges of captain.
- d. The captain of each team shall meet with the referee before the start of each game (see Rule 8).
- e. During an altercation, the captain may not exercise his or her privileges until the referee has entered the referees’ crease.

Players in Uniform

SECTION 3. a. At the beginning of each game, the coach of each team shall list the players and goalkeepers who shall be eligible to play in the game. A maximum of 18 players, plus not more than three nor less than two goalkeepers, shall be permitted; and a captain shall be designated. In exhibition games, 21 skaters and as many as three goalkeepers are allowed.

PENALTY—Bench Minor.

A substitute goalkeeper must be on the bench at the start of the game and shall at all times be fully dressed and equipped and ready to play. Upon entering the game, the substitute goalkeeper shall take his position without delay. A team shall not start a game with less than two goalkeepers.

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

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

- b. Only players from each team shall participate in the pregame warm-up. Not more than 19 players and three goalkeepers may participate in the pregame warm-up. These players do not necessarily have to be the same

players listed on the official game report form. It is mandatory, however, that 18 players and not more than three goalkeepers listed on the official game report form are the players who shall dress for the game.

PENALTY—Bench minor.

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

Starting Lineup and List of Eligible Players

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

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

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

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

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

PENALTY—Bench minor.

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

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

Change of Players

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

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

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

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

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

FACE-OFF—Center faceoff spot. When play is stopped with the puck in the offending team's defensive zone, the faceoff shall be at the nearest end zone faceoff spot. When play is stopped with the puck in the neutral zone on the offending team's side of the red line, the faceoff shall take place at the nearest neutral zone faceoff spot.

- b. The line change procedure for all stoppages of play, except during games with television timeouts, is as follows:

1. Referee points to location of the faceoff. This starts the line change procedure. The referee should be positioned at the blue line or in the neutral zone.
2. The referee signals the visiting team that it has up to five seconds to change players.
3. The referee puts his or her hand up to the visiting team indicating no further changes can be made, and signaling the home team that it has up to eight seconds to change players.
4. When the referee's hand comes down, the official dropping the puck blows a quick whistle, signaling the start of the 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 bench minor penalty shall be assessed (see 6-15).

5. The official dropping the puck shall set the players and hold the puck at the beltline. When the players are legally set, the official shall drop the puck. The official will not present the puck or hold the puck away from the beltline.

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

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

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

PENALTY—Bench minor.

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

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

- e. When a penalized player or immediate substitute, either from the penalty bench or the players' bench, returns to the ice, the player shall be eligible to play the puck.
- f. Both teams must start play with the proper number of players.

PENALTY—First offense: warning.

Second and subsequent offenses: Bench minor.

- g. Should a team start with fewer players than allowed and the officials err in detecting this situation, any subsequently entering players shall not be eligible to play the puck coming from the player's defensive zone until that player has returned to the defensive zone or until possession and control of the puck have been gained by another player in the neutral zone or in the player's attacking zone.

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

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

PENALTY—Bench minor.

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

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

- j. There shall not be a deliberate illegal substitution in the last two minutes of regulation time or any time during overtime.

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

- k. The number of times a player may be substituted (i.e., withdrawn from, or returned to, the game within the same period, or otherwise) is unlimited. (Exceptions: Rule 6-15-1 and 6-27.) A substitute player is not required to notify an on-ice official before engaging in play; and, while the officials shall not begin play with extra players on either team, the responsibility of the proper number rests with the teams.

Injured Players

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

- b. When a team has fewer than six substitutes available and none is in goalkeeper's equipment, and it becomes necessary to substitute for the goalkeeper because of incapacitation by injury, breaking a skate or receiving a time or misconduct penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment. If a goalkeeper sustains an injury or becomes ill, the goalkeeper must be ready to resume play within a reasonable amount of time or be replaced by a substitute goalkeeper.

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

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

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

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

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

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

PENALTY—Minor.

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

When a player's or official's uniform has blood on it (whether it is the player's or official's blood or someone else's blood), the official must stop the game at the earliest possible time and require the player or official to leave the game to have the uniform evaluated by medical personnel. If the team's medical personnel determine that the blood has saturated the uniform, the player or official must change that part of the uniform. If saturation has not occurred, the player or official may continue to wear the uniform.

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

RULE 3

Equipment

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

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

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

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

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

Sticks

SECTION 1. a. It is recommended that sticks be made of wood or a combination of wood and other materials, and must not have any projections. Adhesive tape of any color may be wrapped around the stick

at any place for the purpose of reinforcement or to improve control of the puck.

The curvature of the blade of all sticks shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the base of the heel to the base of the toe and the point of maximum curvature shall not exceed one-half inch [1.27cm].

- b. A stick shall not exceed 63 inches [160.02cm] in length from the heel to the end of the shaft nor more than 12-½ inches [31.75cm] from the heel to the end of the blade. The blade of the stick shall not be more than 3 inches [7.62cm] nor less than 2 inches [5.08cm] in width at any point. All edges of the blade shall be beveled.
- c. The blade of the goalkeeper's stick shall not exceed 3-½ inches [8.89cm] in width at any point except at the heel where it cannot exceed 4-½ inches [11.43cm] in width; nor shall it exceed 15-½ inches [39.37cm] in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches [66.04cm] from the heel and shall not exceed 3-½ inches [8.89cm] in width.

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

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

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

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

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

PENALTY—Minor and misconduct.

- e. A player or goalkeeper shall not participate in play while in possession of more than one stick, except that a penalty shall not be assessed

to a player who is struck accidentally by the puck while carrying a replacement stick to a teammate (see 6-4-c).

PENALTY—Minor.

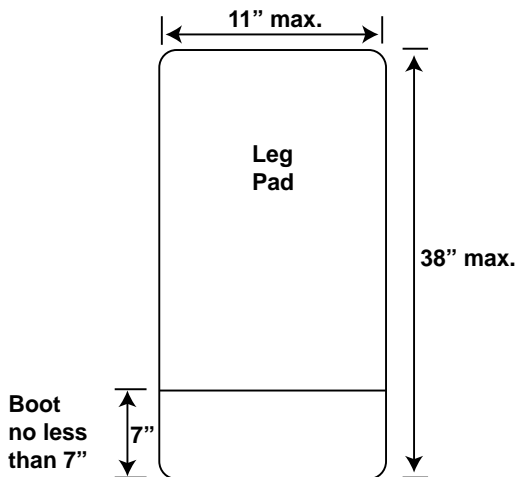
Skates

SECTION 2. All players must wear ice hockey skates. Skates shall be free from points or dangerous extensions. The ends of the skates (both toe and heel) shall be rounded and blunt without points that might cause injury.

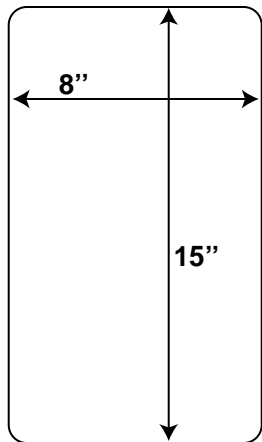
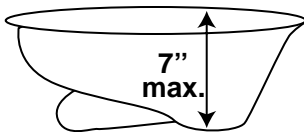
Goalkeeper's Equipment

SECTION 3. a. With the exception of skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body. The goalkeeper cannot wear any garment or use any contrivance that would provide undue assistance in keeping goal. Aprons or webbing extending more than three inches below the crotch are not permitted. All inner knee/thigh protection, whether attached to the leg pad or not, must be tightly wrapped around the leg. Thigh boards are illegal.

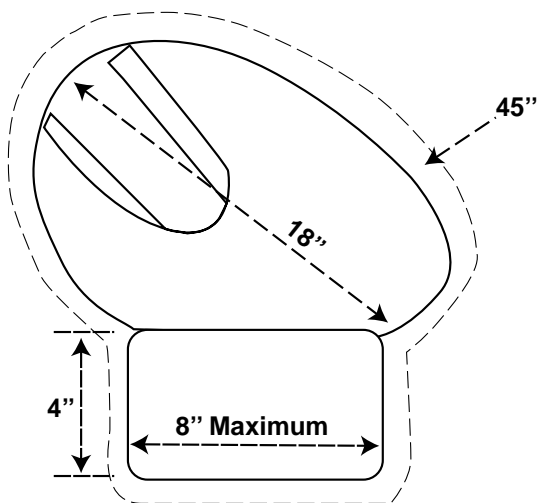
- b. The goalkeeper's leg pads shall not exceed 11 inches in width. The maximum length from the bottom mid-point to top mid-point of the pad is not to exceed 38 inches. The boot of the goal pad is to be no less than 7 inches in length. The boot channel of the goal pad must be flat or concave in appearance.



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

**Blocker Pad**

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



- d. It is recommended that all goalkeepers wear a goalie helmet with wire cage that has met the standards established by HECC. Form-fitting masks are not permitted. It is recommended that goalkeepers wear a throat protector.
- e. No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.

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

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

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

Protective Equipment

- SECTION 4. a. Each participant is responsible for wearing protective equipment. The equipment shall include gloves, shin pads, shoulder pads, elbow pads, hip pads or padded hockey pants, protective cup, pelvic protector, and any other equipment prescribed in these rules.
- b. All protective equipment, except gloves, helmets and goalkeeper's leg pads, must be worn under the uniform. A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment.
- c. Pants with zippers on the leg opening must be zippered during play.

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

Helmet

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

PENALTY—Minor.

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

All players must wear a HECC-approved hockey helmet. It is recommended that goalkeepers wear a HECC-approved helmet.

- b. If a player's (including goalkeeper's) mask and/or helmet is displaced, there shall be an immediate whistle.
- c. All players are required to wear face masks that have met the standards established by HECC. It is recommended that all goalkeepers wear a goalie helmet with wire cage that has met the standards established by HECC.

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

Game misconduct for third offense by the same player in the same game.

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

PENALTY—Warning and bench minor if not corrected.

Mouth Guard

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

PENALTY—For initial violation, offending player shall be immediately replaced on the ice, and the referee shall warn the offending team that subsequent violations by any player of that team shall result in the player being assessed a misconduct.

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

Dangerous Equipment

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

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

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

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

Puck

SECTION 8. The puck shall be black and shall be made of vulcanized rubber, 1 inch thick and 3 inches in diameter, and shall weigh between 5-½

and 6 ounces. Any logo placed on a puck shall be situated in the center of the puck; the diameter of the logo shall not exceed 1-½ inches.

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

Note: The home team will have five pucks available at the scorer's table for each team should either team wish to warm-up a goalkeeper during their time-out.

Measurement and Challenging of Equipment

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

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

Uniform Logos

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

- a. An institution's uniform or any item of apparel (e.g., team jersey) that is worn by a student-athlete while representing the institution in intercollegiate ice hockey may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed 2-¼ square inches. The item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel, provided the logo or trademark is not visible.
- b. A single manufacturer's or distributor's logo or trademark, not to exceed 2-¼ square inches, may appear on both the jersey and pants of a student-athlete's uniform.
- c. If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within

a four-sided, geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed $2\frac{1}{4}$ square inches.

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

RULE 4

Penalties

Penalties

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

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

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

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

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

Minor Penalties

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

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

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

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

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

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

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

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

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

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

When penalties are not in effect and not visible on the clock and one minor penalty is assessed to one player of each team, with an additional penalty or penalties (minor or major) assessed at the same stoppage of play, immediate substitutions on ice shall be made for an equal number of coincidental minor penalties (penalties assessed during the same stoppage of play) to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule (see 4-8-a).

When penalties are in effect and visible on the clock and coincidental minor penalties are imposed against players of both teams, immediate substitutions on ice shall be made for an equal number of coincidental minor penalties to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule (see 4-8-a).

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

Major Penalties

SECTION 3. a. For any major penalty, the offender shall be ruled off the ice for five minutes, during which time a substitute shall not be permitted.

(For goalkeeper, see 4-7-b.)

- b. When coincidental major penalties (penalties assessed during the same stoppage of play) are assessed against players of both teams, immediate substitutions on ice shall be made for an equal number of coincidental major penalties to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty (see 4-8-a).

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

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

Misconduct Penalties

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

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

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

Medical personnel cannot be assessed a game misconduct penalty.

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

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

Disqualification Penalties

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

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

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

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

- b. The progressive game-disqualification structure shall be:
1. First disqualification penalty—that game plus one.
 2. Second disqualification penalty—that game plus two.
 3. Third disqualification penalty—that game plus three.
 4. Fourth disqualification penalty—that game plus four.

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

- c. Progressive game-disqualification penalties shall carry over to the next season for players with remaining eligibility.
- d. The team of the disqualified player(s) shall be permitted to dress a substitute player or players (equal to the number of disqualified players) in the next scheduled game.

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

Penalty Shot/Optional Minor Penalty

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

- b. A penalty shot shall be handled as follows: As directed by the referee, the player designated to take the penalty shot shall be announced by the public address announcer. The referee then shall place the puck on the center faceoff spot and the player taking the shot shall, after the instruction of the referee, play the puck from there and attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion toward the opponent's goal line. When the puck is shot, the play shall be considered complete. A goal cannot be scored on a rebound of any kind, and any time the puck crosses the goal line the shot shall be considered complete. Only a goalkeeper or alternate goalkeeper, as designated on the official score sheet, may defend against a penalty shot.
- c. The goalkeeper must remain in the crease until the player taking the penalty shot has touched the puck; the goalkeeper must remain in the goalkeeper's privileged area until the completion of the play. In the event of violation of this rule or any foul committed by a goalkeeper, the referee shall allow the shot to be taken, and if the shot fails the referee shall permit the penalty shot to be taken again. The goalkeeper may attempt to stop the penalty shot in any manner except by throwing the stick or any object, in which case another penalty shot shall be awarded.
- d. When a penalty shot is awarded under Rules 2-5-h, i and 6-34-e (illegal entry into the game), 6-10-f (in the last two minutes of regulation time or anytime during overtime, displacing the goal post, goalkeeper removing the helmet and/or face mask, or deliberately displacing the goal to prevent the puck from entering the goal at any time) or 6-16-b (defending player falling on, holding or gathering the puck into the body or hands when the puck is within the goal crease), the captain of the non-

offending team shall designate any player who is not serving a penalty at that time to take the penalty shot. Such selection shall be reported to the referee and cannot be changed.

When a penalty shot is awarded under Rules 6-29-e (interference) and 6-59-b (fouling from behind), the referee shall designate the player who has been fouled as the player who shall take the penalty shot.

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

- e. If the player designated to take the penalty shot commits a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be permitted to take the shot before going to the penalty bench unless the penalty is a game misconduct or disqualification penalty. In that case, the penalty shot shall be taken by a player selected by the captain of the non-offending team from the players who are not serving a penalty at that time. Such selection shall be reported to the referee and cannot be changed.
- f. If, at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the ice to substitute another player, the goalkeeper shall be permitted to return to the ice before the penalty shot is taken.
- g. While the penalty shot is being taken, players of both teams shall withdraw to the sides of the rink beyond the attacking blue line.
- h. If any player of the opposing team interferes with or distracts the player taking a penalty shot and thereby causes the shot to fail, a second attempt shall be permitted and the referee shall impose a misconduct penalty on the offending player.
- i. If a goal is scored from a penalty shot, the puck shall be faced off at center ice in the usual way. If a goal is not scored, the puck shall be faced off at either of the end faceoff spots in the zone in which the penalty shot was attempted.
- j. If the infraction for which the penalty shot was awarded was one that normally would incur a minor penalty, the offending team shall not be short-handed as a result.

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

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

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

Goalkeeper's Penalties

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

- b. If a goalkeeper incurs a major or misconduct penalty, the goalkeeper shall serve the time penalty; but a substitute player in goalkeeper's equipment shall be allowed in the game replacing some other player. When a major penalty is assessed, a player without goalkeeper's equipment shall go to the penalty bench with the goalkeeper and shall go on the ice in place of the penalized goalkeeper when the penalty time has expired. The penalized goalkeeper may not leave the penalty bench until the first stoppage in play after the expiration of the penalty.
- c. If a goalkeeper, in goalkeeper's equipment, participates in the play in any manner while beyond the center red line, a minor penalty shall be assessed to the goalkeeper. However, the goalkeeper may proceed without participating in the play to the players' bench if it is beyond the center red line.
- d. Within the privileged area, the goalkeeper has certain privileges (see Rule 6-29-e). When outside of this area, however, the goalkeeper must play the puck in the same manner as that prescribed for other players and is subject to the same penalties (see 6-19-b-2 and 6-41-c). The goalkeeper shall not body check an opponent in the privileged area.

PENALTY—Minor.

- e. A minor penalty shall be assessed to a goalkeeper who, when located entirely outside the boundaries of the crease area (except to prevent a goal), deliberately falls on or gathers the puck into the body or who holds or places the puck against any part of the goal or against the boards (see 6-19-b-2).
- f. A penalty shot/optional minor penalty shall be assessed if a goalkeeper leaves any stick, broken or otherwise, on the ice to prevent a goal.

If a player shoots the puck and it hits the stick, preventing an obvious and imminent goal, a goal shall be awarded.

- g. If the goalkeeper for the defending team deliberately displaces the goal to prevent an obvious and imminent goal, the puck would have entered the goal had it not been displaced, a goal shall be awarded.

Delayed Penalties

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

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

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

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

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

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

Calling of Penalties

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

The resulting faceoff shall be held in the non-offending team's attacking zone, unless the penalties are coincidental (e.g., one minor penalty on each team). If the penalties are coincidental, the faceoff shall be held at the nearest faceoff spot in the zone the stoppage occurred.

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

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

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

c. The appropriate on-ice official shall use a "delayed whistle" when a foul is committed against the team in possession of the puck, thereby

postponing the stoppage of play until the offending team shall have possession and control of the puck.

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

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

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

Supplementary Discipline

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

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

NCAA Tobacco Policy

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

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

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

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

RULE 5

Officials and Officiating Systems

Appointment of Officials

SECTION 1. All games shall be officiated by a three- or four-person officiating system. The on-ice officials shall be the referees and linesmen; the off-ice officials shall be a game timekeeper, official scorer, two goal judges and, if equipment is available, an instant-replay system. All officials should be supplied by the proper governing authority. It is recommended that goal judges be officials. The officials shall conduct the game in accordance with the official rules and interpretations, and employ the mechanics of officiating contained in this rules book.

Officiating Systems

SECTION 2. Approved officiating systems consist of either two referees and one linesman or two referees and two linesmen.

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

They shall be equipped with whistles, a tape measure with a minimum length of 6 feet, a stick-measurement device and a current copy of the NCAA ice hockey rules book. It is the responsibility of the referee to provide these items at the penalty bench.

- b. Should one of the appointed officials be unable to officiate because of sickness or accident, the remaining officials shall officiate the game. In the two-referee, two-lineman system, if a referee is unable to continue, a one-referee, two-lineman system will be used. If a linesman is unable to continue, the two-referee, one-lineman system will be used. In the

two-referee, one-linesman system, conferences should establish a policy dealing with this issue.

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

Referee

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

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

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

As there is a human factor involved in blowing the whistle to stop play, the referee may intend for the play to be stopped slightly before the whistle actually being blown. For example, the fact that the puck may come loose or cross the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped.

- b. In the two referee, two linesman system, the referee shall drop the puck at the center ice faceoff spot at the start of each period and after goals. In

the two-referee, one-linesman system, the linesman shall drop the puck at all faceoffs.

- c. Before starting the game, see that the appointed game timekeeper, penalty timekeeper, official scorer, goal judges and, for tournament competition, instant-replay official, are in their respective places and that the timing and signaling equipment is in order.

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

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

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

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

Linesman

SECTION 4. The linesman's duties are as follows:

- a. Determine infractions of the rules concerning offsides and icing.
- b. Conduct faceoffs.
- c. Stop play:
 1. When the puck goes outside the playing area;
 2. For encroachment into the faceoff area;
 3. For the puck being played with a high stick or hand pass;
 4. For the goal cage becoming dislodged;
 5. For premature substitution of a goalkeeper (see 2-5-a);

6. For injured player(s) (see 2-6-a, d) and officials;
 7. For too many players on the ice;
 8. When a stick, puck or any foreign object is thrown on the ice;
 9. To report a goal not observed by the referee;
 10. To report an ineligible player playing the puck; and
 11. When a player or goalkeeper's helmet becomes dislodged.
- d. At the first stoppage of play, the linesman must report to the referee any incident or conduct calling for a penalty.

Goal Judge

SECTION 5. The goal judge should signal the referee, by means of a red light, when the puck enters the goal cage. The referee may consult the goal judge to gather information. The referee shall make the final decision as to whether or not the goal will be allowed.

The goal judge shall judge at the same goal cage throughout the game.

Goal judges should be isolated from the spectators.

Penalty Timekeeper

SECTION 6. a. The penalty timekeeper shall keep, on the official forms provided, a record of all penalties imposed by the officials, including the names of the players penalized, the infractions penalized, the duration of each penalty and the time at which each penalty was imposed. The penalty timekeeper shall report in the penalty record each penalty shot assessed, the name of the player taking the shot and the result.

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

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

The penalty timekeeper shall notify the referee, when play is stopped, if a penalized player entered the rink before the individual's penalty time was complete. In case of a delayed-time penalty, the penalty timekeeper shall see

that a penalized player does not return to the ice until there is a stoppage of play.

- c. When players of both teams are penalized on the same play, the penalty to the visiting player shall be announced first.
- d. Misconduct penalties, coincidental minor penalties for which on-ice substitutions have been made, coincidental major penalties and coincidental disqualification penalties shall not be recorded on the timing device. Players serving these penalties shall be alerted and released at the first stoppage of play after the expiration of the penalties.

Official Scorer

SECTION 7. a. After the pregame warm-up, the official scorer shall obtain from the coaches of both teams a list of all eligible players and the starting lineup of each team (15 minutes before the game, see 2-4-a and 8-1). This information shall be made known to the opposing team's coach before the start of play, either personally or through the referee.

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

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

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

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

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

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

Game Timekeeper

SECTION 8. a. The game timekeeper shall signal the referee and the competing teams for the start of the game and each succeeding period, and the referee shall start the play promptly in accordance with Rule 6-52.

To assist in ensuring the prompt return to the ice of the teams and the officials, the game timekeeper and/or home team personnel shall give a preliminary warning three minutes before the resumption of play for each period (see 8-1).

- b. If the rink is not equipped with an automatic buzzer, horn or siren, or if such a device fails to function, the game timekeeper shall signal the end of each period by blowing a whistle.
- c. The game timekeeper shall announce over the public-address system at the 19th minute in each period that there is one minute remaining to be played in the period.
- d. The game timekeeper shall be responsible for timing and signaling the termination of the timeout by blowing the horn.
- e. In the event of any dispute regarding time, the matter shall be referred to the referee for adjustment; the referee's decision shall be final.

Instant-Replay Official

SECTION 9. An instant-replay official is permissible to be used during all NCAA competitions. The instant-replay official shall be in the rink proper and have a clear view of the ice surface.

See Appendix C for complete instant replay procedures.

RULE 6

Playing Rules

Abuse of Officials and Other Misconduct

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

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

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

PENALTY—Misconduct.

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

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

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

Activities of a coach during the progress of the game shall be confined to the immediate area of the bench (this is to discourage walking up and down alongside the rink to coach).

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

PENALTY—Player: Minor and game misconduct.

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

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

PENALTY—Player: Misconduct or game misconduct.

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

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

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

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

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

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

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

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

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

PENALTY—Misconduct.

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

PENALTY—Misconduct.

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

PENALTY—Game misconduct.

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

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

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

PENALTY—Disqualification.

Adjustment to Clothing and Equipment

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

PENALTY—Minor.

- b. The responsibility of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall retire from the ice; play shall continue without interruption with a substitute.
- c. Unnecessary delay shall not be permitted for the repair or adjustment of a goalkeeper's equipment. If major adjustments are required, the goalkeeper shall retire from the ice and be replaced by the substitute goalkeeper immediately. A referee may allow for minor delays.

PENALTY—Minor.

Boarding

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

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

Broken Stick

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

PENALTY—Minor.

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

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

PENALTY—Bench minor.

Butt-Ending

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

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

Charging

SECTION 6. a. A player shall not skate more than two steps or jump into or charge an opponent. Charging is the action of a player, who as a result of distance traveled, checks an opponent violently in any manner from the front or side.

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

PENALTY—Minor or major at discretion of the referee.

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

PENALTY—Minor or major at discretion of the referee.

Clipping

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

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

Contact to the Head

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

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

Note: The rules committee instructs officials to use a zero tolerance policy in this area.

Cross-Checking

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

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

Delaying the Game

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

PENALTY—Minor.

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

PENALTY—Minor.

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

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

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

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

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

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

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

f. During the course of a breakaway, a player or goalkeeper shall not deliberately displace the goal post, or deliberately remove the helmet and/or face mask.

PENALTY—Penalty shot/optional minor. The shot shall be taken by the player last in possession of the puck. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

Note: A player with a breakaway is a player in control of the puck, on the opponent's side of the center red line, without opposition between the player and the opposing goal and with a reasonable scoring opportunity.

g. A player shall not intentionally drop the gloves and/or stick. This includes delay of the game by unnecessarily adjusting equipment or clothing, tying skates, conferring with coaches, players or others, or committing any act for the obvious purpose of stalling or delaying the game (see 6-41-b).

PENALTY—Minor.

Diving/Embellishment

SECTION 11. a. A player shall not attempt to draw a penalty through any exaggerated or deceitful action. A diving penalty is a stand-alone penalty.

PENALTY—Minor for diving.

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

PENALTY—Minor for embellishment.

Elbowing

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

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

Excessive Roughness

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

PENALTY—Disqualification.

Face Masks

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

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

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

PENALTY—Minor.

Faceoffs

SECTION 15. a. The puck shall be faced off by an on-ice official dropping the puck on the ice between the sticks of the players facing off. Players facing off shall stand squarely facing their opponents' end of the rink, within the proper markings. All faceoffs will occur at one of the nine marked locations.

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

Other players shall not be allowed to have the skates inside the faceoff circle or beyond the parallel faceoff lines extended or come within 15 feet of the players facing off the puck.

When a stoppage in play takes place in the neutral zone calling for a neutral zone faceoff the ensuing faceoff shall take place at the nearest neutral zone faceoff spot providing the least territorial advantage to the team causing the stoppage.

b. All players shall take their proper positions immediately when directed by the official. Substitution of players shall not be permitted until the faceoff has been completed and play has resumed, except when a penalty is imposed that shall affect the on-ice strength of either team.

On all faceoffs, players must take a stationary position in the vicinity of the faceoff before the puck is dropped.

Note: This should be treated as a faceoff violation. The intent of this rule is to negate any advantage a team gains by putting players in motion before the faceoff.

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

- c. During any faceoff, a player facing off shall not make any physical contact with the opponent's body by means of the player's own body or stick, except in the course of playing the puck after the faceoff has been completed.

PENALTY—Minor.

- d. When a violation of a rule has been committed or a stoppage of play has been caused by any player of the attacking team in the attacking zone, except illegal substitution of the goalkeeper, the ensuing faceoff shall be made in the neutral zone at the nearest faceoff spot. This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's net without any intervening action by the defending team and a stoppage of play caused by a player of the attacking team when the goal cage accidentally becomes dislodged.
- e. When a violation of a rule has been committed by players of both teams on the play resulting in the stoppage, the ensuing faceoff shall be made at the point where the puck was when the stoppage occurred.
- f. For premature substitution of the goalkeeper, the resulting faceoff shall take place at the center ice faceoff spot. When play is stopped with the puck in the offending team's defensive zone the faceoff shall take place the nearest end zone faceoff spot. When play is stopped with the puck in the neutral zone on the offending team's side of the red line the faceoff shall take place at the nearest neutral zone faceoff spot.
- g. When a stoppage occurs between the end faceoff spots and near the end of the rink, the puck shall be faced off at the end faceoff spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules.

- h. When a goal is scored illegally as a result of a puck being deflected directly off an official anywhere in the defending zone, the resulting faceoff shall be at the end faceoff spot in the defending zone. When a puck is deflected directly into the goal off an official outside the defending zone, the faceoff shall take place at the spot nearest to where the puck was last played.
- i. When the game is stopped for any reason not specifically covered in the official rules, the puck will be dropped at the faceoff spot closest to where it was last played.
- j. When a team shoots the puck and it is unintentionally deflected by a glove or stick protruding from the opponents' bench, the faceoff shall be in the neutral zone faceoff spot nearest the bench.
- k. The whistle shall not be blown by the official to start play. Playing time shall begin the instant the puck is faced off and shall stop when the whistle is blown or an official signals a goal.
- l. If the goal cage is dislodged accidentally by a defending player, the faceoff shall be at the near end faceoff spot. The offending team is not allowed to change its on-ice personnel, except in the case of an injury, before the next faceoff.
- m. If the puck strikes an overhead obstruction, the ensuing faceoff is a last-play faceoff. If the stoppage of play is caused by an attacking player in the player's attacking zone, the faceoff shall be at the zone line. If the stoppage of play is caused by a defending player in the defending zone, the ensuing faceoff is a last-play faceoff.
- n. If an on-ice official mistakenly stops play, the faceoff shall be at center ice unless, in the opinion of the official, the center ice faceoff would unduly penalize either team.
- o. When a stoppage of play in an end zone takes place and is followed by an altercation (whether a penalty is called or not), an attacking player shall not enter the end zone farther than the outer edge of the faceoff circles nearest the blue line.

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

Falling on or Diving for the Puck

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

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

PENALTY—Minor.

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

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

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

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

Fighting or Punching

SECTION 17. a. A player shall not fight an opponent or participate in a fight, on or off the playing surface. A punch thrown may be considered fighting.

PENALTY—Disqualification.

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

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

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

Goals and Assists

SECTION 18. a. A goal is scored when the puck, initially propelled legally by a stick of a player of the attacking team, passes between the goal posts, entering from the front and below the top of the net, and completely crosses the goal line, with the goal frame in its proper position. If the puck was last touched by a defending player before it entered the cage, the goal is allowed, unless otherwise identified in Rule 6-18-c-10.

A goal shall not be allowed if the puck has been kicked or directed into the goal off an attacking player's skate. When in doubt, the goal shall be disallowed. A goal shall be allowed if a puck deflects off an attacking player who is in the act of stopping. When administering this rule, the puck must initially be legally propelled by a stick.

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

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

- b. A goal scored shall count one point for the team not defending the cage in which the goal is made.
- c. A goal shall not be allowed in any of the following cases:
 1. If an attacking player strikes the puck with a stick when the puck is above the height of the crossbar of the goal frame (4 feet [1.22m]);
 2. If the puck has been thrown or batted into the goal;
 3. If the attacking team has committed a foul that assisted in the making of a goal;
 4. If the attacking team had too many players on the ice at the time the goal was scored;
 5. If the goal was contributed to by a nonplayer;
 6. If the puck hits an official and goes directly into the net (see 6-43);
 7. If any member of the attacking team (other than the player in possession of the puck) was in or skating through the goal crease when the goal was scored from outside the crease, unless:

- i. The goalkeeper was outside the crease when the puck entered the net; or
 - ii. An attacking player was in the crease but, in the opinion of the official, did not prevent the goalkeeper from defending the goal.
 8. If the puck entered the net by an attacking player carrying the puck into the cage upon any part of the body, or kicking the puck into the cage;
 9. If the puck entered the net after an on-ice official (by blowing the whistle) or timekeeper has signaled play to stop;
 10. If an attacking player propels the puck illegally with the stick, and it deflects off any player into the net;
 11. If a linesman reports to a referee any conduct calling for a time penalty and the referee concurs with the report, any goal scored by the offending team after the infraction shall not be allowed;
 12. If the goal cage has been moved or dislodged. The goal frame is considered to be displaced if any portion of the goal frame is not in its proper position (e.g., Frame must be completely flat on the ice surface, goal posts must be in proper place and affixed securely in place with its pegs.).
 13. If the puck is between the goalkeeper's pads or lodged in the equipment and is carried over the goal line by an opponent propelling the goalkeeper into the cage; and
 14. If the puck enters the defending team's goal during a delayed offside, the goal is disallowed. The faceoff will be in the neutral zone at the faceoff spot nearest the attacking zone of the offending team, if the puck was "carried" offside. The faceoff shall be at spot in the zone of the origin of the pass, if passed offside.
- d. A goal shall be credited in the scoring records to a player who propels the puck into the opponents' goal. If a goal is scored by a defensive player, credit shall go to the last offensive player to have touched the puck. Each goal shall count one point in the player's record.

When a player scores a goal, an assist shall be credited to the player or players taking part in the play preceding the goal, even though the play may originate in the defensive zone; but not more than two assists can be given

on any goal. Each assist so credited shall count one point in the player's record.

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

Handling the Puck

SECTION 19. a. A player may use the hand to play the puck when the puck is on or off the ice. The puck may be batted by the open hand, but the player who batted it must be the first to recover it for that team. Play shall not be stopped for any batted puck or hand pass by players in their respective defensive zones provided that play is initiated and completed in that defensive zone.

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

FACE-OFF—At one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.

A puck that is on the ice shall not be picked up by any skater. Additionally, the puck shall not be thrown out of the rink.

PENALTY—Minor penalty for delay of game.

- b. A team shall have only one goalkeeper, with goalkeeper's equipment or privileges, on the ice at any one time; and only a player in goalkeeper's equipment is entitled to the privileges outlined below:
1. With the feet or stick, the goalkeeper may play the puck in any manner or direction (except by throwing the stick).
 2. Within the privileged area bounded in the rear by the goalkeeper's end of the rink, in front by an imaginary line connecting the end zone spots and on the sides by imaginary lines from the end zone spots to the end boards, the goalkeeper has certain privileges (see rink diagram). When outside of this area, the goalkeeper does not have these privileges and must play the puck in the same manner as that prescribed for other players, and is subject to the same penalties as other players (see 4-7-c).
 - a. In stopping the puck, the goalkeeper may catch it, propel or bat it with the hands or stick in any direction. In clearing the puck,

the goalkeeper may pick it up, carry it out of the crease or throw it toward the goalkeeper's end of the rink (but not forward). In doing these things, however, the goalkeeper shall not hold the puck for more than three seconds.

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

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

PENALTIES—(b) through (d)—End zone spot faceoff.

- e. The goalkeeper may not interfere with an opponent who is not playing the puck (see 6-29-a)
- f. In the act of preventing a goal, the goalkeeper may play the puck with the stick at any height; however, if injury results from the goalkeeper's high stick, the goalkeeper is liable to the appropriate penalty (see 6-21-b).
- g. The goalkeeper shall not be body checked in the privileged area or within the crease (see 6-6-b).
- h. A goalkeeper shall not participate in the play in any manner when beyond the center red line.

PENALTIES—(e) through (h)—Minor.

Head-Butting

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

PENALTY—Major or disqualification at discretion of the referee.

High Sticks

SECTION 21. a. Carrying sticks above the height of 4 feet (the height of the goal cage) is prohibited.

PENALTY—Minor.

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

PENALTY—Major or disqualification at discretion of the referee.

- c. When the puck is above the height of 4 feet [1.22m] it shall not be batted with the stick, and when it occurs there shall be a whistle unless:
1. The puck is batted to an opponent, in which case the play shall continue. When a player bats the puck to an opponent, an on-ice official shall give the washout signal immediately.
 2. A player of the defending team bats the puck directly into his or her own goal, in which case the goal shall be allowed.

PENALTY—Faceoff at one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.

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

PENALTY—Faceoff at one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.

Hitting After the Whistle

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

PENALTY—Minor or major at discretion of the referee.

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

Hitting From Behind

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

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

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

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

Note: The committee reminds coaches and players that the responsibility remains with the player approaching an opponent along the boards in this rule. While players turning to draw penalties are a concern, the positive change in behavior the committee observed outweighs this issue. Any penalty in relation to this rule along the boards or into the goal cage must be a major penalty and a game misconduct or disqualification.

Holding

SECTION 24. A player shall not hold or grab an opponent in any manner (stick, hand, etc.).

PENALTY—Minor.**Holding the Stick**

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

PENALTY—Minor.**Hooking**

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

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

PENALTY—Minor.**Icing the Puck**

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

A team that is in violation of this rule shall not be permitted to make any player substitutions before the next faceoff. This includes stoppages for team or commercial timeouts. However, a team shall be permitted to make

a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty is assessed that affects the on-ice strength of either team. The determination of players on the ice will be made when the puck leaves the offending player's stick.

For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred. Last contact with the puck must be made completely over the center red line of the team in possession of the puck to nullify icing.

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

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

When a team is short-handed as the result of a penalty and the penalty is about to expire, the decision whether icing has occurred shall be determined at the instant the penalty expires; if the puck is shot before the penalty expires, icing shall not be called. The action of the penalized player remaining in the penalty bench shall not alter the ruling.

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

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

- f. The linesman shall have the discretion to waive off apparent icing infractions on attempted passes if those passes are deemed to be obtainable.

An obtainable pass is defined as one that is: 1) On the ice; 2) Within a player's stick length on all sides of the player to whom it is passed; 3) On the attacking side of the center red line; and 4) Onside.

- g. If the officials err in calling an icing-the-puck infraction (regardless of whether either team is short-handed), the puck shall be faced off at the center ice faceoff spot unless, in the opinion of the referee, the center ice faceoff unduly penalizes either team. (See 6-15-n.)

Instigating

SECTION 28. When an altercation results in penalties on both teams and, in the opinion of the official, one player was instrumental in starting the altercation, that player shall receive an additional penalty for instigating.

PENALTY—Minor.

Interference

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

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

PENALTY—Minor.

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

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

PENALTY—Minor.

- c. A player of the attacking team may stand on the goal crease line or in the goal crease, or skate through the goal crease, unless, in the opinion of the official, the player is physically or visually preventing the goalkeeper from defending the goal. A player of the attacking team may stand or stay in the crease when the puck is in the crease or when the player has possession of the puck.

PENALTY—Faceoff at the nearest neutral zone faceoff spot.

- d. If a player of the attacking team has been physically interfered with by the action of any defending player so as to cause the player to be in the goal crease, and the puck should enter the net while the player so interfered with is still within the goal crease, the goal shall be allowed.
- e. The privileged area (defined in Rule 1-12) includes the goal crease. The goalkeeper may not be body checked in this area (Rule 6-6-b). Incidental contact, at the discretion of the referee, may be permitted while the goalkeeper is in the act of playing the puck outside the goal crease. The goalkeeper is allowed to freeze the puck in this area to prevent a goal.
- f. A player controlling the puck on the opponent's side of the center red line and having no opponent to pass other than the goalkeeper shall not be interfered with by a stick or part thereof or any other object thrown or shot by any member of the defending team.

PENALTY—Penalty shot/optional minor.

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

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

Interference by Spectators

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

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

- b. Spectators are not permitted to use artificial noisemakers, air horns or electronic amplifiers while the game is in progress.
- c. The band(s) shall not be allowed to play while the game is in progress.

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

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

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

Kicking a Player

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

PENALTY—Disqualification.

Kicking the Puck

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

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

PENALTY—Misconduct.

Kneeing

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

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

Leaving Penalty Bench or Entering Game Illegally

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

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

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

PENALTY—Minor after serving the unexpired penalty time.

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

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

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

PENALTY—Disqualification.

Obstruction

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

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

Offsides

SECTION 36. a. The position of the player's skates and not that of the stick shall be the determining factor in all instances deciding an offside. A player is offside when both skates are completely over the outer edge of the blue line involved in the play at the instant the puck completely

crosses the outer edge of that line. While the position of the player's skates is what determines whether a player is offside, the question of offside never arises until the puck completely has crossed the outer edge of the line.

A player is onside when either of the skates is in contact with or on the player's own side of the line at the instant the puck completely crosses the outer edge of that line. (see 6-38-a)

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

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

- c. If the official errs in calling an offside infraction, the puck shall be faced off at center ice unless, in the opinion of the official, the center ice faceoff would unduly penalize either team.
- d. If an attacking player precedes the puck, which is shot, passed or deflected into the attacking zone, but a defending player is able to play the puck, the official shall signal a delayed offside. The official shall drop the arm to nullify the offside violation and allow play to continue if:
 1. The defending team passes or carries the puck into the neutral zone, or
 2. All attacking players in the attacking zone clear the zone by making skate contact with the attacking blue line.

If the attacking team does not clear the attacking zone, the official shall stop play for the offside violation if any attacking player touches the puck, or attempts to gain possession of a loose puck while the puck is still in the attacking zone, or forces the defending puck carrier farther back into the attacking zone.

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

If the puck enters the defending team's goal during a delayed offside or immediately after the offside, the goal is disallowed. The faceoff will be in the neutral zone at the faceoff spot nearest the attacking zone of the offending team, if the puck was carried offside. The faceoff shall be at the nearest spot in the zone of the origin of the pass, if passed offside.

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

Passes

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

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

Preceding Puck into Attacking Zone

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

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

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

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

Protests

SECTION 39. Protests are not recognized or allowed.

Puck Out of Bounds or Unplayable

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

- b. When the puck becomes lodged in the netting on the outside of either goal so that it is unplayable, the official shall stop the play and face off the puck at either of the adjacent faceoff spots, unless in the opinion of the official the stoppage of play was caused by a player of the attacking team, in which case the resulting faceoff shall be conducted in the neutral zone. This includes stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's net without any intervening action by the defending team.

The defending team or the attacking team may play the puck off the net at any time. However, if the puck remains on the net for longer than three seconds, play shall be stopped and the faceoff shall take place in the end faceoff zone except when the stoppage is caused by the attacking team, in which case the faceoff shall take place on a faceoff spot in the neutral zone.

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

PENALTY—Minor.

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

Puck Must Be Kept in Motion

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

- b. Except to carry the puck behind its goal once, a team in possession of the puck in its own defending zone must advance the puck toward the

opposing goal, unless it is prevented from so doing by players of the opposing team.

PENALTY—For initial violation, play shall be stopped and a faceoff conducted at either end zone faceoff spot adjacent to the goal of the team causing the stoppage, and the referee shall warn the captain of the offending team of the reason for the faceoff. For a second violation by any player of the same team in the same period, a minor shall be assessed to the offending player.

- c. A player, including the goalkeeper, shall not hold, freeze or play the puck with the stick, skates or body along the boards in such a manner as to cause a stoppage of play. There shall not be a whistle for a stalled puck along the boards unless a player falls on the puck. However, the referee may stop play along the boards if allowing play to continue leads to unnecessary contact surrounding the puck.

PENALTY—Minor.

Puck Out of Sight and Illegal Puck

- SECTION 42. a. If a player accidentally falls on the puck and the puck is out of sight of the official, the official immediately shall blow the whistle and stop play. The puck then shall be faced off at the point where play was stopped, unless otherwise provided for in these rules.
- b. If at any time while play is in progress a puck, other than the one legally in play, shall appear on the playing surface, the play shall not be stopped but shall continue with the legal puck until the play then in progress is completed by change of possession.

Puck Striking Official

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

Refusing to Start Play

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

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

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

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

PENALTY—Forfeit (score shall be 1-0).

Roughing

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

PENALTY—Minor.

Shooting Puck After the Whistle

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

PENALTY—Misconduct.

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

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

Slashing

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

PENALTY—Minor or major at discretion of the referee.

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

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

Slew-footing

SECTION 48. Slew-footing is the act of a player or goalkeeper using the leg or foot to knock or kick opponents' feet from under them, or pushing opponents' upper body backward with an arm or elbow, and at the same time with a forward motion of the leg, knocking or kicking opponents' feet from under them, causing the player to fall violently to the ice.

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

Spearing

SECTION 49. A player shall not spear an opponent. Spearing shall mean stabbing an opponent with the point of the stick blade while the stick is being carried with one or both hands. Spearing includes all cases where a spearing gesture is made regardless of whether contact occurs.

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

Spitting

SECTION 50. A player shall not spit on an official, player or non-playing person.

PENALTY—Game misconduct.

Spraying the Goalkeeper

SECTION 51. A player shall not deliberately spray the goalkeeper.

PENALTY—Minor.

Start of Game and Periods

SECTION 52. a. The game shall commence at the scheduled time by a faceoff in the center of the rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

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

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

- b. The teams shall change ends at the beginning of each subsequent regular period. If, in the opinion of the official, ice conditions are more favorable to play at one end of the rink than at the other, the official may equalize opportunities by having teams change ends at the middle of one or all three regular and overtime periods, but not in only two regular periods. Positioning of the benches is not a criteria to split periods. The official must rule that this change is to be made before the commencement of the game or period.

- c. During the pregame warm-up (which shall not exceed 15 minutes in duration), each team must confine its activity to its own end of the rink for the duration of the warm-up. Teams must confine their activity to the half of the ice they will defend in the first period (see 8-2-a).

Taunting

SECTION 53. A player shall not taunt an official or opponent.

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

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

Throwing Stick

SECTION 54. a. A player, including the goalkeeper, shall not throw a stick in any zone.

PENALTY—Minor or penalty shot/optional minor. If thrown to prevent an obvious and imminent goal, the goal shall be awarded.

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

PENALTY—Misconduct.

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

PENALTY—Minor.

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

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

Tied Games

SECTION 55. a. If the score is tied at the end of three regulation 20-minute periods, the following shall take place (Exception: see 6-57):

1. There shall be a two-minute intermission.

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

Time of Game

SECTION 56. a. The time allowed for a game shall be three 20-minute periods of actual play with a rest intermission of 12 or 15 minutes between each period. The intermission shall commence when the referee signals the timekeeper to start the clock. The duration of the game includes all intermissions. Unless there are extenuating circumstances, a delay of game penalty may be assessed to a team not adhering to the 12 or 15 minute intermissions.

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

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

- b. The team scoring the greatest number of goals during the three 20-minute periods shall be the winner.
- c. If any unusual delay occurs in the first or second periods, the official may order the next regular intermission to be taken immediately and the balance of the period shall be completed on the resumption of play with the teams defending the same goals. The teams shall change ends and play the following period without delay.
- d. If, at any time during the course of the game, a referee believes that the playing conditions or the conditions among the players and/or spectators have become unsatisfactory, the referee may stop the game. If the conditions may not be corrected, the game shall be considered final if two periods or more have been completed and the score of the game shall be what it was when the game was stopped. It shall be "no contest" unless two periods have been completed.

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

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

Tournament Competition/Shootout Procedures

SECTION 57. a. Where advancement in a bracket or the determination of a tournament champion is necessary, any series in a format (e.g., single game, minigame series) that results in a tie shall be broken by 20-minute, sudden-death overtime periods (Exception: See 6-57-b). The ice shall be resurfaced upon completion of regulation play. The teams shall not change ends (except as indicated in Rule 6-52-b). Third-place games may follow the overtime procedures as described in Rule 6-55.

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

- b. Any game that results in a tie may be broken by use of a shootout under the following conditions:
1. Teams play a standard five-minute overtime.
 2. If game remains tied after the five-minute overtime, it shall officially be recorded as a tie.
 3. Teams participating in a tournament must be notified not later than October 1 of the upcoming season that the shootout option will be used.
 4. By conference policy or mutual consent of the participating teams, a shootout may be used in any tie game after the five-minute overtime period.

Note: For shootout procedures, see Appendix B.

Timeouts

SECTION 58. Each team shall be allowed a one-minute timeout during the game; the timeout may be taken anytime during a stoppage of play.

The timeout may be used for warming up the substitute goalkeeper or any other purpose. If a team takes a timeout, the opposing team may exercise the rights of a timeout, including warming up a goalkeeper (see 6-34-a). Each team is allowed the legal number of players on the ice (no more than six players and five pucks).

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

Tripping

SECTION 59. a. A player shall not place the stick or any part of the body in such a manner that causes an opposing player to trip or fall.

PENALTY—Minor.

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

b. A player shall not trip or foul from behind a player in control of the puck on the opponent's side of the center red line, thus preventing a reasonable scoring opportunity.

PENALTY—Penalty shot/optional minor.

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

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

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

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

Video Replay

SECTION 60. The use of video replay is permissible in any game using either of the following procedures:

- a. NCAA Championship Procedures.
 1. In order to reverse an on-ice ruling, the replay must include conclusive video evidence. One of the following criteria must be met for replay to be used:
 - a. A puck crossing the goal line;
 - b. A puck in the net before the goal frame is dislodged;
 - c. A puck in the net before or after expiration of time at the end of a period, a whistle, or referee's determination that play has stopped;
 - d. A puck directed into the net by a hand or a distinct kicking motion;
 - e. A puck deflected into the net by an official;
 - f. A puck hit into the net by a high stick;
 - g. To identify individuals who participated in a fight or committed an infraction during a fight;
 - h. To establish the correct time on the clock, or to determine the correct location of a faceoff;
 - i. To determine if an attacking player was illegally in the goal crease and prevented the goalkeeper from defending the goal when the puck entered the goal cage;
 - j. To determine if a goal was scored as the direct result of a hand pass or high stick by an attacking player to a teammate, initiated or completed within the goalkeeper's privileged area; or
 - k. To determine if a goal was scored, as a direct result of the puck deflecting off of the protective netting above the glass, by the first team to gain possession of the deflecting puck.
 2. All goals will be reviewed by the instant replay official. Play shall not resume before the on-ice official verifies the review.
 3. The instant replay official may request to review a potentially non-detected goal.
 4. A team may use its timeout for the purpose of reviewing situations that are in the video replay criteria or a potentially non-detected goal. Regardless of the outcome of the review, the team will be charged its timeout.

Note: See Appendix C for complete policies and procedures.

b. On-ice official procedure.

The referee may use a video monitor located at ice level to review any of the criteria in 6-60-a (1). In this procedure, only the referee may initiate a review.