

New Zealand Inline Hockey Association

INTERPRETATIONS

and

PROCEDURES

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SECTION ONE – THE RINK

RULE

Rule 103 Goal Posts and Nets

- (c) States that game is to be stopped immediately when the goal post has been displaced from its normal position

Rule 104 Goal Crease and Goalkeepers Privileged Area

- (b) The goal crease area shall include all the space outlined by the semicircular crease lines (including goal crease lines) and extending vertically 1.27m to the top of the goal frame.
- (c) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear by the end boards, in front by an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face off spots.

Rules 106, 107 and 108 Face-Off Spots

These rules give descriptions of the various face-off locations on the rink.

Rule 109 Player Benches

- (c) During a game, coaches Managers and Trainers are restricted to the length of the player benches.

INTERPRETATION / PROCEDURE

Referee must use discretion here.

- (c) 1. If dislodgement is minimal and play is leaving the zone call to the keeper to pull their post back into position.
2. If dislodgement is minimal and was created by either the goalkeeper or one of his defenders and the shot comes from directly in front and crosses the goal line – allow the goal.
3. If the dislodgement is caused by an attacker stop the game immediately. More than likely attacking player in the crease. Rule 621(d) - Interference; no penalty, face-off at nearest High Zone face-off spot.
4. If the dislodgement occurs and the attacking team is looking at a wrap-around the post scenario then stop the game. You will then need to determine whether or not the dislodgement was accidental or deliberate.
5. If you determine that the goalkeeper or a defender deliberately dislodged the goal post then you would stop the game and assess a Minor penalty. Rule 609 (b) - Delaying the Game.
- (b) 1. The goal crease is 3 dimensional – imagine half a wheel 1.27m thick laying on its side.
- (c) 1. This describes the area where the goalkeeper can roam without fear of interference. Rule 606 (c) - Charging and Checking From Behind.
1. All face-offs must be conducted at an official face-off spot and nowhere else.
2. Circumstances that caused the stoppage of play will dictate which of the face-off spots is to be used.
- Note:** When a face-off is conducted at one of the High Zone face-off spots the referee **not** conducting the face-off must stand opposite his partner conducting the face-off – about 1.0m or so off the boards.
- (c) 1. Do not allow more than the number of allowed officials to occupy the player benches. (maximum 6 per team)
2. If the bench area is not an enclosed space then allow an approximate length of 5.0m within which they must remain.
3. If a team official creates a disturbance by moving outside of the player bench area then treat it as a

Bench Minor and if they persist then a Game Misconduct or possibly a Match penalty. Rule 601 (g), (h) or (i) - Abuse Of Officials and Other Misconduct.

Rule 111 Signal and Timing Devices

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| <p>(a) Each rink shall be provided with some form of electrical clock 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.</p> <p>(b) Each rink shall be provided with a siren, or other suitable sound device to signify the end of playing time.</p> <p>(c) Behind each goal electric lights or similar devices shall be set up for the use of the Goal Judges. A red light or other signal shall signify the scoring of a goal.</p> | <p>(a) 1. If the rink does not have a clock then the game time is to be run by stopwatch.</p> <p>(b) 1. If there is no suitable apparatus to signal the end of playing time have the Game Timekeeper blow a whistle to signify the end of playing time. Rule 507 (b) Game Timekeeper.</p> <p>2. The game ends on the immediate sounding of the device used to signify end of playing time, not at the completion of the sound from the device.</p> <p>(c) 1. If the rink is not equipped with electric goal judging lights then explain to the goal judges how to signal a goal manually ie/. both arms vertically above shoulders.</p> |
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SECTION TWO – TEAMS

RULE

INTERPRETATION / PROCEDURE

Rule 201 Composition of Team

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| <p>(a) A team shall be composed of five players on the surface including the goalkeeper. No team shall be allowed to start a game with less than five players. A maximum of 16 players plus no more than 2 goalkeepers shall be permitted on any one team roster.</p> | <p>(a) 1. A goalkeeper is considered to be a “player” except where special “goalkeeper specific” rules apply.</p> <p>2. Refer to “Player” in Glossary in Rule Book.</p> <p>3. To start a game a team does not have to have a goalkeeper – all it needs is 5 players.</p> <p>4. Roster can not be 17 players and only 1 goalkeeper.</p> |
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Rule 202 Captain of Team

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| <p>(a) One Captain and not more than two Alternate Captains shall be appointed by each team and only the Captain or Alternate Captain shall have the privilege of discussing with the Referee any matter <u>relating to the interpretation</u> of rules which may arise during the course of a game.</p> <p>The Captain shall wear the letter “C”, and the Alternate Captain the letter “A” approximately 8cm in height and in contrasting colour, in a conspicuous position on the front of the jersey. If the letters are not worn, the privileges under this section will not be granted.</p> <p>A <u>complaint about a penalty</u> is not a “matter relating to the interpretation of rules” and a minor penalty shall be assessed to any Captain or other player making such a complaint.</p> | <p>(a) 1. Requesting an interpretation; a Captain or an Assistant Captain can ask you to advise them how you determine a specific infringement. eg/. Hooking; your reply would be: “<i>that if the stick is up on the body with the blade turned inwards and the player is pulling back on the stick</i>”. That is an interpretation.</p> <p>2. A Captain or an Assistant Captain can not give you their interpretation or their opinion or their view of the particular infringement.</p> <p>3. If a Captain or an Assistant Captain starts telling you what they saw you immediately interrupt them and politely tell them that they are no longer asking for an interpretation but are questioning the decision and if they do not stop immediately that you will assess them a Minor Penalty for Unsportsmanlike Conduct.</p> <p>4. Skate away and either assume the position for a face-off or as the back referee depending upon circumstances.</p> <p>5. If any player regardless of status follows you as you skate away and tries to continue the discussion you immediately assess the Minor penalty for Unsportsmanlike Conduct.</p> |
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Advise the player that if they persists with this behaviour having been assessed the Minor that you will assess them a Misconduct. If they ignore you assess the Misconduct.

6. Again advise the player that if they do not keep quite and calm down that you will assess them a Game Misconduct and remove them from the game.
7. If they ignore your advice assess them a Game Misconduct.

The whole process from the Minor to the Game Misconduct may only take 10-20 seconds depending upon circumstances at the time. ie/ type of language used by the player may speed up the process etc

All the above is covered in Rule 601(a) - Abuse of Officials and Other Misconduct.

Rule 203 Players in Uniform

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| <p>(a) At the beginning of each game the Manager or Coach of each team shall list names and numbers of the players and goalkeepers who shall be eligible to play in the game. No change or addition to the roster shall be permitted once the game has commenced.</p> | <p>(a) 1. It is very important that a referee checks the number of players listed against each team matches the number of players warming up.</p> <p>2. There can be a lesser number of players warming up than that shown on the game sheet but not vice versa.</p> |
| <p>(d) Except when all designated goalkeepers are incapacitated, no player on the playing roster in that game shall be permitted to wear the equipment of the goalkeeper. If a team's goalkeeper(s) is unavailable to continue, the team must immediately appoint a temporary goalkeeper or place an additional skater on the playing surface with none of the goalkeeper's privileges. A goalkeeper may be substituted for by another goalkeeper during play with full goalkeeper's privileges.</p> | <p>(d) 1. There is no such thing as a goalkeepers timeout.</p> <p>2. The game does not stop to allow the player to get dressed into the goalkeepers equipment.</p> <p>3. The affected team may use their "one" 1 minute timeout if they wish to.</p> <p>4. The affected team must place a "5th" player onto the surface.</p> <p>5. The "temporary" goalkeeper must return to the game as a player should the designated goalkeeper become available - Refer to Glossary in Rule Book – Temporary Goalkeeper.</p> |
| <p>(e) If during a game a team can not place on the playing surface the number of players in uniform required under these rules because of penalties, injuries, etc., the Referees have no alternative but to declare that the game shall be forfeited. The non-offending team shall be declared the winner and the score of 5-0 shall be recorded, or if the difference is greater than five (5) goals the score shall stand.</p> | <p>(e) 1. Teams do not have a choice as to the number of players that they can have on the rink at any one time.</p> <p>2. If due to the assessment of coincidental penalties, which allow teams to remain 5 on 5, and a team does not have any more players to put on as their "5th" player then the team forfeits the game.</p> <p>3. The offending team <u>can not</u> choose to play 4 on 5. Rule 203 (e) - Players in Uniform.</p> |

Rule 206 Injured Players

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| <p>(b) Any goalkeeper who sustains an injury or becomes ill must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time shall be allowed by the Referees for the purpose of enabling the injured or ill goalkeeper to resume the position. The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted.</p> | <p>(b) 1. There is no "goalkeeper timeout" in the rules.</p> <p>2. The goalkeeper must resume play immediately or be replaced.</p> <p>3. The affected team may use their "one" 1 minute timeout if they wish to for the goalkeeper.</p> <p>4. The period breaks; between 1st & 2nd quarters, half time and 3rd & 4th quarters can not be used as a warm up for any player or goalkeeper.</p> |
| <p>(d) When a player is injured and cannot continue play or go to the players' bench, play shall not be stopped until</p> | <p>A temporary goalkeeper must be wearing all of</p> |

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 the team has a scoring opportunity.

In the case where it is obvious that a player has sustained a serious injury, play shall be stopped immediately.

the goalkeepers equipment to receive the goalkeepers privileges.

- (d)
1. When refereeing the younger grades (U10's-U12's) unless there is an imminent "shot on goal" likely from either team, stop the game and attend to the injured player.
 2. U14 and above play to the written rule.

Reasoning for the above: U14 is the youngest grade in which there is International competition.

A Full Interpretation of Injury Including Appearance of Blood

As the result of an infringement players fall into 1 of 3 categories:

1. Fit players A player who whilst having been impeded illegally in some way has no ongoing disability, due to the infringement, that prevents them from playing to their potential.
2. Hurt players A player who receives a "knock" during the infringement (penalty offence) but who has no intention of leaving the game and either after a short recovery period or having received "first aid" returns to the game.
3. Injured players A player who as a result of the infringement (penalty offence) can/will not take further part in the game.

When assessing an incident consider 2 options:

1. Is the player **Hurt**, or ie/. leaves the rink surface to either recover or receive treatment (first aid) but will return to the game.
2. Is the player **Injured** ie/. leaves the rink surface, to receive treatment (first aid) or hospital and will not take further part in the game.

Hurt

If a player is "Hurt" during an infringement the referee has 2 choices, assess either a:

1. Major Penalty This penalty should be assessed because the offending player, while perhaps showing no intention, did cause his opponent to have to leave the rink for some form of treatment/recovery period, albeit temporarily.
2. Match Penalty For an Attempt to Injure.
A Match Penalty should only be assessed if the referee determines that the offending player attempted to injure his opponent.

To assess an "Attempt To Injure" the referee needs to have determined that the degree of ferociousness exhibited by the offender when carrying out the infringement showed a blatant disregard for the safety of his opponent.

Injured

If a player is "Injured" during an infringement the referee has 2 choices, assess either a:

1. Major + Game Misconduct Penalty, or a This penalty should be assessed if the referee determines that the offending player showed no intention of inflicting an "Injury" but that an "Injury", unfortunately, still occurred.
2. Match Penalty For an Attempt to Injure.
A Match Penalty should be assessed if the referee determines that the offending player attempted to injure his opponent.

To assess an "Attempt To Injure" the referee needs to have determined that the degree of ferociousness exhibited by the offender when carrying out the infringement showed a blatant disregard for the safety of his opponent.

Bleeding

Too many people think that just because "blood" is present that this automatically leads to a Major + Game Misconduct for "Injury". **This is an unreasonable perspective to uphold.**

Nowhere in the NZIHA rule book does it state that the appearance of blood defines:

- (i) an injury, or
- (ii) the automatic assessment of a Major + Game Misconduct penalty.

When blood is drawn on a player (more often than not on one who is not wearing a face cage) around the cheek/mouth/eyebrow area when a stick has come up and caught the player in a glancing blow. Quite often the player affected have played a considerable role in causing this to have happened. ie/ like when a player holds their stick down hard over an opponents stick and then releases their “hold-down” pressure.

Is it fair and reasonable for a player to be removed from the game in this instance - **No it is neither fair nor reasonable.**

If you have determined that the player is either partially to blame or is wholly responsible for their own misfortune then let them know immediately at the time and do not assess a penalty at all.

However, if a player causes another player to bleed by careless use of their stick then stop the clock, inspect the bleeding player and assess the “damage” done. If it is just a graze/abrasion assess a Major. If it looks a little bit more than an abrasion talk to the player concerned to find out just what his intentions are;

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| 1. Are they going to continue in the game after “first aid” ?, or | If they say they want to continue playing advise them that the offending player will be assessed a Major penalty. |
| 2. Will they be leaving the game. | If they say they will not continue playing in the game advise them that the offending player will be assessed a Major + Game Misconduct. |

If the “Injured player” subsequently returns to the game, having advised that he would take no further part in the game, you could do one of several things:

1. Prior to signing the game sheet at the end of the game downgrade the previously assessed Major + Game Misconduct penalty to a Major penalty.
2. Assess the so called “injured” player a Minor penalty for Unsportsmanlike Conduct.
3. If the so called “injured” player argues with you having been assessed a Minor penalty for Unsportsmanlike Conduct assess them a Misconduct penalty.
4. If the so called “injured” player continues to argue with you having been assessed a Minor penalty for Unsportsmanlike Conduct and a Misconduct penalty then assess them a Game Misconduct penalty and remove them from the game.

If the injury to the opponent is the result of “high sticking” and where the affected player is not wearing facial protection, at referees discretion, a minor, double minor, major or major plus game misconduct may or may not be assessed to the offending player.

However, if an offending player’s action was done with intent to injure assess a Match Penalty for Attempt To Injure.

Concise interpretation for Blood injury:

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| Infringement causes blood; | - accidentally, unintentional just carelessness = Major penalty. |
| Infringement causes blood; | - while action was deliberate it was not malicious = Major + Game Misconduct penalty. |
| Infringement causes blood; | - referee determines that infringement was malicious therefore committed with intent to cause injury = Match penalty. |

How do you determine intent ?, by the circumstances surrounding the event.

- Was the infringement on the puck or in back-play.
- If the infringement was on the puck was the offending player attempting to play the puck or did they ignore the puck and go straight at the player ?
- If the infringement occurred off the puck, did the offending player chase the opponent in order to commit the infringement ?
- The degree of ferociousness in the committing of the infringement
- Body language.
- Players demeanor leading up to the infringement - had the offending player used threatening language towards their opponents prior to the infringement ?

In the case of a stick offence; remember as a referee you have discretion regarding whether or not the lack of facial protection may have contributed to the appearance of blood. ie/. a minor, double minor, major or major plus game misconduct may or may not be assessed to the offending player.

SECTION THREE – EQUIPMENT

RULE

INTERPRETATION / PROCEDURE

Rule 302 Skates

(b) The use of speed skates or any skate so designed that it may cause injury to the discretion of a referee are prohibited. The use of quad skates is also prohibited.

- (b)
1. Skates must have their designed number of wheels fitted in place.
 2. Where a player is found wearing a skate that does not comply they will be ruled from the playing surface and will not be allowed to return until the skate/s conform/s.
 3. The referees are to issue a team warning to the offending team. For a second violation by any player of the same team for the same offence previously warned about a Bench Minor penalty is to be assessed against the offending team.
 4. Once the team warning has been issued and if it becomes necessary to assess the mandatory Bench Minor penalty any further transgression or argument from any member of the team; a Misconduct penalty is to be assessed immediately. Any further derogatory comments; a Game Misconduct penalty is to be assessed.

Rule 303 Goalkeepers Equipment

(d) It is mandatory for all goalkeepers to wear a helmet designed for hockey with helmet strap properly fastened and a full face mask designed for hockey with a chin cup. All goalkeepers must wear chest protection.

- (d)
- Throat protection can take the form of:
1. A purpose made Velcro collar that is worn directly against the skin, around the neck and has a small bib that extends downward to protect the base of the throat area.
 2. An externally mounted plastic shield that is attached to the helmet and “dangles” loosely beneath the chin and over the throat area.
 3. Built-in throat protection ie/. the goalkeepers helmet has an integral solid contoured section that extends down below the chin line.

Throat protection is mandatory for Goalkeepers.

NOTE: A helmet with built-in throat protection is considered acceptable.

Rule 304 Protective Equipment

(a) When a player is wearing non-approved equipment (helmet, facial protection), or is not wearing the proper mandatory equipment, or is not wearing the equipment in a manner for which it was intended, the player will be ruled off the playing surface and will not be allowed to return until such equipment has been replaced or corrected. The Referee will issue a warning to the offending team. For a second violation by any player of the same team for the same offence previously warned during the same game, the Referee shall assess a Bench Minor Penalty to the offending team.

- (a)
1. A player who is wearing their helmet perched high up on their head is not wearing the helmet as the manufacturer intended – helmets are to fit snugly to a players head.
 2. A chin strap is defined as a proper helmet manufacturer’s helmet strap, not a boot lace secured by tape.
 3. Definition of helmet strap properly fastened:
That a gap of not more than 2 closed fingers exists under the chin when the helmet strap is firmly affixed to each side of the helmet.
 4. Once the team warning has been issued and if it becomes necessary to assess the mandatory Bench Minor penalty any further transgression or argument from any member of the team; a Misconduct penalty is to be assessed. Any further derogatory comments; a Game Misconduct penalty is to be assessed.

(b) All protective equipment, except gloves, head protection and goalkeepers leg-guards, must be worn entirely under the uniform. For a violation of the rule the player will be ruled off the playing surface and a warning will be issued by the Referee to the offending team. For a second violation by any player of the same

team for the same offence previously warned during the same game, the Referee shall assess a Bench Minor Penalty to the offending team.

In NZ due to the availability of helmets that appear to be designed for In-Line Hockey but which are clearly unsafe, the NZIHA require that helmets must comply with the HECC safety standards, or have been tested as safe for use in in-line hockey games by the NZ Safety Standards Authority and have attached to the helmet the NZ Safety Authorities certification sticker.

- (b) 1. The most regular infringement of this rule is when players roll their jersey sleeves up over their elbow guards forearm shields. Do not allow this as stick ends can become caught up in the exposed elbow/forearm guard ends.
- 2. Once the team warning has been issued and if it becomes necessary to assess the mandatory Bench Minor penalty any further transgression or argument from any member of the team; a Misconduct penalty is to be assessed immediately. Any further derogatory comments; a Game Misconduct penalty is to be assessed.
- 3. Referees need to be aware of “imitation” goalkeepers helmets ie/. the type of helmet that can be purchased from a chain store that does not have the necessary safety certifications attached.
- 4. These helmets are produced for “street hockey” and are not suitably padded to adequately protect a goalkeeper from the impact of a puck shot with reasonable force.
- 5. These types of helmets are suitable for U10 and U12 age grades in “local” competition only.

Rule 307 Uniforms

- (a) All players participating in NZIHA games must be dressed in matching team uniforms.
- (b) Each player and each goalkeeper listed in the line-up must wear an individual identifying number at least 20cm in height on the back of the sweater. All numbers assigned must be whole numbers between 0-99. No two members of the same team shall be permitted to wear the same number.
- (c) At the discretion of the Referees, the Home Team shall change its jersey if the colours of the competing teams conflict.

- (a) 1. In a line up of players if there is no discernible difference then the uniforms are deemed to be matching.
- (b) 1. Numbers from 0-9 are the same regardless of whether or not they are preceded by a zero. ie/. number 04 is the same as 4.
- 2. Consequently a team can not have players with the number 04 and 4.
- (c) 1. If the base colour of the jerseys are the same then the referee must advise the home team to change.
- 2. While the rule states that it is the Home team that must change if the Away team agrees to change then that is acceptable.
- 3. However, the Away team is not obliged to change, consequently if the Home team doesn't have an alternate strip the referee has no alternative but to declare the game as forfeited by the Home team.

Refer Rule 203 (e) - Players in Uniform.

SECTION FOUR – PENALTIES

RULE

INTERPRETATION / PROCEDURE

Rule 401 Penalties

- (a) Penalties shall be actual playing time and shall be divided into the following classes:
 - Minor Penalties
 - Bench Minor Penalties
 - Major Penalties
 - Misconduct Penalties
 - Match Penalties
 - Penalty Shot

- (a) 1. If the game clock is stopped (on instruction from a referee only) then the penalty time is also stopped.
- 2. If running time is being used (normal game in NZ) and a player is in the penalty box with a Double Minor and his opponents score a goal and the referees award the goal the first of the Minor penalties is waived and the second Minor penalty

- (b) When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

Rule 402 Minor Penalties

- (e) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalised player except if the major penalties are coincident, in which case the minor penalty shall be served first.

- (b) 1. This also covers the time immediately before a game, during the break periods and immediately after the game.
 2. Immediately before & after means the period when players are proceeding from the dressing rooms to the rink surface and/or rink surface to dressing rooms.

- (e) 1. If a player from each team receives a Major and one of the players also receives a Minor as well then this player’s team has to place an additional player into the penalty box to serve the Minor.
 2. Teams will be 4 on 3 until the Minor penalty is finished.
 3. The two players serving the coincidental Majors have to wait in the penalty box until the first stoppage of play after the 4 minutes is up.
 4. All coincidental penalties commence at the drop of the puck immediately after being assessed regardless of any other penalties that may be being served.

There is no delayed start because another penalty may be being served by one or more players because coincidental penalties have no numerical effect on either of the teams.

Rule 403 Major Penalties

- (c) 2nd & 3rd paragraphs
 Immediate substitutions shall be made for an equal number of major penalties or coincident penalties of equal duration including a major penalty to each team so penalised and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

Where it is required to determine which of the penalised players shall be designated to serve the delayed penalty under Rule 408, the penalised team shall have the right to make such designation not in conflict with Rule 402.

- (c) 1. This means that a player who is already in the penalty box for a previous infringement or a player who is part of a “coincidental” penalty can not be used to serve a “delayed” penalty as well.
 2. The offending team must place another player in the penalty box to serve the “delayed” penalty.
 3. Example:
 Team A has 1 player already in the bin (A4) serving a Minor. Before A4’s Minor is finished A6 and B7 are assessed Major penalties together (coincidental) and A6 is also assessed a Minor at the same time. A6’s Minor becomes a “delayed” penalty because A4’s is not finished. A4 can not serve A6’s “delayed” penalty, team A must place another player (A8) in the penalty box. Immediately A4’s Minor expires A8’s Minor commences but A4 can not return to the game until the next stoppage of play.
 The Major penalties commenced at the drop of the puck immediately after they were assessed because they were coincidental penalties.

Rule 405 Match Penalties

- (c) A player who has been assessed a match penalty shall be suspended from participating in any games or practices until the case has been dealt with by the League Authorities.

- (c) 1. If a referee has to assess a Match penalty they should personally advise the player and the player’s coach/manager of this requirement and then note on the game score sheet that both player and their manager have been advised.

Rule 406 Penalty Shot

- (a) Any infraction of the rules which calls for a “Penalty Shot” shall be taken as follows:

- (a) 1. The referee who takes position on the goal line must be on the side of the rink opposite the top hand on the stick of the player taking the shot ie/.

The Referees shall identify the player entitled to take the shot (as appropriate) and shall then place the puck on the centre face-off spot. The player taking the shot shall, on the whistle of a Referee, play the puck and shall attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent's goal line and once it is shot, the play shall be considered complete. No goal can 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 player designated as a goalkeeper, substitute goalkeeper or temporary goalkeeper may defend against a penalty shot.

- (b) The goalkeeper must remain in the goal crease until the player taking the shot touches the puck and in the event of violation of this rule or any foul committed by a goalkeeper the Referees shall allow the shot to be taken and if the shot fails the Referees shall permit the penalty shot to be taken again.
The goalkeeper may attempt to stop the shot in any manner except by throwing the stick or any other object, in which case a goal shall be awarded.

- (c) In cases where a penalty shot has been awarded under Rule 609 deliberately displacing the goal post or removing the helmet/face mask during a breakaway, Rule 609 delaying the game, Rule 625 illegal entry into the game, Rule 636 for throwing a stick and under Rule 639 for fouling from behind, the Referees shall designate the player who has been fouled as the player who takes the penalty shot.

In cases where a penalty shot has been awarded under Rule 612 falling on the puck in the goal crease or Rule 616 picking up the puck from the goal crease area, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time when the foul was committed. Such selection shall be reported to the Referees and cannot be changed.

If by reason of injury the player designated by a Referees to take the penalty shot is unable to do so, the shot may be taken by a player selected by the Captain of the non-offending team from players on the playing surface when the foul was committed. Such selection shall be reported to the Referees and cannot be changed.

- (f) If, while the penalty shot is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.

- (h) Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:
A major, match or misconduct penalty, the penalty

the "open" side.

Reason: an uninterrupted view of the players shooting action.

2. The referee who takes position on the halfway line must be on the side so that they have a complete view of the team benches.
Reason; an uninterrupted view of the teams to ensure no interference or distraction is caused by the opponents.
3. The referee on the goal line blows their whistle to commence the penalty shot attempt.

- (b) 1. To signal any infringement by the opponents during the taking of a penalty shot either of the referees will raise their arm similar for that of a "delayed" penalty.
- (c) 1. As soon as a referee decides that the infringement will result in the awarding of a penalty shot and upon the whistle ending the play they should immediately turn to signal "stop the clock" and then display the penalty shot signal. They should then turn and face the team benches to ensure that there is no change up of players because if the infringement was assessed under rules 612 or 616 **the coach nominates** who is to take the shot from the players upon the rink surface at the time.
- (f) 1. Interfere, distract means the throwing of objects regardless of how small, any yelling from the opponents during the action of the shot on goal.
You may not be able to control the spectators but you can control the opponents.
- (h) 1. The first of the Minor or Bench Minor penalties are to be assessed and recorded against the offending player but the player is not required to serve the penalty time.
2. Should more than one Minor or Bench Minor penalty be assessed; all penalties other than the 1st penalty are to be recorded and served as normal.
- (i) 1. If the foul was committed which attracts the assessment of a Penalty Shot just seconds before the siren signaling the end of the 1st, 2nd or 3rd periods the appropriate break is to be taken and then the penalty shot is taken prior to commencing the next period.
2. If the foul was committed during the 4th period which attracts the assessment of a Penalty Shot but because it is initially signaled as a "delayed" penalty due to the puck not having been controlled by the offending team and the siren sounds signaling the end of the game the penalty shot is still to be awarded and taken.

shall be assessed in addition to the penalty shot.
 A minor or bench minor penalty, a further penalty to the offending player shall not be applied.

- If the foul upon which the penalty shot is based occurs
- (i) during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play.

The time required for the taking of a penalty shot shall not be included in the regular playing time.

Rule 407 Goalkeeper Penalties

- (b) When a goalkeeper incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute or temporary goalkeeper who is available, and such player shall be allowed the goalkeeper’s full equipment.
 - (b) 1. Where a goalkeeper is ejected from a game and a team does not have a 2nd goalkeeper dressed ready to go they are to immediately place an additional player on the rink surface and continue the game.
 - (c) 2. There is no such thing as a “goalkeepers timeout”.
- (c) When a goalkeeper incurs a match penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper’s equipment. However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, and the offending team shall be penalised accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed. Such player is to be designated by the Coach through the playing Captain and shall not be changed.
 - (e) 1. A goalkeeper must not skate over the center red line unless they are going to the bench to allow a player to substitute – like in a “delayed” penalty situation.
 - 2. If as they are skating to their bench they deliberately play or attempt to play the puck once over the center line then a Minor penalty should be assessed.
 - 3. If as they are skating to their bench they deliberately interfere with an opponent whether or not they are over the center line then a Minor penalty should be assessed.
 - 4. Should the puck accidentally hit and deflect off the goalkeeper having passed over the center red line do not penalize – remember the word DELIBERATELY.
- (d) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.
- (e) A minor penalty shall be assessed to a goalkeeper who participates in the play in any manner beyond the centre line.

SECTION FIVE – OFFICIALS

RULE

INTERPRETATION / PROCEDURE

Rule 502 Referee

- (a) 2nd paragraph; Penalties may be assessed at any time before, during and after the game.
 - (a) 1. **Before:** Once a team has changed into their playing uniform, waiting to proceed onto the rink and during the warm-up period.
During: From the moment the referee calls for the 1st face-off until the siren at the end of regulation or any overtime period.
After: After the siren, during the handshake and until teams are in their dressing rooms.
- (d) The Referees shall make a visual inspection of all players during the warm-up. If there is any lack of conformity to the regulations on mandatory equipment, the Referees shall ensure that the required equipment is in place.
 - (d) 1. If you are at all unsure whether or not a player is wearing mandatory equipment ask them to show you – do not lay a hand on a player.
 - 2. If a player refuses your request, treat it like Rule 308 (c) – player refusing to surrender equipment for measurement, Minor + Misconduct.
Be reasonable, warn them of the consequences

for not complying if they continue to refuse then assess them the Minor + Misconduct penalties.

SECTION SIX – PLAYING RULES

RULE	INTERPRETATION / PROCEDURE
Rule 601 Abuse of Officials and Other Misconduct	
(a) Any player who challenges or disputes the ruling of an Official, attempts to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty.	(a) 1. This paragraph covers the likes of derogatory comments being yelled out from a team bench. If you can not identify the individual then assess the team a Bench Minor. 2. It covers the situation where players skate up to you after you have made a call, getting in your face and start disputing the call. 3. It covers the situation where one player starts goading another player trying to get him to retaliate.
In the case of a Coach or other Team Official a bench minor penalty shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.	
(b) Any player who shoots the puck after the whistle shall be assessed a minor penalty if, in the opinion of the Referees, the player had sufficient time after the whistle to refrain from taking the shot.	(b) 1. Common occurrence when a player has the puck, perhaps on a breakaway, the siren sounds ending play and they up and shoot the puck at the goal out of frustration.
(c) If any player does any of the following, the team shall be assessed a bench minor penalty: 1. After being penalised, does not proceed directly to the penalty bench or dressing room when ordered to do so by a Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate). 3. Interferes with any Game Official, (non-physically) in the performance of their duties.	(c) 1. Player continues to argue on the rink after being assessed a penalty and do not back off when asked to do so. 2. A player sometimes will skate back to their bench as if they haven't heard you – you know better because you have made eye contact with them. 3. A player having skated off the rink during a delayed penalty call situation refuses to come to the penalty bench when called – thereby delaying the game. Most important that referees are loud and clear when calling penalties and player numbers.
(d) If any player does any of the following, a misconduct penalty shall be assessed: 2. During a stoppage of play, intentionally shoots or throws the puck out of the reach of an Official who is retrieving it. 5. Intentionally bangs the boards, protective glass or goal with a stick at any time.	(c) 1. A player other than the penalized player creating any sort of disturbance as a result of a call. 3. 2. Any player who yells out attempting to ridicule an official. 3. Any player who is discourteous to the off rink game officials ie/. player trying to coerce a goal judge, players who yell at or abuse the scorer or timekeeper.
(g) If any Team Official does any of the following, the team shall be assessed a bench minor penalty: 1. Bangs the boards with a stick or other instrument at any time. 4. Interferes with any Game Official, (non-physically) in the performance of their duties. 5. Attempts to incite an opponent into incurring a penalty.	(d) 1. A lot of players will skoot the puck back to you and sometimes it goes astray – do not penalize this. 2. It will be obvious when the action is deliberate – the player generally indicates a level of frustration with either themselves for something stupid or disagreement with a call. 3. Be aware of it after the siren that ends the game – sometimes if a player perceives that they have been unfairly treated during the game they may send the puck into the far corner in a fit of pique.
	(d) 1. The intention of this is to stop displays of poor sportsmanlike conduct, petulance and frustration – like when a player misses an open goal etc.

2. Do not penalize a team that applauds a goal by slapping the boards or banging their stick ends on the floor in the team bench area.

- (g)
1. Do not penalize applauding of a goal.
 2. The intention is penalize displays of poor sportsmanlike conduct, petulance and frustration – like disagreeing with an officials call.
 4. 1. A team official who loudly berates a game official for a call attempting to ridicule an official.
 2. A team official who for what ever reason is discourteous to the off rink game officials ie/. penalty box, goal judge, scorers etc
 5. 1. Any team official who goads the opposition trying to get them to retaliate.

Rule 602 Adjustment to Clothing and Equipment

- (c) No delay shall be permitted for the repair or adjustment of goalkeeper’s equipment. If adjustments are required the goalkeeper shall retire from the playing surface and be replaced by the substitute or temporary goalkeeper immediately and no warm-up shall be permitted.

For a violation of this rule by a goalkeeper, a minor penalty shall be assessed.

- (c) There is no such thing as a “*goalkeepers timeout*”. The goalkeeper either is ready to resume play or is removed from the surface and replaced by:
- (i) a back-up goalkeeper, or
 - (ii) a player.

A temporary goalkeeper must be wearing all of the goalkeepers equipment to receive the goalkeepers privileges.

Rule 603 Attempt to Injure

- (a) A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, Official, Coach or Trainer in any manner and the circumstances shall be reported to the League Authorities for further action. A substitute for the penalised player shall be permitted at the end of the fourth minute.

- (a) This is a very serious penalty, a referee must be very certain in their mind that the offender was indeed deliberately attempting to injure an opponent.

To assess an “Attempt To Injure” penalty the referee needs to have determined that the degree of ferociousness exhibited by the offender when carrying out the infringement showed a blatant disregard for the safety of their opponent.

Telltale signs to look for:

1. If the infringement was on the puck was the offending player attempting to play the puck or did they ignore the puck and go straight at the player ?
2. If the infringement occurred off the puck, did the offending player chase the opponent in order to commit the infringement ?
3. Had the offending player used threatening language towards their opponents prior to the infringement ?

Rule 604 Body-Checking and Boarding

- (a) A minor or major penalty, at the discretion of the Referees, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck.
- (b) A minor or major penalty, at the discretion of the Referees, shall be assessed to any player who makes

Body-Checking is probably the hardest facet of the game to achieve consistency of interpretation and is the cause of great frustration to both players and referees alike.

To assist referees in determining illegal play and to achieve a consistent interpretation the following guidelines should be used:

physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.

- (c) A minor or major penalty, at the discretion of the Referees based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards.

“Rolling” an opposing puck carrier along the boards where the player is attempting to go through too small an opening is not considered boarding.

1. Any player is entitled to occupy any piece of vacant space on the rink.
2. No player is allowed to remove another player from his/her piece of rink by skating into them.
3. If a defending player is stationary the attacking player must skate around them not through them.
4. A defending player can not step across into the line of an attacking player if by doing so does not give the attacking player enough time to avoid the defending player.
5. The very obvious action of one player deliberately skating into another player when the collision was avoidable.
6. When a defender skates alongside of an attacker and by going shoulder to shoulder shepherds/rides the attacker away is not body-checking.
7. A defender skating backwards but in contact with the attacker shepherds/rides the attacker away is also not body-checking.
8. It is not the intent to penalize incidental contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck shall not be considered to be body-checking.
9. However, this does not allow the player who is not in possession of the puck to throw their body into an opponent to achieve possession.
10. If a player clearly skates into a player and makes bodily contact thereby causing the player in possession of the puck to lose control of the puck that is Body-Checking.

The easiest way to determine Body-Checking is to answer the following simple question:

Did the attacking player remove the player (in possession) from the puck or the puck from the player (in possession).

- (d) When a player injures an opponent as the result of “boarding” or “body-checking”, the Referee shall assess a major plus a game misconduct penalty to the offending player.

1. No referee discretion if injury occurs.

A Full Interpretation of Body-Checking

Two players skating shoulder to shoulder, pushing against one another, both attempting to gain or keep control of the puck **is not** Body Contact/Checking.

However, be very aware of a player coming in on a player in possession, gaining control of the puck and then using their body to check their opponent.

eg/. hip check into the boards as they turn and skate away or pass the puck. ie/. secondary contact in after-play.

In-Line hockey is basically a non-contact sport, however there are certain aspects of the game that lead to incidental contact which is acceptable, some of these are:

1. When a player is coming down the boards and an opposing player turns and skates in the same direction and “gradually closes the gap” also known as “rolling”.
2. When two players are actively in pursuit of the puck and are shoulder to shoulder leaning into one another.
3. When two players that are racing for the puck, each from an opposing direction, reach the puck simultaneously and collide with each other. (provided that both players are attempting to play the puck, exception being when a player plays the man instead of the puck)
4. When a defending player and an attacking player are jostling for position in front of the net. (provided that sticks are not raised, exception being when sticks become raised – Cross Check)
5. When a face-off is conducted there is always a certain amount of bodily contact, which is acceptable. (exception being blatant Cross Checking by one player to the other ie/. stepping across into the other players line, stick raised from the rink and pushing/holding the other player)
6. When a defense man angles in on the puck and effectively slows down the progress of the puck carrier legally, this

often results in incidental contact which is quite acceptable.

None of the above examples are infringements unless of course any of the exceptions noted are present.

Referees must not tolerate:

1. Any player charging into another player deliberately to gain possession of the puck.
2. Body Checking; using the body/limbs to hit/check a player either in open rink or against the boards.
3. Any checking/contact that involves the stick when the stick is not in contact with the rink.
4. Any contact upon an opposing goalie within the goalkeeper's crease if the puck is not already within the crease.
5. Any deliberate and/or avoidable contact with the opposing goalkeeper anywhere on the rink.

Referees need to remember that:

1. Every player has the right to occupy a piece of vacant space on the rink.
2. No player has the right to remove another player from "his or her" piece of rink space by bodily contact.

Referees need to judge:

1. Did the opponent remove the player from the puck or the puck from the player at the initial point of contact.
2. Player from the puck = infringement.
3. Puck from the player = No infringement (unless there is deliberate secondary contact in the after-play)

Rule 605 Broken Stick

- (a) A player whose stick is broken may participate in the game provided the broken stick is dropped immediately. A minor penalty shall be assessed for an infraction of this rule.

A broken stick is one which, in the opinion of a Referee, is unfit for normal play.

- (a)
1. Be aware that in a lot of instances the player is unaware that their stick is broken – yell out to them "*drop your stick it's broken*" provided that they respond to your call do not penalize them.
 2. If however they do not respond and continue to skate and attempt to take part in play you must assess the prescribed penalty – if their team has possession then stop game immediately if opponent has possession then it becomes a delayed penalty situation.
 3. If a player "cautiously" slides their stick across the rink towards the boards do not penalize them for "Throwing Stick" – Rule 636.
 4. If however they propel the stick through mid air then a penalty needs to be assessed.

Rule 606 Charging and Checking From Behind

- (a) A minor or major penalty, at the discretion of the Referees, shall be assessed to a player who runs, jumps into, or charges an opponent.

If more than two steps or strides are taken, it shall be considered "charging".

- (b) A minor or major penalty, at the discretion of the Referees, shall be assessed to a player who pushes or body-checks an opponent from behind.
- (c) A minor penalty or a major penalty shall be assessed to a player who body-checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area.

Charging; any player who deliberately skates into an opponent when the collision was avoidable.

1. If the infringement is of a relatively light impact assess a Minor penalty.
2. If however the infringement is carried out with considerable force assess a Major penalty.
3. Be aware of opposing players both with their heads down skating in to one another – No Call.

Checking From Behind; if a player can not be seen in another player's peripheral vision then the infringement is from behind.

Checking from behind is a serious infringement and must always be called regardless of whether or not it was "*just a small push*" with the hand or if the stick was used as in a normal Cross-Check (but from behind)

A goalkeeper is not “fair game” just because the goalkeeper is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper.

- (d) When a player injures an opponent as the result of “charging” or “checking from behind”, the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (e) Charging and Checking From Behind may also be treated as a Match penalty under attempt to injure or deliberate injury of an opponent

Rule 607 Cross-Checking and Butt-Ending

- (a) A minor or major penalty, at the discretion of the Referees, shall be assessed to a player who cross-checks an opponent.
- (b) A double minor plus a misconduct penalty shall be assessed to a player who attempts to butt-end an opponent. A major plus a game misconduct penalty shall be assessed to a player who butt-ends an opponent.

Attempt to butt-end shall include all cases where a butt-end gesture is made regardless of whether body contact is made or not.

- (c) When a player injures an opponent as the result of “cross-checking” or “butt-ending”, the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (d) Cross Checking and Butt-ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

A referee has to be aware of two factors:

- (i) Was the infringement committed in open rink or close to the boards.
 - (ii) Did the player who received the Check from Behind make contact with the boards.
1. If the infringement occurs in open rink and it is of a relatively light impact (eg/ a hand push that unbalances the player and the player who goes down) it would attract a Minor penalty.
 2. If the stick is in anyway used assess a Major penalty.
 3. If the infringement cause the player to make contact with the boards, regardless of whether or not the stick was used assess a Major penalty.
 4. Where an injury is the result of either Charging or Checking From Behind the referee has discretion to assess either a Major + Game Misconduct as a minimum or a Match penalty if the referee believes the infringement was done with intent to injure.

Cross-Checking; Where a player holding the stick in both hands checks an opponent by using the shaft of the stick with no part of the stick on the playing surface.

1. If the infringement is of a relatively light impact then assess a Minor.
2. If however the infringement is carried out with some force assess a Major penalty.
3. Where an injury is the result of Cross-Checking the referee has discretion to assess either a Major + Game Misconduct as a minimum or a Match penalty if the referee believes the infringement was done with intent to injure.

Butt-Ending; where a player has the shaft of the stick protruding from the upper hand and makes a “jabbing” motion towards an opponent.

Butt-Ending is a serious infringement and must always be called regardless of whether or not contact was made. Referees must be very certain that they saw the stick protruding before calling a Butt-Ending infringement because even just making the motion carries a severe penalty.

1. The referee has to actually see the stick protruding from the end of the glove.
2. You may see the action (jab) but there may be no stick protruding; like when 2 players are jostling for the position in front of the goal and one may push off the other, or in a corner where 2 players are scrapping over the puck and one player pushes off the other as they skate away– call this “Roughing” and assess a Minor or a Double Minor – Rule 640 Roughing.
3. Be aware of players who skate around in general play with the end of their stick protruding. Advise them of the consequences should they happen to strike an opponent – even accidentally/unintentionally.
4. If the contact was totally accidental, like when 2 players are scrapping over the puck in a corner and there is incidental contact made but it is obvious that there was no intention of a butt-ending a call must be made and so assess a Minor or a Double Minor for Roughing – Rule 640 Roughing.

In the event of the action (jabbing motion) being noticed either for an attempt, or if the attempt makes connection with the opponent and furthermore if the incident appeared to have been carried out to deliberately injure the opponent.

The referee has discretion as to whether or not:

1. The action was accidental ie/. unintentional, or
2. Deliberate.

If the referees view is that the action was deliberate, then whether or not:

1. The attempt missed, or
2. connection was made, and
3. if it was carried out with intent to injure.

Accidental - Minor or Double Minor
Attempt - Double Minor + Misconduct
Connection - Major + Game Misconduct
Intent to Injure - Match Penalty

Rule 608 Deliberate Injury of Opponents and Head-Butting

- (c) A match penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the Tournament Authorities for further action.

Rule 609 Delaying the Game

- (a) A minor penalty shall be assessed to any player or goalkeeper who delays the game by deliberately shooting, batting or throwing the puck outside the playing area.

This penalty shall also be assessed when it occurs during a stoppage of play.

Intentional delay of the game by a goalkeeper shall be assessed at the discretion of the Referees.

- (b) A minor penalty shall be assessed to a player or goalkeeper who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced.

If a goalkeeper deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by the player last in possession of the puck.

- (c) A bench minor penalty shall be assessed to any team which, after a warning by a Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.
- (d) A minor penalty shall be assessed to a player who, after a warning by a Referee, fails to maintain a proper position during the face-off.

Head-Butting; The physical use of one's head in the course of delivering a body-check (head first) in the chest, head, neck or back areas or the physical use of the head to strike an opponent.

1. Be aware of the difference where you may have 2 players who are in each others face and their helmets are connecting intermittently – this is not head-butting.

1. Generally this will occur when a defender gets caught with nowhere to go, panics a little and as a last resort flicks the puck out of the rink (or into the ceiling) so as to stop the game.

2. Normally it will be wrist shot rather than a slap shot and it will have a distinctive “upwards” motion rather than a “horizontal” motion.

- (b) 1 This refers to a situation when in general play for whatever reason a player (attacker or defender) displaces the goal deliberately to get a stop in play. It can even happen after the whistle has been blown, a player pushes the goal off in frustration over something that has upset them.

- (b) 2 If you determine that the goalkeeper or a defender deliberately displaced the goal or a goalkeeper deliberately removes their helmet when an attacking player was on a break away a penalty shot is awarded. The penalty shot is to be taken by the **player who was last in possession** of the puck.

- (b) 3 However if the defending team's goalkeeper is not on the rink (been replaced with an additional skater) and there is only one defender between the attacker and the goal and the defender displaces the goal then a goal would be awarded – consistent with Rules 616 (d), 619 (d), 625 (c) and 639 (c).

- (c) This is a tactic used by a coach, who may be winning a close game, in the last quarter in an effort to “wind the clock down” thereby depriving his opponents of game time and perhaps the chance to score.

- (d) 1 This does not refer to the “centre” (person taking the face-off). This refers to the centre's team mates, one of whom may drift into an off-side position prior to the puck being dropped – trying to get an unfair advantage on the opposition.

- (d) 2 All players must be stationary for a face-off to occur.

Do not allow players to be moving close to the off-side line.

Rule 611 (a) 3rd paragraph - *No other player shall be allowed to enter the face-off circle or come within 4.5 metres of the players facing-off the puck, and they must **stand** on-side on all face-offs.*

Rule 610 Elbowing and Kneeing

- (a) A minor or major penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any manner.
- (b) When a player injures an opponent as the result of “elbowing” or “kneeing”, the Referee shall assess a major plus a game misconduct penalty to the offending player.

- 1. To determine whether or not a Minor or a Major look at circumstances surrounding the occurrence, eg/.
 - (i) on the puck, or
 - (ii) off the puck ie/. in back-play, and was it
 - (iii) accidental, or
 - (iv) deliberate, was it
 - (v) a glancing blow, or
 - (vi) a sharp forceful jabbing motion making connection.When you have answered 3 of the above 6 questions the grade of penalty Minor or Major will be clear.
- 2. Be aware of a player using the knee as a method of interference. eg/. a defender standing their ground (stationary) allows the attacker to come at him and as the attacker swerves to go around the defender the defender moves a little which extends their knee to make contact with the attacker around their knee area putting them off their line. Sometimes the attacker will be twisted around and may fall, regardless of whether or not the attacker falls or remains upright as long as contact is made the defender must be penalized. This infringement is particularly dangerous and can cause career threatening injuries. Depending upon the degree of connection whether or not a Minor or Major penalty.

Rule 611 Face-Offs

- (a) The puck shall be “faced-off” by a Referee dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing off shall stand facing their opponent’s end of the rink with the blade of their sticks in contact with nearest white area of the face-off spot and clear of the red centre area of the spot. The attacking team player shall be the first player to place the stick on the playing surface.

No other player shall be allowed to enter the face-off circle or come within 4.5 metres of the players facing-off the puck, and they must **stand** on-side on all face-offs.

- (a) As long as both players are at the spot ready and in reasonable position drop the puck. Do not be pedantic about positioning - remember reasonable.

If a team who is in the lead is slow to face-offs thereby eating up time against losing team give the team one warning about wasting time, through the captain or assistant captain, then drop the puck. Next time assess them a Bench Minor for Delay of Game.

Similarly to the above; if a team is shorthanded and start trying to slow the game down thereby eating up their opponents “penalty/power-play” time, issue one team warning about wasting time, through the captain or assistant captain, then drop the puck. Next time assess them a Bench Minor for Delay of Game.

Do not allow a winning team to rob the opponents of game time.

All players are to be stationary at a face-off.

- (b) If, after a warning by the Official, either of the players fails to take the proper position for the face-off promptly, the Official shall be entitled to conduct the face-off regardless of such default.
- (c) During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the puck after the face-off has

- (b) 1. If both players are at the spot and one player has their stick down ready to go and the other is hesitating/delaying you should drop the puck.
- (c) 1. This is where one player may bring their stick up and while there might not be a “pushing motion” their stick is across the chest area of their

been completed.

For a violation of this rule a Referee shall assess a minor penalty to the player whose action caused the physical contact.

“Conduct of any face-off” commences when the Official designates the spot of the face-off and takes up a position to drop the puck.

- (d) No face-off shall be conducted at a location other than at the centre face-off spot, the end zone face-off spots or the high zone face-off spots.

Rule 612 Falling on the Puck

- (a) A minor penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards.

Any player who drops to block a shot shall not be penalised if the puck is shot under the player or becomes lodged in any clothing or equipment. A minor penalty shall be assessed to any player who uses the hands to obtain such stoppage.

- (b) A minor penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the body is entirely outside the boundaries of the privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.

A minor penalty shall be assessed to a goalkeeper who holds the puck against any part of the goal or the boards.

Rule 613 Fighting

- (a) A game misconduct penalty or a match penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.
- (b) A minor or a double minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempt punch. However, at the discretion of the Referees, a match penalty shall be assessed if such player continues the altercation.

The Referees are provided very wide latitude in the penalties which may be assessed under this rule. This is

opponent and in effect they are either holding, cross-checking or creating interference on their opponent – penalize this action.

- 2. Do not penalize when both players are doing the same to each other – talk to them, tell them “*pucks gone –play hockey*”.
- 3. If they ignore you and the jostling starts to escalate stop the game and assess both players for “*Roughing*”.

- (d) 1. There is no imaginary line connecting the End Zone and High Zone face-off spots.

- (a) Holding the puck against the boards; more often than not this will occur when a side is “shorthanded” a player will trap the puck against the boards and try to eat up their opponents “power play” time.

Allow them 3 seconds (same allowed for a goalkeeper before blowing the whistle – Rule 616 a) then tell them to release the puck or take a penalty. If they ignore your instruction stop the game and assess a Minor penalty for ‘Delay of Game’ – Rule 628 Puck Must be Kept in Motion.

A player who traps the puck between their skates and slowly shuffles it along the boards is ineffect delaying the game because the puck is not in “general play” give them a warning to release the puck or take a penalty if they ignore your instruction stop the game and assess them a Minor penalty for Delay of Game.

- (b) 1 The goalkeepers stick is not part of their body. Consequently if a goalkeeper covers the puck behind the goal line and their only link to the crease is by extending their stick then a Minor penalty must be assessed.
- (b) 2 This commonly occurs when a goalkeeper will trap the puck against the outside of the bottom rail of his goal, quite often will hold his other arm in the air signaling that he has “covered” the puck. This is not covering the puck – the puck is still playable. Covering the puck is defined in Rule 616 (a) 2nd paragraph.

Definition of Fighting: The throwing of punches, with a closed fist, that contact an opponent.

- (a) 1. The act of “throwing off” of the gloves can not be penalized as Fighting it can however be penalized under Rule 601 (a) as either Attempting to Incite an Opponent or Unsportsmanlike Conduct.
- 2. Two players wrestling can not be penalized as Fighting – punches must be thrown and have connected with the opponent for it to become a “fight”. In this instance both players should be assessed Double Minors for Roughing – Rule 640 (a) Unnecessary Roughness.

done intentionally to enable the Referees to differentiate between the obvious degree of responsibility of the participants either for starting the fight or persisting in continuing the fight.

Referees are directed to employ every means provided by these rules to prevent “brawling”.

- (c) A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in an altercation already in progress. This penalty is in addition to any other penalty incurred in the same incident.
- (d) A game misconduct penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.
- (e) A minor penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

- (b)
 - 1. Referees now have the option of either a Game Misconduct or a Match Penalty. Both penalties remove the player assessed from the game but allow the referee to distinguish between the degree of participation of the players involved.
 - 2. A disciplinary tribunal would view a Match penalty as being of a more serious nature than a Game Misconduct penalty.
 - 3. A referee may choose to assess a Match penalty against the initiator if after having started the altercation attempts to continue it after the having received retaliation.
 - 4. A referee may choose to assess a Game Misconduct penalty against the retaliator, provided that after their initial retaliation they do not attempt to carry it on.
 - 5. If however the altercation is of a relatively minor nature, but both players involved have made a couple of “half hearted” attempts at punching and stop immediately the referee instructs them and do not show any signs of wanting to continue the altercation a referee may consider assessing Misconducts against both players ie/. removing them from the game for 10 minutes, allowing them to “cool off”. Both players need to receive a warning that even a minor reoccurrence would attract a Match Penalty.
- (c) Be aware of players who have commenced or carry out a change-up, do not penalize them provided they keep their distance and do not cause provocation or incitement.

Procedure

- 1. Before the game starts talk with the Scorer and Timekeeper. Ask them to have spare paper handy and should there be a disturbance on the rink to note down the numbers of the players who leave their team bench and take part in the altercation.
- 2. Before the game the 2 referees should discuss how they will handle an altercation ie/. upon an altercation breaking out the nearest official to the altercation watches the two players involved while the 2nd official gets all other players back to their team benches.
- 3. If you are the 2nd official; in a controlled manner tell them that any player who ignores you will be assessed a Game misconduct. Keep talking to the players as you shepherd them back to their team benches.
- 4. In a loud voice advise both teams that any player who returns regardless of circumstances will be assessed a Game Misconduct.
- 5. Return and assist your fellow referee.
- 6. The referee who is watching the 2 players should not attempt to break the fight up until his fellow referee returns.

Rule 614 Goals & Assists

(Note) It is the responsibility of the Referee to award goals and assists, and such decision is final.

In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly. Changes shall not be made on the scoring summary after the Referees have signed the Official Score Sheet.

- (a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line.

A “goal” shall be credited in the scoring records to a player who shall have propelled the puck into the opponents goal. Each “goal” shall count as one point in the player’s record.

An “assist” shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal.

Only one point can be credited to any one player for any one goal scored.

- (b) A goal shall be scored if the puck is put into the goal in any way by a player of the defending team. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be awarded.
- (c) If an attacking player kicks the puck and the puck goes directly into the goal or is deflected into the goal by any player, including the goalkeeper, the goal shall not be allowed.
- (d) If the puck shall have been deflected into the goal from the shot of an attacking player by striking any part of any player, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.
- (e) If a goal is scored as a result of a puck being deflected directly into the goal off an Official, the goal shall not be allowed.
- (f) Should a player legally propel the puck into the goal crease of the opposing team and the puck becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.
- (g) Any goal scored, other than as covered by the Official Playing Rules, shall not be allowed.

1. Changes can not be made to the score sheet after the referees have signed it consequently it is very important that referees make whatever corrections that are necessary prior to signing the score sheet.
 2. After a shot on goal and the puck is out of sight and you are unsure just where the puck is blow your whistle to stop the game **but do not point at the net.**
 3. Tell the goalkeeper not to move, carefully lift the goalkeeper’s equipment to check for the puck. If puck is in the net award goal by again blowing your whistle and pointing to the net. If the puck is under the goalkeeper signal no goal (washout signal).
 4. Before making a decision you can talk to your fellow referee and if there is a goal judge on duty you can talk to them as well if you wish to.
 5. It is the job of the referee on the goal line (nearest the net) to award goals, the back referee should only award a goal if the front referee is obviously “unsighted”.
 6. The back referee, if they are close enough, to be absolutely positive that the puck fully crossed the line should point at the net **but not blow their whistle.** By doing this they are letting their partner know that they believe that it is a goal. The front referee who may not be 100% sure (for whatever reasons) now knows that their partner is sure and so the front referee can signal the goal.
 7. As a front referee you should get into the habit of looking at your partner if you have any doubts about a shot on goal.
- (c)
1. If a shot comes in and an attacker is **stationary or skating away from the net** and the puck is shot and deflects into the goal off of their skates; award the goal.
 2. If however the attacker is skating towards the goal and the puck is shot and hits the moving attackers skate and deflects into the goal, provided that you are convinced that the moving attacker did not **deliberately** position their skate to redirect the puck; award the goal.
 3. If however the attacker is **stationary** and the puck is shot and the attacker in anyway lifts either of their legs, moves or repositions their skates so as to deflect the puck **disallow the goal.**
 4. If the attacker is skating towards the goal and the puck is shot and the moving attacker in anyway **moves their skates** in the direction of the puck and deflects the puck into the goal **disallow the goal.**
- (f)
1. Once the puck is within the crease, **uncovered and in plain view** an attacker may skate into or reach into the goal crease and hit the puck with their stick across the goal line.
 2. Referees must be aware of attackers making contact on the goalkeeper – the attacker must be able to play the puck without **deliberately** contacting the goalkeeper prior to playing the puck.
 3. Do not penalize for minor incidental brushing type contact especially around the leg pads. Look

- for body-checking, charging, cross-checking, wild hacking with the stick, slashing and the like.
- 4. Be very aware of a defender coming in, thinking that their goalkeeper is being assaulted and body-checking the attacker in defense of their goalkeeper.
- 5. If the puck is partially covered blow your whistle and stop the game. Contact on a goalkeeper is probably the primary cause of most altercations – control the game.

Rule 616 Handling Puck

- (a) If a player, other than a goalkeeper, closes the hand on the puck, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue.

If a goalkeeper holds the puck with the hand for more than three seconds, play shall be stopped and a face-off shall follow, however, after an initial warning by a Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a minor penalty for delaying the game.

- (d) If a defending player, other than the goalkeeper, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team.

If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.

- (e) A player shall be permitted to stop or “bat” the puck in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been deliberately directed to a teammate in the Attacking Zone, in which case the play shall be stopped and the puck faced off at the nearest high zone face-off spot.

- (a)
 - 1. If a player plucks a puck from mid air provided that they drop the puck immediately and haven’t traveled more than 1.0m or so then let it go.
 - 2. If the player “travels” with the puck in his hand then stop the game and conduct a face-off.
 - 3. If a goalkeeper makes a glove save and then skates away from his position with the puck still in his glove, stop the game –player skating with the puck.
 - 4. Do not allow the goalkeeper to release the puck to a teammate after having skated with the puck enclosed within his glove.
- (d)
 - 1. When there is a scramble in the immediate vicinity of the goal crease and a defender drops to the rink be watchful for them covering the puck if they use their hand to remove the puck from the crease.
- (e)
 - 1. Players can hand pass to a teammate in their defending zone.

Rule 617 High Sticks

- (a) The carrying of the stick above the normal height of the shoulders is prohibited. The Referees shall assess a minor or a major penalty to any player who strikes an opponent with a stick so carried.

The use of the “slap shot” is permitted in all age grades.

- (b) When a player injures an opponent as the result of a high stick, at referee’s discretion, a double minor or major plus a game misconduct penalty may be assessed to the offending player. Where the injured player is not wearing facial protection, at referee’s discretion, a minor, double minor, major or major plus game misconduct may or may not be assessed to the offending player.

- (a)
 - 1. You may see a player wave his stick higher than his shoulder signaling to a teammate – provided that he does not strike an opponent, do not penalize this action.
 - 2. However if the above described action is carried out in when in close proximity to opponents and you consider the action to have had dangerous consequences then assess a Minor penalty.
 - 3. If a player having taken a slap shot hits a player on their follow through and the contact is above shoulder height assess a Minor penalty.
 - 4. However should the contact result in an injury a more serious penalty may or may not be assessed depending upon circumstances.
 - 5. If a High Stick is called but no penalty assessed (batting puck to a team mate) the face-off is conducted at an End Zone face-off spot of the

- (c) A goal scored by an attacking player who strikes the puck with the stick which is carried above the height of the goal frame cross bar, shall not be allowed.

- offending team.
6. If a High Stick is called and a penalty is assessed the face-off is conducted at the nearest face-off spot to where the puck was last played unless the infringement was caused by an attacking player in the attacking zone, face-off conducted at High Zone in attacking zone.

(b) **Referee Discretion:**

The referee can now make a call as to whether or not the injured player played a part in their own injury due to not wearing facial protection.

1. If the injured player is not wearing facial protection and you believe that the contact was accidental;
2. Always err on the lesser severity of penalty unless you determine that the offender was overly careless.
3. If the nick/cut is of a relatively minor nature you may choose not assess a penalty or just a Minor.
4. If however you believe that the offending player was a little too careless then you might assess a Minor or perhaps even a Double Minor.
5. However should you determine that the action was deliberate or that the offending player was malicious in their actions then depending upon the degree of injury you have the options of a Major, Major + Game Misconduct or Match penalty.

- (c)
1. This most often happens when a player attempts to pick the puck up on the blade of their stick, carry it around the back of the goal and flick it in the top corner on the opposite side.
 2. Provided no part of the stick is higher than the crossbar you award a goal.
 3. However if any part of the stick is above the cross bar the goal is to be disallowed – normally it will be the butt end of the stick that is above the height of the cross bar.
 4. If the goal is disallowed the face-off is to be held at one of the High Zone face-off spots because the attacker caused the stoppage of play in the attacking zone.

Rule 618 Holding an Opponent

- (d) A player who holds an opponents stick with his hands or in any other manner shall be assessed a Minor Penalty

1. Be aware of a defender trying to wrap his stick around an attacker as the attacker is skating and the attacker fending the defenders stick away. Provided that they are using a “open” hand, either forehand or backhand do not penalize.
2. If a players stick is up at waist level or higher and making contact with their opponent and the opponent grabs the stick to avoid being “scraped” you have 2 choices:
 - (i) Call out to both players to quit the infringing or take a penalty, or
 - (ii) Penalise both players one for Hooking and the other for Holding the Stick.

Rule 619 Hooking

- (c) When a player, in control of the puck on the opponent's side of the centre red line and having no opponent to pass other than the goalkeeper, is hooked or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a Penalty Shot shall be awarded to the non-offending team. The Referee, however, shall not stop the play until the attacking team has lost possession of the puck to the defending team.

NOTE: The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the centre red line. By "control of the puck" is meant the act of propelling the puck with the stick. If, while it is being propelled, the puck is touched by another player or his equipment or hits the goal or goes free, the player shall no longer be considered to be "in control of the puck"

Rule 620 Illegal Clearing (Icing)

- (a) For the purpose of this rule, the centre red line shall divide the playing surface in 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 defending half of the playing surface, beyond the goal line of the opposing team, play shall be stopped and the puck faced-off at the end face-off spot of the offending team, unless on the play the puck shall have entered the goal of the opposing team, in which case a goal shall be awarded.

Rule 621 Interference

- (a) A minor penalty shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the puck, deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it or shoots a stick or other object towards an opponent.
- (c) A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper while the

1. **From Behind:** The defender is behind the shoulder line of the attacking player.
2. The player fouled does not have to have fallen to the surface for a Penalty Shot to be awarded.
3. If the attacking player can not get a shot on goal off or only manages a "weak" attempt due to having a stick up on their arms, on the gloves around their waist, legs or anything that puts them off (push from behind) is to be considered as "fouled" – award a Penalty Shot.
4. Referees need to be aware of players who have their stick around their opponents hands/wrist area when they are chasing from behind – this can prevent the player from making a pass or taking a shot (not necessarily on a breakaway ie/. a Penalty Shot).
5. Any hard contact near or on the gloves should be called.

1. All face-offs are to be at the End Zone spots of the offending team other than when an official has made an incorrect icing call.

Icing Procedure

Back Referee:

1. Raises (non-whistle) arm vertically above shoulder.
2. When the Front referee blows their whistle and raises their arm confirming that icing has occurred they fold their arms at chest height (2-3 seconds approximately) This can be done stationary or as you are skating to the face-off spot where the face-off is to be conducted
3. Points to the face-off spot where the face-off is to be conducted.
4. Skates to face-off spot so players know location for face-off.
5. Commences Line Change signal.

Front Referee:

Skates hard to be in position to check if "icing" occurs.

1. Blows their whistle if the puck crosses the goal line.
2. Raises their arm vertically in air and calls out "Icing".
3. Fetches the puck and either:
4. (i) skates to the End Zone face-off spot to conduct the face-off, or
(ii) if the other referee has a puck, skates and assumes the position of the **Back** referee for the face-off.

- (a) **Interference:** When a player impedes the progress of an opponent who is **not in possession of the puck**.

1. Interference is; when a player deliberately steps into the line of an opponent giving them no time nor room to avoid a collision.
2. Interference from a face-off; is when a player stands an opponent up and obstructs them from going after the puck.
3. Interference is; when a player coming down the boards shoots the puck ahead and then races after

goalkeeper is in the goal crease area.

- (d) Unless the puck is in the goal crease area, a player of the attacking team may not stand on the goal crease line or in the goal crease or hold the stick in the goal crease. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, while the attacking team has possession of the puck, play shall be stopped and the ensuing face-off shall take place at the nearest high zone face-off spot.
This rule shall not apply when the goalkeeper is out of the goal crease.
- (e) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.
- (f) When the goalkeeper has been removed from the playing surface and any member of his or her team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

it and an opponent closes the gap between themselves and the boards (same as No.1).

However:

- 4. Incidental contact between two opposing players who are actively in pursuit of the puck is not Interference.
 - 5. Interference can never be called as an infringement when a player, who has possession of the puck, is fouled in any way.
 - 6. It is not Interference when a defender, skating forwards or backwards happens to be in front of an attacker and commences to skate slower than the attacker, causes the attacker to have to either slow down or skate in another direction, incidental contact can occur.
- (c) 1. An attacking player skating the crease when a shot on goal is imminent is Interference - stop the game and provided there was no contact with the goalkeeper do not penalize, but face-off at one of the High Zone face-off spots.
 - 2. Give a team warning about skating the crease - if the warning is ignored and the team continues to skate the crease penalize as Interference.
 - 3. If a player skates the crease and makes contact with the goalkeeper; no matter how minor the contact penalize the offender for Charging.
- (d) 1. The crease is 3 dimensional ie/. the stick does not have to be in contact with the rink surface "*to be in the crease*" a player may have their stick in the air but within the boundaries of the crease – it is Interference.
- (e) 1. Provided that an attacker who has been pushed into the crease by a defender is making every effort to get out of the crease - allow the goal, do not penalize for Interference.
 - 2. If however the attacker is not making any effort to remove themselves from the crease having been pushed in by a defender – disallow the goal, stop the game and face-off at one of the High Zone face-off spots.
 - 3. If the attacker having been pushed into the crease contacts the goalkeeper when trying to get out do not penalize, unless the contact was deliberate, stop the game and face-off at one of the High Zone face-off spots.
- (f) Illegal Players:
 - 1. When changing up if one of the players interchanging while both are on the rink was to infringe in any manner – look for a body-check, holding, hooking etc.
 - 2. A player who leaves the penalty box prior to their penalty time expiring.
 - 3. A player whose name does not appear on the team roster on the score sheet.
 - 4. A player not wearing mandatory protective equipment or not wearing it in the manner that the manufacturer intended and the team having received a team warning previously eg/. not

wearing a helmet or helmet strap undone etc.

Rule 623 Kicking Player

- (a) A minor or major penalty, at referees discretion, shall be assessed to a player who kicks an opponent.
- (b) When a player injures an opponent as the result of “kicking” the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (c) Kicking may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 625 Leaving Player or Penalty Benches

- (d) If a Team Official steps onto the playing surface after the start of a quarter and before that quarter is completed without the permission of a Referee, the Referee shall assess a bench minor penalty to the team of the offending Coach.
- (e) During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless the puck is first played by another player in the Attacking Zone.

Rule 626 Off-Sides

- (a) Players of the attacking team may precede the puck over the centre red line, provided that the puck is carried over the centre line.
- (b) When the puck is passed over the centre red line, the puck must precede the attacking player(s) over the centre line.

A player who precedes a pass over the centre red line is not eligible to play the puck until:

- 1. The puck is first touched by a teammate who did not precede it over the centre line or by an opponent.
- 2. The puck is first touched by an opponent.
- 3. The player who has preceded the puck over the centre red line “tags up” by making skate contact with the centre line.

- 1. Be aware of the instance where two players tangle and go down upon the rink’s surface and as they are getting up one player slips and their foot travels backwards and the skate makes contact with the opponent. This is not kicking unless you believe that the backwards action was deliberate.
- (d)
 - 1. When refereeing the younger grades U10 & U12 and a player goes down with an injury and neither team is on a break-away or has an imminent goal scoring opportunity - stop the game and allow the coach/manager onto the rink to attend to the injured player.
 - 2. U14 grade and above; follow the procedure as per Rule 206 Injured Players.
- (e)
 - 1. Teams should not start with incorrect number of players, it is the referees job to ensure that teams place the correct number of players on the rink surface – Rule 609 (c)
 - 2. Be very alert for “deliberate delays” in the final few minutes of a close game. The coach of the winning team may use this ploy to run the clock down.
 - 3. If you consider that this is happening, stop the clock, skate to the offending team’s bench and give a team warning.
 - 4. If they continue with slow change-ups etc, stop the clock and assess a Bench Minor.
- (a)
 - 1. A player is not off-side just because they happen to be in the attacking zone before the puck.
 - 2. A player becomes off-side if they play the puck having received a pass from a teammate in their defending zone.
 - 3. Players are allowed to “loiter” in the attacking zone but they can not play the puck until it has been either played by an opponent or a teammate who followed in after the puck.
 - 4. Should the puck be shot into the attacking zone by a teammate of the “loitering” player and the “loitering” player does not back away from the puck then he is deemed to be “taking part in play”. Stop the game and conduct a face-off at the face-off spot nearest to where the pass originated.
- (b)
 - 1. A player standing in the attacking zone who receives a pass from a teammate in the defending zone to his stick blade which is in the defending zone is **not off-side**.
 - 2. A player standing in the attacking zone who receives a pass from a teammate in the defending zone to his stick blade which is in the defending zone and drags the puck across the center line before “tagging up” **is off-side**.

Rule 628 Puck Must be Kept in Motion

- (a) The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a minor penalty shall be assessed for delaying the game. However, the Referees may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.

The freezing of the puck on the boards, generally a player using their skates but occasionally using their stick, usually occurs when a team is trying to “kill” a power-play or when a defender gets isolated.

The other occasions where the puck gets frozen is when a goalkeeper traps the puck with their stick against the goal frame and expects the referee to stop the game.

The procedure to follow in both instances is:

1. If an individual player traps the puck with no attacking players challenging assess a Minor penalty for Delay of Game.
2. If a player freezes the puck due to being challenged allow them 3 seconds (same as goalkeeper handling the puck Rule 616 a 2nd paragraph) then tell them to free the puck or take a penalty. If your warning is ignored assess a Minor penalty for Delay of Game.
3. If during general play two opposing players have the puck frozen against the boards allow play to continue for a short period but if you sense that the entrapment of the puck is causing frustration which could lead to unnecessary contact stop the game – in accordance with Rule 629 (b). Conduct the face-off at the nearest face-off spot.
4. A player who traps the puck between their skates and slowly shuffles it along the boards is ineffect delaying the game because the puck is not in “general play” give them a warning to release the puck or take a penalty if they ignore your instruction stop the game and assess them a Minor penalty for Delay of Game.
5. If a goalkeeper freezes the puck against the goal frame with their stick:
 - i Allow play to continue.
 - ii Tell them to release the puck or take a penalty
 - iii Do not penalize an opponent if they kick the goalkeepers stick trying to dislodge the puck.
 - iv Do not penalize an opponent for slashing if they are attempting to free the puck – contact on the goalkeepers stick needs to be down on the blade area.

Rule 629 Puck or Player Out of Bounds or Unplayable

- (a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass or wire, it shall be faced-off at the nearest face-off spot to where it was last played.

When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest face-off spot to where it was last played.

- (a) 1. Some rinks have steel columns close to the boards so should a puck rebound off the column in the opposite direction to which it was shot and disadvantages the team who shot the puck stop the game and conduct a face-off at the nearest face-off spot to where the puck was last played.

Rule 630 Puck Out of Sight and Illegal Puck

- (b) If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

- (c) If the puck hits the goalkeepers helmet referees are to use their discretion regarding the condition of the goalkeeper.

The interpretation to be adopted is as follows:

- (b) 1. Do not stop the game if a 2nd puck appears at the opposite end of the rink. Carry on playing and remove the 2nd puck at the next stoppage of play.
- (c) 1. If the puck hits the goalkeepers helmet and it is clearly obvious that it has not affected the goalkeeper’s ability to perform the referees should not stop the game.
2. However, if the shot is hard and direct to the

- goalkeepers helmet referees are to stop the game.
3. If a game is stopped due to the puck hitting the goalkeepers helmet a Referee must skate to the goalkeeper and check that the goalkeeper is unaffected by the impact of the puck.

Rule 633 Slashing

- (a) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick.

Referees should penalize as “slashing” any player who swings the stick at an opponent (whether in or out of range) without actually making contact or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.

- (d) A minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper, in the goal crease, who has covered or caught the puck, regardless of whether or not the Referees have stopped the play.

- (a)
1. Referees need to be aware of players who swing their stick around their opponents hands/wrist area when they are chasing from behind.
 2. Any hard contact near or on the gloves should be called.
 3. Sometimes a challenging player will come down quite hard on their opponents stick – provided that the contact is down near the heel of the stick do not penalize unless:
 - (i) the stick is knocked from the grasp of the opponent – Rule 621 (a) Interference, or
 - (ii) the opponents stick is broken by the action.

Refer to full interpretation below.

Contact On Goalkeepers

If a player continues to skate in on the goalkeeper even after the goalkeeper has either caught the puck or obviously has it covered and makes contact with the goalkeeper they are to be penalised.

Attacking players skate in fast and screech to a halt millimeters from the goalkeeper, sometimes clipping the goalkeepers glove/blocker, this causes defending players to vigorously react to defend their goalkeeper which generally leads to an unnecessary altercation and assessment of penalties for a variety of infringements.

Players seem to think that until the referee has blown their whistle that the goalkeeper is “fair game”. The goalkeeper is **NEVER “Fair game”**.

Rule 633 (d) is explicit;

*“A minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper in the goal crease, who has covered or caught the puck, **regardless of whether or not the Referee has stopped the play.**”*

This aspect of the game needs to be controlled stringently.

To assist;

1. players, coaches and managers so that they understand how a referee will interpret rule 633 (d), and
2. referees in determining illegal play and so achieve a consistent interpretation the following guidelines should be used:

Unless an attacking player can play the puck **without touching the goalkeeper** they should not attempt to play the puck.

Just because **part of the puck** may be visible **does not automatically make it playable.**

The only exception to the above is if the goalkeeper is poised over the puck but has not actually placed his glove down and covered the puck (perhaps taunting the attacking player) and an attacking player, close at hand, lunges for the puck with his stick as the goalkeepers glove goes down **do not** call a penalty - this is **simultaneous contact**, the player had **full view** of the puck when he commenced his action and it is not reasonable to expect a player to be able to break off his action once in the throes of carrying it out.

The same rationale applies where the puck is free in open rink and the goalkeeper dives and just beats the attacking players stick to the puck. The players stick will naturally slide into/under the goalkeepers glove/blocker – **no slashing penalty should be called**, unless the player deliberately strikes the goalkeeper **across the top** of the glove or arm.

If the goalkeeper is anywhere within their “privileged” area and has the puck fully or partially covered and there is an attacking player within close proximity (2m-3m) of the goalkeeper and skating in the general direction of the goalkeeper blow the play down immediately for a face-off.

Players: Just because part of the puck may be visible **does not automatically make it playable**.

Playing the puck by making contact on the goalkeeper = penalty for slashing.

Rule 635 Start of Game and Periods

- (a) The game shall start at the time scheduled by a face-off at the centre face-off spot and shall be promptly resumed for each quarter in the same manner.
- (a) 1. Referees must ensure that games get underway as quickly as possible. Do not allow more than the prescribed warm-up period.
2. If teams are slow to respond after breaks blow your whistle at 45 seconds for the 1 minute breaks and at 1.45 for the 2 minute break.
3. Make sure that the 1 minute time-outs that teams may call are only 1 minute, again blow your whistle at 45 seconds as a warning.

Rule 636 Throwing Stick

- (a) When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the puck in the Defending Zone, the Referees shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the fouled player.
- (a) 1. Be aware of goalkeepers who let go of their stick when they swing their stick around the side of the goal at an attacker who has skated behind the net perhaps for a wrap-around attempt. This is throwing the stick and **should be penalized**.

Rule 637 Time of Match and Time-Outs

- (a) A game shall consist of four 10 minute running time quarters with a one minute rest period taken between the first and second quarter and third and fourth quarter and a two minute rest period at half time. Leagues have the jurisdiction to set the length of each quarter (running time or stop time) based on the amount of time designated to complete the game.
- (a) 1. If the scores are tied or within 1 goal and there is a stoppage in play (but the clock is still running) and the clock runs down to the 2 minute mark the game timekeeper **must stop the clock on the 2 minute mark**.
2. Once stop-time has commenced the game continues to be played as stop-time regardless of what the score becomes.

If running time is used and if at any time during the last two minutes of the fourth quarter, or any overtime, the score is tied or within one goal, then the remainder of the game shall be played stoppage time

To start the game, teams shall defend the goal furthest from their players’ bench and shall defend that goal for the first half.

- (c) 1. Referees must be pro-active regarding the safety of players and always err on the side of safety if there is any doubt regarding the surface being wet/slick.
2. Should teams disregard the referees’ decision and say “*we will just play a friendly*” referees **must not officiate the “friendly”** because by doing so they are in effect saying that the surface is ok to play on and should any injuries occur they could be held liable for not having taken **all reasonable precautions**.
- (d) 1. Any player, or team official participating in a game can call for a time-out however a time-out can only be requested during a stoppage of play.

- (d) Each team shall be permitted to take one time-out of a

one-minute duration per game which must be taken during a stoppage of play. If running time is played, the clock shall be stopped during a time out. The clock shall be restarted upon the conducting of the ensuing face-off.

Rule 638 Tied Games

(b) In Tournament and Play-Off games and NZIHA Championships in which it is necessary to determine a winner for advancement, the following shall take place.

1. A two minute rest period shall follow.
2. The teams shall not change ends.
3. A five minute overtime period shall be played.
4. The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.

If no team scores during the overtime period, a shoot-out shall take place as follows:

All rules applicable during the taking of a penalty shot shall also apply during the shoot-out.

(c) Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

Rule 639 Tripping

(a) Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall shall be assessed a minor penalty.

(b) When a player, in possession and control of the puck in the Attacking Zone and having no opponent to pass other than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team. The Referees shall not stop the play until the attacking team has lost possession and control of the puck to the defending team.

Rule 640 Roughing

(a) At the discretion of the Referees, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.

(b) A minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck.

It is not the intent to penalize incidental contact between two opposing players who are actively in

- (b)
1. Teams defend the goal nearest their bench for any overtime period.
 2. In a penalty shootout the Home team goalkeeper defends and the Away team has first attempt to score.
 3. Any player still serving a penalty at the completion of the overtime period can not take part in the penalty shoot-out.

- (c)
1. Any time remaining on penalties being served having been assessed during regulation game time must be completed at the start of the overtime period.

- (a)
1. If a player dives to the surface, regardless of whether or not they connect with the puck, if they cause their opponent to fall, they must be assessed a penalty for tripping.

(b) **Possession and Control**

Possession; when a team has a player, who can be either stationary or skating, but who has uninterrupted control over the puck.

Control; when a team has a player who has deliberately and purposely stopped the puck and either shot it or redirected it.

1. A deflection off a skate is neither possession nor control.
2. A rebound from a goalkeeper's chest gear or leg pads is neither possession nor control.
3. However a rebound from a goalkeeper's blocker, stick or glove is control because they have deliberately attempted to redirect the puck.

- (a)
1. You most often see it around the goal crease; a defender will come in and body up on an attacker who is standing their ground, not interfering with the goalkeeper, and give them a shove that causes them to fall over. A Minor penalty for Roughing is appropriate.
 2. Again around the goal crease; a defender pushes another player in the face cage a Minor penalty would be sufficient.
 3. However when a player retaliates, having been infringed upon, with say 1 but no more than 2

pursuit of the puck. The act of riding an opponent off the puck shall not be considered to be roughing.

However, this does not allow the player who is not in possession of the puck to throw the body into an opponent to achieve possession.

attempted punches a Double Minor would be appropriate.

4. Any instance where within the same incident a player has more than 1 attempt at an opponent a Double Minor would be appropriate.
5. When an instance of roughing occurs that is of a sufficient nature to cause retaliation you may consider assessing the initiator a Double Minor and the retaliator a Minor.

- (b)
 1. This is for when a player deliberately plays an opponents body before attempting to play the puck. Generally a Minor penalty, but depending upon ferociousness could be a Double Minor.
 2. When 2 players get in each others face and it is more of a “wrestle” (push & shove situation) rather than 2 players actively punching. Again depending upon the degree of “contact” either a Minor or a Double Minor.
 3. Do not penalize either of the 2 players for incidental contact when jostling each other for position in front of the net provided that:
 1. Their sticks remain down.
 2. They do not cross-check one another.
 3. They do not use their sticks to trip one another.
 4. With regards (b) paragraph 3; Any deliberate body contact that allows a opponent to gain control of the puck should be penalized.

Referees Discretion

A referee can only use discretion when the rules allow.

ie/. an infringement that would normally attract either a “Minor” or a “Major” penalty (depending upon circumstances - referees discretion).

If a rule dictates that an infringement automatically attracts a certain penalty then the referee can not use their discretion.

ie/. if the infringement causes an injury to the opponent. The rules state that the penalty to be assessed automatically becomes a “Major + Game Misconduct”.

There is no leeway for a referee to use discretion - discretion has been removed - (only exception is High Stick where injured player is not wearing facial protection)

Other examples of when a referee can apply discretion are:

Butt Ending - Rule 607, Spearing - Rule 634, High Sticks - Rule 617, Puck Hitting Goalkeepers Helmet – Rule 630.

Butt Ending or Spearing:

Either for an attempt, or if the attempt makes connection with the opponent and furthermore if the incident appeared to have been carried out to deliberately injure the opponent.

The referee has discretion as to whether or not:

- the action was accidental ie/. unintentional, or
- deliberate.

If the referees view is that the action was deliberate, then whether or not:

- the attempt missed, or
- connection was made, and
- if it was carried out with intent to injure.

Attempt	- Double Minor + Misconduct
Connection	- Major + Game Misconduct
Intent to Injure	- Match Penalty

High Sticks:

With regards to “high sticks”; when a player injures an opponent as the result of a high sticks, at the referees discretion, a double minor or major plus a game misconduct penalty may be assessed to the offending player.

However, where the injured player is not wearing facial protection, again at the referees discretion, a minor, double minor, major or major plus game misconduct may or may not be assessed to the offending player.