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GENERAL INFORMATION

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OFFICIAL LANGUAGE

The official WBDHF rulebook is published in English. Translations into different languages is a responsibility of the individual WBDHF members. If there is any divergence in the wording, the English text is authoritative.

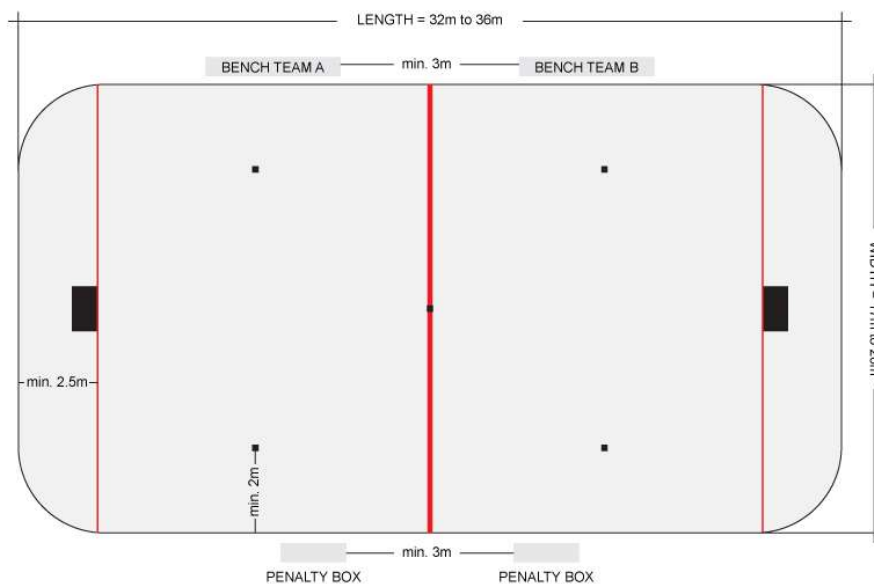
QUESTIONS OR REMARKS?

Do you have any questions, suggestions, or remarks about the WBDHF Rule Book – please contact us at info@wbdhf.com.

WBDHF Official Rule Book 2024/25 – Version 1.2, May 2024

1 THE RINK

Ball hockey rink 3 on 3 the photo of the pitch down bellow



1.1 SURFACE

██████ The playing surface of the rink must be flat and smooth without any protrusions/ projection/ humps / offset.

██████ The playing surface can be:

1. Smooth/polished concrete (non-slip finish)
2. Modular plastic sports flooring approved by WBDHF
3. Other flooring approved by WBDHF

██████ Surface type must be announced 6 months prior to the WBDHF event and must be approved by WBDHF.

1.2 RINK DIMENSIONS 3 ON 3

The playing surface of the rink must have following dimensions.

Size:

Maximum sizing

Length: 36m

Width: 20m

Minimum sizing

Length: 32m

Width: 17m

The corners should be rounded in a circular arc with radius from 4m to 6m.

It is recommended that logos or advertising are not allowed on the floor.

1.3 BOARDS

The rink shall be enclosed by the boards, which may be constructed of plastic, wood laminate or fiberglass.

The boards shall be between **1 m** and **1.30 m** high (except player's benches and penalty boxes). The measurement must be taken from the playing surface to the top of the boards.

Gates are not permitted, and player benches must be of minimum 70 cm and maximum of 80 cm of height. In special circumstances, gates are allowed, but must be approved by WBDHF.

Back boards must be **2 m** high started at the circular arc. Back boards must be constructed of plastic, wood laminate or fiberglass. Back boards can be also constructed of plastic, wood laminate or fiberglass up to 1 m and protective glass or

acrylic can be added on top of the boards to reach the 2 m height requirements.

Standard netting must be **1 m** above the 2 m boards. In case the netting is higher than 1 m, the 1 m line must be indicated by a red tape. The red tape must be at least 5 cm in thickness and 1 m limit must be indicated by the top of the red line.

The boards shall be smooth and free of any object that could cause injury to the players. In case the back boards are constructed from 2 components such as plastic and glass, the connection between the components must be smooth and free of any object that could cause injury to the players.

Advertising may be placed on the boards, but no orange graphics is allowed on the backboards behind the goal line.

1.4 RINK MARKINGS

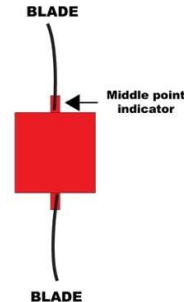
All markings on the playing surface must be clearly distinguishable from the playing surface.

For all matches a **goal line** shall be marked completely across the playing surface and must be positioned minimum of 2.5m from the end of the rink. The line must have minimum 6 cm width and maximum of 7cm width.

For all matches a **centre line** shall be drawn completely across the playing surface exactly halfway between each end of the rink. The center line must have 15-20cm in width.

The centre face-off dot must be in the middle of the playing surface in the middle of the centre line.

All face-off dots must be square and has minimum dimensions **20 cm x 20 cm**. The whole blade must be placed on the floor and the front of the blade must be at the boarder of the faceoff spot, where the middle point indicator is located.



All face-off dots must be marked on the surface with purpose to help referees to set proper face-off positioning during the whole game. Midway of the goal line and centre line. Minimum 2 m distance from the boards.

No goalie crease marking is required.

1.5 PLAYER'S BENCH

Each rink shall have a box or a bench for the use of each team, to be known as the **Players' Bench** or **Box**. Each players' bench shall accommodate at least 8 players and shall be faced directly alongside the floor as near as possible to the center of the rink. Players' Bench must be marked as "Home" or "Visitor".

Only players in uniform and a maximum of 4 team officials shall be permitted to occupy the players' bench.

These individuals shall be registered and entered on the Official Game Report. A maximum of 4 team officials may be recorded on the Official Game Report.

During a game, coaches, doctors, trainers and other authorized team officials shall be restricted to the use of the area the length of their players' bench.

1.6 PENALTY BOX

Each rink shall have an area to accommodate players to be known as the **penalty box**.

It is to be used for the seating of penalized players. The penalty box shall be located on the opposite side of the rink from the players' bench. The entrance to the pitch should be one meter wide.

The penalty boxes shall be separated from players' benches and the spectators.

There shall be two separate penalty boxes, each having its own entrance and must be marked respectively as "Home" and "Visitor".

Adequate arrangements shall be made to physically separate members of the opposing teams.

1.7 TIMEKEEPERS' BOX

The timekeepers' box should be on the opposite side of the rink to the players' benches and should be placed between penalty boxes on each side separated from the spectators.

The timekeepers' box should have table and chairs to accommodate three match officials.

1.8 DRESSING ROOMS

Each rink should provide clean and ready dressing rooms with showers, toilets.

Each room should have adequate space for players with equipment and team staff.

Each rink shall provide a suitable dressing room equipped with toilet and shower for the use of the match officials.

2 MATCH EQUIPMENT

2.1 GOAL FRAME, POSTS AND NETTING

Picture of the net

Goal nets must be positioned in the middle of the goal line and must be attached to the surface by a system that allows movement during a crash, but eliminates movement of the net during goalie movement.

The goal posts shall extend vertically 1.22 m above the surface and be 1.83 m apart (internal measurements). The goal posts and horizontal crossbar that form the tubular steel frame shall be of a specified design with an external diameter of 5 cm and shall be painted red.

The goals and crossbar shall be completed by a frame supporting the netting. The top part of the net shall be minimum 50 cm and maximum 60 cm deep. The base part of the net shall be minimum 80 cm and maximum 100 cm deep. The net shall be painted white, except for the exterior part of the base frame, which shall be painted red.

A netting of white nylon cord shall be draped over to enclose the back of the goal frame in such a manner as to prevent the ball from coming to rest on the outside of it, yet strung in a manner that shall keep the ball inside the goal net.

The inside of the supports, other than the goal posts and crossbar, shall be covered by a white padding. The padding of the base frame shall start not less than 10 cm from the goal posts and shall be attached in a manner that shall not restrict the ball from completely crossing the goal line.

2.2 BALL

■ The ball must be made from smooth PVC/PE/TPU material without any protrusions.

■ Weight of the non-filled ball must be in a range between 50 g – 70 g.

■ Weight of the filled ball or ball with foam core must be in the range between 50 g – 70 g. The filling must be medically safe. Oil or alcohol filling is not permitted.

■ Diameter of the ball must be in the range between 64 mm – 68 mm.

■ The printed logo, trademark and/or advertising shall not exceed in diameter 4 cm of the area of each side of a ball. The logo, trademark and/or advertising must not be engraved.

■ The colour of the ball is bright orange. Surface must have a satin or matte finish. The surface cannot be shiny.

■ The organizer is obliged to announce six months in advance which ball will be used and the ball must be available on the market.

3 TEAMS

3.1 TEAM COMPOSITION

■ Each team shall be allowed a maximum of 15 outfield players and 2 goalkeepers for a total of 17.

■ The minimum number of players to start a game is 7 players specified as 6 outfield players and 1 goalkeeper.

It is permissible to replace a goalkeeper with an outfield player at any time during a match.

No less than 3 players during match 1 goalie. Minimum 2 players and 1 goalie must be able to play on the surface during team's penalty.

3.2 TEAM CAPTAIN

Each team shall appoint one captain and only the captain, when invited to do so by the referee, shall have the privilege of discussing any point relating to the interpretation of rules. Any captain, assistant captain or any player who comes off the bench and makes any protest or intervention with the officials for any purpose shall be assessed a minor penalty for unsportsmanlike conduct.

If this protest continues, he/she may be assessed a major penalty game misconduct penalty shall be warranted.

A complaint about a penalty is not a matter "relating to the interpretation of the rules" and a minor penalty shall be imposed against any captain, assistant captain or any other player making such a complaint.

The captain shall wear the letter 'C' of a minimum of 10 cm in height and in a contrasting colour to the jersey, and in a clearly visible position on the upper left front part of the jersey. If the letter C is not worn, privileges under this rule will not be permitted.

Another player in each team shall be appointed as assistant captain and the assistant captain shall wear the letter 'A' on the jersey.

A goaltender CAN be captain or alternate captain for his team during a game.

4 PLAYING RULES/GENERAL

OVERVIEW – Rules form the very basis for playing a ball hockey game and must be respected and adhered to at all times. Although every effort has been made to outline all infractions on the surface, officials have the right to assess penalties for other violations which are contrary to the spirit of fair play and the integrity of the sport in accordance with this rule book, but which are not necessarily set out in the rules below.

4.1 HOW THE GAME IS PLAYED

■ A game consists of three periods of 15 minutes plus overtime and a penalty shot shootout if required.

■ Two teams compete to score the most goals in a game. The team that scores the superior number is declared the winner.

■ To score a goal, a team must put the ball by legal means according to the rules into the goal net of its opponent. (for exceptions see Awarded Goals rule).

■ Players control the ball on their stick and work their way down the surface by passing, shooting, and running.

■ Bodychecking is an integral element of the game. It is the most common method of gaining control of the ball. For a bodycheck to be legal, it must meet a series of criteria specified by these rules.

■ Players and team officials who violate the rules are punished by the on-surface officials or, in more serious cases, by the proper authorities.

4.2 LENGTH OF PLAY

■ Regulation time consists of three periods of 15 minutes of game action, stop time.

■ Periods are separated by an intermission of minimum 3 minutes and maximum 5 minutes.

Teams change ends to start each period.

Overtime follows the third period when the score is tied after 45 minutes of regulation time and consists of a 5-minute period. The period is played on a sudden-death basis (next goal wins). The penalty shot shootout consists of 3 shots per team, followed by a sudden-death penalty shot shootout if the score in the shootout remains tied after these shots. Team that took the last penalty shot starts the sudden death penalty shot shootout. Please follow the **Penalty shot procedure** rules.

4.3 SCORE CLOCK

The score clock keeps time of the game and runs from the length of the period (15 minutes or 5 minutes) down to 0:00.

The score clock is activated by dropping the ball at the face off by an on-surface official and is stopped by the whistle of an on-surface official.

On-surface officials can consult with the video judge in cases where additional time may have elapsed from the score clock – notably after a false face off or

because of slow reaction by the timekeeper to a whistle – and make the necessary adjustments.

4.4 WHISTLE

When an on-surface official blows the whistle to stop the play, players must cease contact with their opponents and abandon the ball.

If game action is in progress, play continues until an on-surface official blows the whistle to stop play.

4.5 WARMUP

Physical contact between players on opposing teams is not allowed during the warmup and players are not allowed to walk over the centre red line during this time. Violations of these rules will be handled by the standby referee who oversees the warmup.

Any violations of game rules that occur during the warmup cannot be enforced by on-surface officials because they are not on the surface to witness the violations first-hand, but these may be reviewed after the game by the proper authorities.

4.6 BALL IN PLAY

Game action will be stopped immediately if the ball is less than whole (i.e., fragmented or broken in any way).

If a ball other than the one legally in play appears on the surface during game action, game action will not be stopped until a change of possession occurs or if the illegal ball is mistaken for the game ball.

4.7 CHANGE OF ENDS

Teams must start a game defending the goal net nearest their players' bench.

Teams must change ends for each succeeding regulation period.

For overtime teams must start a game defending the goal net nearest their players' bench

Penalty shot shootout situations are played only on one side (one net) to provide equal conditions for both teams. The side is chosen by the on-surface officials.

4.8 STARTING GAME ACTION

Game action must always begin with a faceoff conducted by an on-surface official.

Every period starts with a faceoff at centre faceoff spot. Every other instance of starting play will begin with a faceoff only at one of the five designated faceoff spots marked on the surface.

4.9 DETERMINING FACEOFF LOCATION/GENERAL

When game action is stopped for any reason not specifically outlined below, the ensuing faceoff will take place at a faceoff spot nearest to where the ball was last played.

When a stoppage of play is caused by an attacking player in the attacking zone, the ensuing faceoff will take place at nearest faceoff spot except the center faceoff spot.

If a player lifts the ball high enough to hit the score clock or any obstacle above centre of the surface, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the ball was lifted, except the center faceoff spot.

4.10 DETERMINING FACEOFF LOCATION/PENALTIES ASSESSED

When players are penalized resulting in penalties to one team being placed on the score clock, the ensuing faceoff will take place in the end of the team that will play short-handed except:

1. When a penalty is assessed after the scoring of a goal, the ensuing faceoff will take place at the centre spot.
2. When a penalty is assessed before the start or at the end of a period, the ensuing faceoff will take place at centre spot.

■ If an attacking player is assessed a penalty during a faceoff in the attacking zone, the ensuing faceoff will take place in the defending zone of the team being penalized.

■ If a player is assessed game-misconduct or match penalty, the ensuing faceoff will take place in the defending zone of the team being penalized.

■ If penalties are assessed to both teams during the same stoppage of play but for different reasons (not coincidental penalty), the faceoff will be in the defending zone of the team that committed the last of the fouls.

■ When both teams incur penalties which are displayed on the score clock for the same reason, the ensuing faceoff will take place at the nearest faceoff spot in the zone where game action was stopped, except the center faceoff spot.

GAME SITUATION 1: On a delayed penalty, if the non-offending team makes a premature substitution of the goaltender, the faceoff will take place at the faceoff spot in the defending zone of the team that caused the premature substitution.

4.11 DETERMINING FACEOFF LOCATION/INJURY

■ When game action is stopped for an injured player, the ensuing faceoff will take place at a faceoff spot on the zone of the injured player.

■ If there is an injured player on the surface and any of the players are in scoring chance, the stoppage will occur after the scoring chance is finished. When game action is stopped, the ensuing faceoff will take place at a faceoff spot in the zone of the injured player.

4.12 DETERMINING FACEOFF LOCATION (includes ball deflection, ball out of play)

■ When a player on the defending team freezes the ball along the boards in his defending zone, the ensuing faceoff will take place at the nearest faceoff spot, except the center faceoff spot.

■ If player shoots or passes the ball in any way out of play in any zone, the ensuing faceoff will take place at the nearest faceoff spot of the shooting/passing player, except the center faceoff spot. If the player is intentionally shooting the ball out of the play, referee will give the player warning. If the action continues, minor penalty will be assessed. If a goalie shoots or passes the ball in any way out of play in any zone, the goalie will be assessed penalty and the ensuing faceoff will take place in the defending zone of the goalie.

■ If player shoots or passes the ball and the ball is deflected by other player, goalie, net, board in any way out of play in any zone, the ensuing faceoff will take place at the nearest faceoff spot of the last deflection, except the center faceoff spot.

■ If player shoots or passes the ball and the ball is deflected by ANY OFFICIAL on the surface in any way out of play, the ensuing faceoff will take place at the nearest faceoff spot of the shooting/passing player, except the center faceoff spot.

■ When a player on the attacking team scores a goal by a high stick, kicking motion, or any other method that is deemed illegal by the on-surface officials or video-goal judge, the ensuing faceoff will take place in the zone of the scoring team.

■ If an attacking player knocks the goal net off its designated spot in the attacking zone and makes no attempt to avoid doing so, the ensuing faceoff will take place at the player's defending zone. However, if an attacking player is pushed into the goal frame by a defending player, the ensuing faceoff will take place at faceoff spot in the attacking zone.

■ When game action is stopped because a player's shot or pass hits a person on the players' bench who is leaning over the boards or whose body is over the playing surface, or the ball enters players' bench through an open door (in case WBDHF approves rink with doors), the ensuing faceoff will take place at the nearest faceoff spot (except center faceoff spot), where the ball was shot.

■ If the ball goes out of play directly from a faceoff, the faceoff will be conducted again from the same spot and NO PENALTY will be assessed to any player for delay of game.

As soon as the referee loses sight of the ball, he will blow his whistle to stop play. The ensuing faceoff will take place at the nearest faceoff spot to where play was stopped, except center faceoff spot.

4.13 DETERMINING FACEOFF LOCATION/CENTRE SPOT

Faceoffs will take place at the centre faceoff spot under the following circumstances:

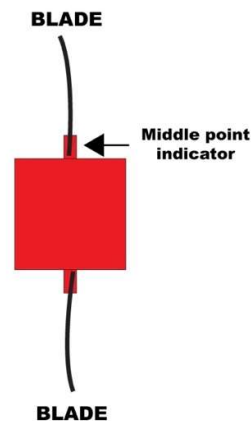
1. At the start of a period.
2. After a goal has been scored.

4.14 PROCEDURE FOR CONDUCTING FACEOFFS

The on-surface official must drop the ball only on one of the five designated faceoff spots.

Only one player from each team is allowed to participate in a faceoff.

The two players taking the faceoff must be positioned squarely facing their opponent's end. The whole blade must be placed on the floor and the front of the blade must be at the boarder of the faceoff spot, where the middle point indicator is located.



■ If either player taking the faceoff makes helmet-to-helmet contact with his opponent, he will be ejected from the faceoff. If the linesman cannot differentiate which player caused the contact, both players will be ejected.

■ The on-surface official may drop the ball if only one player is ready for the faceoff provided all other players not involved in the faceoff are onside and in ready position.

■ When the faceoff is in the defending half of the rink, the player of the defending team must place his stick on the surface first followed immediately by the player of the attacking team.

■ When the faceoff is at the centre-surface faceoff spot, the player of the visiting team must place his stick on the surface first.

■ All players not taking the faceoff must stay minimum 1,5 m away from the faceoff spot at the same level as the player, who takes the faceoff. They must remain stationary and cannot walk freely during the faceoff procedure or influence or interfere with the faceoff procedure.

■ Once all players are in the set position for a faceoff, they cannot change positions.

4.15 FALSE FACEOFFS

■ If one or both of the players taking the faceoff fail to take their proper position immediately when directed to do so, the on-surface official will point at the player with his hand and notify the offending player that a second violation will result in a bench-minor penalty for delay of game.

■ If one of the other players not taking the faceoff enters the 1.5m faceoff area prematurely, and the ball has already been dropped, game action will be stopped and the faceoff will be re-taken, the offending team will be notified that a second violation will result in a bench-minor penalty for delay of game.

■ No substitution of players is allowed after a false faceoff until the faceoff has been properly executed, except when a penalty is assessed that affects the on-surface strength of either team.

■ If a player wins a faceoff by touching (not with stick) or kicking the ball firstly to a teammate, game action will be stopped and the faceoff re-taken. The on-surface official will point at the offending player with his hand and notify the offending player that a second violation will result in a bench-minor penalty for delay of game.

■ If a player wins a faceoff by hand or a hand pass game action will be stopped and the faceoff re-taken. The on-surface official will point at the offending player with his hand and notify the offending player that a second violation will result in a bench-minor penalty for delay of game.

■ No faceoff may be won by virtue of a player knocking or batting the ball with his hand in the air immediately after it has been dropped by an on-surface official.

■ If the shoe of a player not taking the faceoff crosses inside the virtual 1.5m perimeter from the faceoff spot or crosses the level ahead of the player who takes the faceoff prior to the drop of the ball at a faceoff, it will be considered a faceoff violation.

■ Any contact with an opponent or his stick prior to the drop of the ball at a faceoff will be considered a faceoff violation.

■ If the score clock runs during a false faceoff, the lost time must be added to the clock before the faceoff can be re-taken.

4.16 TEAM TIMEOUT

■ Each team is allowed one, 30-second timeout during a game (45 minutes of regulation time plus overtime). Category Masters is allowed one, 30-second timeout during one period of the game. No overtime time out is allowed.

Only a player designated by the coach or the coach himself may ask the referee for the team timeout during a stoppage in play.

All players on surface are allowed to go to their respective benches during a team timeout.

Both teams can take their timeout at the same stoppage of play, but the team taking the second timeout must notify the referee of its intentions before the end of the first timeout.

A team cannot call a timeout during the penalty shot shootout, before a period has started, or after a period has ended.

A team timeout cannot be called after player changes have been completed.

A team timeout cannot be called after a false faceoff.

A team timeout cannot be called during game action.

4.17 OVERTIME PERIOD

A game which must have a winner (i.e., in which a tie score is not allowed) and which is tied after regulation time must be extended by a sudden-death overtime period of 5 minutes.

4.18 PENALTY SHOT SHOOTOUT

Please, also read Penalty Shot Procedure rules.

If no goal is scored in the sudden-death overtime period, a penalty shot shootout

will be used to determine a winner.

■ The referee will call the two captains to the center faceoff spot to call a coin toss. The home team will make the call. The winner has the choice of having his team shoot first or second.

■ Shoot-out will take place only on one side of the playing surface to give both teams equal conditions.

■ Goaltenders from each team may be changed after each shot, but if a shot must be re-taken for any reason, the player and goaltender must remain the same except in case of injury.

■ Different players from each team will take shots alternately (A,B,A,B, etc.). The players do not need to be named beforehand and can be changed any time up to the point when the referee blows his whistle to signal the start of a shot.

■ Eligible to participate in the penalty shot shoot out are all players from both teams listed on the official game sheet except: (a) players serving penalties which had not expired prior to the completion of the overtime period; (b) players who had been assessed game- misconduct or match penalties. These players must remain in the penalty box or in the dressing room during the penalty shot shootout.

■ The team with the most goals is declared the winner of the game. If the game's outcome is known before all shots have been taken, the remaining shots will be abandoned.

■ If the score of the penalty shot shootout is still tied, it will continue under a sudden-death format.

■ The sudden-death penalty shot shootout will allow one player from each team to take a shot until a winner is determined. Any player, including those who participated in the first stage of the penalty shot shootout, is eligible to shoot in as many rounds of the sudden-death format as may occur.

■ The team that took the first shot during the penalty shot shootout for the first rounds will shoot second for the subsequent shots of the sudden-death format until a winner is determined.

■ If, at the referee's urging, a coach does not send a player out to take a shot, or if a player declines to take a shot, the shot will be declared "no goal" and the opposing team will take its next shot.

■ If a team declines to participate in the penalty shot shootout, its opponent will be awarded the win.

■ The referee is allowed to consult with the video-goal judge only if there is doubt as to whether the goal should be allowed. All other uses of video-goal judge are not applicable during the penalty shot shootout.

5 PLAYING RULES/STOPPAGES OF PLAY

Game action begins once the ball is faced off by an on-surface official. It is stopped by a whistle from an on-surface official because of a violation of one of the rules set out below or by an event which prevents play from continuing (ball out of play, ball frozen, etc.)

5.1 INTERFERENCE BY SPECTATORS

■ Any occurrence of spectator interference must be reported by the on-surface officials to the proper authorities.

■ In the event that objects are thrown onto the surface by spectators and game action is compromised, on-surface officials will stop play and the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped.

■ In the event of a player being held or interfered with by a spectator, play will be stopped.

■ If the team of the player interfered with is in possession of the ball, game action

will continue until a change of possession occurs.

5.2 BALL ON GOAL NET (BASE AND TOP)

When the ball lands on the outside of the goal net at the base along the back of the goal net for longer than the flow of the game permits, or if it is frozen against the goal net, the referee will stop the play. The faceoff will take place at the nearest faceoff spot.

If the ball lands on the top of the goal net and stays at the top, the game will be stopped.

5.3 BALL STRIKING AN ON-SURFACE OFFICIAL

Game action will not be stopped because the ball touches an on-surface official during the regular course of play except when:

1. The ball enters the goal net as a result of that contact.
2. The ball goes out of play as a result of that contact.
3. An on-surface official is injured.

If the attacking team scores a goal because the ball deflects or bounces directly off an on-surface official, the goal will not count and the ensuing faceoff will take place at the nearest faceoff spot to where the ball made contact with the on-surface official.

If the ball hits an on-surface official and is subsequently put into the goal net in any legal manner, the goal will count.

If player shoots or passes the ball and the ball is deflected by ANY OFFICIAL on the surface in any way out of play, the ensuing faceoff will take place at the nearest faceoff spot of the shooting/passing player, except the center faceoff spot.

5.4 HAND PASS

■ A player cannot pass or direct the ball to a teammate with his glove outside the defending zone. He is also not allowed to catch the ball in his palm and run with it, either to avoid a check or to maintain possession of the ball.

■ When a hand-pass violation occurs, game action will be stopped and the ensuing faceoff will take place in the zone of the offending player.

■ A hand pass is allowed in the defending zone provided that both the player receiving the pass and the ball are still inside that defending zone.

■ If a player in his defending zone directs the ball with a glove or arm to a teammate or has allowed his team to gain an advantage in any zone other than the defending zone as a result of directing the ball with a glove or arm, game action will be stopped and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the hand pass originated.

■ If the ball enters the goal net as a result of either being gloved by an attacking player or being deflected into the goal net by any player in any manner after the initial contact with the glove, the goal will not count, and the ensuing faceoff will take place in the zone of the offending player.

■ If a defending player bats or gloves the ball into his goal, the goal will count.

GAME SITUATION 1: A6 bats the ball using his hand. If it hits the opposing goaltender, rebounds out, and is picked up by a teammate, play will be stopped because the goaltender was not in control of the ball.

GAME SITUATION 2: A6 bats the ball using his hand inside his defending zone. If it hits the body of A10 and is then picked up by an opponent, play will continue unless A10 gained control of the ball outside the team's defending zone.

GAME SITUATION 3: A6 bats the ball from his defending zone into the attacking zone. The ball hits B7 in the attacking zone, but B7 does not gain possession or control of the ball. If the ball is then controlled by a player from team A in the attacking zone, play will continue.

5.5 HIGH-STICKING THE BALL/GAME ACTION

■ If a player touches the ball with his stick above the height of his shoulder, and either he or a teammate is the next player to come into possession and control of the ball, or the ball is batted out of play, game action will be stopped. The ensuing faceoff will take place at the nearest faceoff spot in the zone of the offending player.

■ High-sticking the ball during game action is determined by the player's shoulder (whereas the allowable height for deflecting a ball into the goal net is the cross-bar).

■ If a player touches the ball in any manner with his stick above the height of his shoulder, and an opponent is the next player to play the ball, game action will continue.

■ If a player hits the ball with a high stick and knocks the ball into his own goal, the goal will count.

■ The 'lacrosse-like' manoeuvre (whereby a player cradles the ball on the blade of his stick) is permitted provided he does not raise his stick (and, by extension, the ball) above the height of his shoulder at any time during the motion. If the ball and blade of the stick are above the height of the shoulder at any time during the manoeuvre, game action will be stopped.

■ If a player on the team in possession of the ball makes contact with the ball with a high stick during a delayed-penalty situation against the opposing team, action will be stopped and the ensuing faceoff will take place at one of the two end zone faceoff spots of the team being penalized.

GAME SITUATION 1: B6 makes contact with the ball using a high stick. The ball then bounces off the chest of the goaltender of Team A. If any player on Team B then controls, shoots, or passes the ball, play will be stopped because the goaltender was not in control of the ball.

5.6 HIGH-STICKING THE BALL INTO THE GOAL NET

■ No goal will be allowed if an attacking player directs, deflects, or bats the ball into the goal net in any way with his stick above the height of the crossbar, even if the ball subsequently deflects off any player, the goaltender, or an on-surface official, or bounces off the surface and in.

■ The determining factor is where the ball makes contact with the stick in relation to the crossbar. If that part of the stick making contact with the ball is at or below the crossbar, the goal will count.

■ A goal can be scored using the 'lacrosse-like' manoeuvre (whereby a player cradles the ball on the blade of his stick) provided the player does not raise his stick (and, by extension, the ball) above the height of his shoulder at any time during the motion. If the ball and blade of the stick are above the height of the shoulder at any time during the manoeuvre, play will be stopped. As well, if the ball and blade of the stick are above the height of the crossbar upon releasing the shot which puts the ball in the net, the goal will not count.

5.7 PROTECTIVE GLASS/DAMAGED

■ If any section or part of the protective glass is damaged during the course of game action, play will be stopped immediately and will not resume until it has been repaired.

5.8 INJURED PLAYER

■ If it is obvious that a player has sustained a serious injury, on-surface officials will stop play immediately and summon the appropriate medical personnel to the surface.

■ In all other cases, if a player is injured and cannot continue to play or go to the

players' bench, game action will be stopped, unless any team is in a scoring position.

■ If a player is injured at the same time he is assessed a penalty, he is allowed to go to the dressing room. If he has been assessed a minor, major, or match penalty, his team must immediately put a substitute player in the penalty box to serve the penalty in full.

■ If the injured penalized player is able to return to the game prior to the expiration of his penalty, he must go to the penalty box to serve the remaining time himself.

■ When game action is stopped because of an injury to a player, he must leave the surface and cannot return until after play has resumed.

5.9 INJURED GOALIE

■ If a goalkeeper sustains an injury or becomes ill, they must be ready to resume play immediately or be replaced by a substitute goalkeeper and no additional time shall be allowed for the purpose of enabling the injured or ill goalkeeper to resume their position. No warm-up shall be permitted for a substitute goalkeeper in any game.

■ The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

■ When a substitution for the injured goalkeeper has been made, the injured Goalkeeper is not allowed to resume the position until the next stoppage of play. For a violation of the rule, a minor penalty for "Delay of Game" shall be assessed.

■ When play has been stopped by the referee due to an injured goalkeeper, such goalkeeper must be substituted for only if they have to proceed to the players' bench to receive medical attention. Referee can revoke this rule.

■ Where an injury has occurred to a goalkeeper and there is a stoppage of play, a

team doctor (or other medical personnel) may go onto the playing surface to attend to the injured player/goalie without waiting for the referee's consent.

■ If the doctor or medical personnel has come onto the surface to attend to the goalkeeper and there is no undue delay, the goalkeeper may remain in the game. However, no additional time shall be permitted by the referee for the purpose of enabling the injured goalkeeper to resume their position (i.e., no warm-up).

5.10 INJURED ON-SURFACE OFFICIALS

■ In the case where an on-surface official suffers an injury during game action, play will be stopped immediately (unless one team has a scoring opportunity) to assess the severity of the injury and attend to the injured on-surface official. If the problem can be treated immediately, the injured on-surface official will move to the players' bench of the home team or be attended to by medical personnel of the home team.

■ If a referee is injured and is unable to continue, the remaining referee (under the two-official system) will be the sole referee.

■ If the game is being played with standby officials, the appropriate official will enter the game when he has dressed and is ready, but until then the game will continue only with one on-surface official.

6 PLAYING RULES/PLAYER CHANGES

OVERVIEW – Players can be changed during a game in two ways: during a stoppage of play and during game action. In either case, specific rules apply as to how these changes may be carried out and under what circumstances they may not be carried out.

6.1 DEFINING ON/OFF SURFACE

■ A player who has one foot on the surface and one foot off the surface at the players' bench is considered off the surface. But, if he plays the ball or engages in any action with an opponent, he is considered on the surface.

6.2 PLAYER CHANGE DURING GAME ACTION

■ Player changes may occur at any time during game action provided that the changing players are within 1.5 meter (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way.

■ If an oncoming player leaves the 1.5 meter (5') zone and participates in game action before the departing player has at least one foot off the surface at the players' bench, the team will be assessed a penalty for too many men.

■ If, during a player change during game action, a player coming onto the surface or coming off the surface plays the ball, makes contact with an opponent, or participates in game action (including gaining territorial or numerical advantage) while both the departing and entering players are on the surface within the 1.5 meter (5') zone, a penalty for too many men will be assessed.

■ If player changes are made during game action and the changing players are within 1.5 meter (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way, no penalty for too many men will be assessed.

6.3 ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH

■ At no time is a player allowed to use the players' bench of the opposition during a game except accidentally.

6.4 PLAYER CHANGE DURING STOPPAGE

■ The changing of one or more players constitutes a player change.

■ The home team is entitled to “last change.” This means the visiting coach must put his players out on the surface first, after which time the home coach must do so as per the procedure set out below. If either team does not make its changes promptly, the referee will not permit the change.

■ Failure by either team to comply, or tardiness (lateness) to comply, or deliberate error in complying with this rule will result first in a warning from the referee and then a bench-minor penalty for delay of the game.

■ Once player changes have been made, a team is not allowed to alter its lineup on the surface until after game action has started after a legal faceoff.

■ Teams are not allowed to make player changes after a false faceoff.

■ If, after player changes are made and before a legal faceoff, one or both teams incur penalties which alter the on-surface manpower of either team, teams may make further player changes.

■ Players from the players’ bench can come onto the surface after a goal only for the purpose of making changes, and not more players than those changing can come onto the surface to celebrate.

6.5 PLAYER CHANGE PROCEDURE

The following procedure must be followed for player changes.

■ Immediately after a stoppage of play, the referee signals to the coach of the visiting team to make his player changes.

■ The visiting team has five seconds to make its changes.

■ The referee raises his arm to indicate that the visiting team may no longer make player changes.

■ With his arm still up, the referee signals to the coach of the home team to make his player changes.

■ After five seconds, the referee drops his arm to indicate that the home team may no longer make changes.

■ As soon as the referee drops his arm, the second referee conducting the faceoff blows his whistle to indicate that both teams have no more than five seconds to line up for the faceoff.

■ At the end of the five seconds (sooner, if the facing-off players are ready), the referee drops the ball. It is the responsibility of the referee to ensure that all players come into proper position for the faceoff.

■ When a team attempts to make a player change after its allotted time, the referee will send the player(s) back to the bench and issue a warning to the coach. Any subsequent infraction of this procedure will result a bench-minor penalty for delay of the game.

7 PLAYING RULES/GOALS

OVERVIEW – Specific rules apply for how goals can be scored and under what circumstances they can be disallowed. As soon as the ball is put into the goal net in any manner, and the referee blows his/her whistle, the score clock will be stopped.

7.1 SCORING A GOAL

■ A goal is scored when a team has shot or directed the ball into the goal net and entirely over the plane of the goal line between the posts during the game action and is deemed legal by the referee and/or video-goal judge.

■ A goal is scored when the ball is put between the goal posts below the crossbar and entirely across the plane of the goal line.

■ A goal is scored when the ball is shot, kicked, directed, or put into the goal net in any way by a defending player.

■ A goal is scored when the ball is deflected into the goal net by accidentally striking the helmet or any part of a player's body from a shot by any player on the surface. If the ball is intentionally directed off a helmet or any part of an attacking player's body the goal will not count.

■ The ball must be whole when it crosses the plane of the goal line between the posts. Any ball shot into the goal net during a stoppage in play is not considered a goal.

■ A goal is considered official once a faceoff has taken place at centre surface following that goal. Video evidence obtained after the ensuing faceoff which indicates the goal should not have been allowed is not admissible.

■ Only one goal can be awarded to one team at any single instance during a game. In the case of a goal being scored without a stoppage of play and subsequently another goal is scored by either team, at which time video review shows the initial play to have been a goal, the second goal is nullified, the first goal is counted, and time is put back on the score clock (both playing time and, where applicable, penalty time) to indicate when the first goal was scored.

■ If, upon further review in the situation of the Rule 7.1.7, the initial goal is ruled illegal by the video-goal judge, the subsequent goal will count and the score clock will not be adjusted. Any penalties which occur during the two goals in the Rule 7.1.7 or after the whistle after the second goal will be assessed except the first minor penalty to the team scored upon (as per rules regarding the nullifying of penalties when a goal is scored during a delayed penalty).

■ The 'lacrosse-like' manoeuvre (whereby a player cradles the ball on the blade of his stick) is permitted provided he does not raise his stick above the height of his

shoulder at any time during the motion ([see also Rule 5.6.3](#)).

For a goal to be legal, the ball must cross the plane of the goal line prior to the expiration of a period. If the score clock is not functioning, the video-goal judge can be consulted. In all other cases, the decision by the on-surface officials is final.

If the ball enters the net prior to the buzzer sounding the end of a period and the referee allows the goal to count, it is not necessary to conduct a faceoff at centre surface. The referee will ensure that the score keeper records the goal at 14:59 on the official game sheet.

When goals are scored in the final minute of a period where tenths of seconds are shown on the score clock, the time of the goal must be rounded down to the nearest second on the official game sheet.

GAME SITUATION 1: During a video review for a goal, if the referees are notified that the score clock was not running when the ball entered the goal net, the goal will still count provided it is determined that the period had not expired. The referees, in discussion with the 2nd referee, timekeeper, and video-goal judge will determine the length of time that the clock was not running and make the necessary adjustment. If neither the referee nor the off-surface officials can determine the time adjustment, the game will continue using the present time on the clock.

7.2 SCORING A GOAL/GOAL FRAME OFF

If a defending player displaces his goal frame and the opposing team scores a goal, the goal will be allowed provided:

1. The opponent was in the act of shooting prior to the goal frame being displaced.
2. The referee determines the ball would have entered the goal net had the goal frame been in its normal position.

The goal frame is considered displaced if:

1. Either of the two goal pegs is not in its respective hole.
2. It has come off one or both pegs.

■ If one or both of the goal posts is not flat on the surface but is in contact with the peg and the peg is in the hole, the goal will count.

■ For goal frames which do not utilize pegs, the goal posts must be flat on the surface and on the goal line at the time the ball enters the goal net for a goal to count.

■ If a defending player lifts the back of the goal net but the ball enters the goal net and passes the plane of the goal line, the goal will count as long as rules pertaining to the pegs for the posts are adhered to rules in the Scoring a goal / Goal frame off section.

■ If the position of the goal net is altered in any way during game action, play will be stopped if the goal net does not return to its normal position. If the goal net returns to its normal position, game action will continue.

■ No goal will be allowed if the goal frame is displaced before the ball crosses the plane of the goal line unless provided by the Rule 7.2.8.

■ A goal will be awarded if a goaltender has been removed from the surface for an extra player and a teammate displaces the goal frame from its normal position when an attacking player is on a breakaway.

7.3 USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS

■ The video-goal judge may consult with the referee only at the request of the referee or by request of the video-goal judge himself. He is consulted primarily to determine the legitimacy of a goal.

■ If a goal is scored or appears to have been scored, the referee will make his call immediately (goal, or no goal) and then, if necessary, consult the video-goal judge. It will be up to the video-goal judge to confirm the referee's call or, if there is proper evidence, refute it.

■ In the case where video review is inconclusive, the referee's original call will stand.

■ If the video-goal judge requests consultation with the referee on a potential goal that no on-surface official acknowledged, the opinion of the video-goal judge will be the decisive one.

■ If neither the on-surface officials nor the video-goal judge reviews a possible goal at the next stoppage of play, further review is not permitted after the ensuing faceoff.

■ If there is no indication from the referees or video-goal judge to review a questionable play immediately following the end of a period, no review can be conducted once the players have left the surface.

■ The following are the only situations subject to review by the video-goal judge:

1. Ball crossing the plane of the goal line.
2. Ball in the goal net prior to the goal frame being displaced.
3. Ball entering the goal net at the expiration of a period.
4. Ball directed into the goal net by any part of an attacking player's body.
5. Ball deflected into the goal net off an on-surface official.
6. Ball struck with a stick above the height of the crossbar by an attacking player prior to entering the goal net.
7. Ball entering the goal net after an attacking player has interfered with the goal-tender.
8. Whether or not the ball entered the goal net before or after a whistle.
9. If the goal net became dislodged during a penalty shot or penalty shot shootout.
10. If a second shot was attempted as a result of a rebound during a penalty shot or penalty shot shootout.

8 GAME PENALTIES/DURATION AND SITUATIONS

OVERVIEW – Game penalties are assessed at the discretion of the on-surface officials.

8.1 PENALTIES CANCELATION

Penalties can be called at any time during the playing of a game. This constitutes the 45 minutes of regulation play, the overtime, penalty shot shootout, stoppages in play, and the departure of the teams from the surface to the dressing rooms.

An on-surface official must witness first-hand any infraction if a penalty is to be assessed and incorporated into the official game sheet. This includes events before, during, and after the playing of the game.

“Before” the game constitutes the minutes prior to the opening faceoff when the on-surface officials and players are on the surface, but game action has yet to begin.

Any violations of the rules committed during the pre-game warm-up or underneath the stands cannot be punished by the assessment of penalties during the game because the on-surface officials do not participate in events at this time. Instead, these violations will be noted by the standby referee and dealt with, if necessary, by the proper authorities.

No player or team official is allowed to enter the dressing room of the on-surface officials during the course of or immediately prior to or following the game. Any violation of this rule will be reported to the proper authorities.

8.2 ASSESSED PENALTIES – PROTOCOL

In the two-referee system, no player can be penalized by both referees for the same infraction, but the same player can be penalized by both referees for two distinct infractions.

Upon being penalized, a player must proceed directly to the penalty box or dressing room unless instructed otherwise by an on-surface official. Failure to do so will result in an additional bench-minor penalty.

■ If one team is assessed more than one penalty of the same duration which effects on-surface manpower, the captain must inform the referee of the order the penalties are to be served in case further penalties result in one penalized player being allowed to leave the penalty box before others.

■ If a team being penalized is in possession of the ball, game action will be stopped immediately. If the opposing team is in possession of the ball, game action will continue until the penalized team gains control of the ball.

8.3 PENALTIES ON SCORE CLOCK

■ Penalties are said to have expired at the exact time of the penalty on the score clock plus the length of the penalty. For instance, if a minor penalty is called at 4:58, it expires at 3:58. If a major penalty is assessed at 13:05, it expires at 10:05, whether or not the player steps onto the surface at that exact second.

■ Only penalties displayed on the score clock allow a team to gain extra players during game action when they expire. Penalties not displayed on the score clock include coincident minors or majors.

■ Penalties which must be displayed on the score clock include minor and major penalties.

■ Penalties with a delayed start time will be displayed on the score clock only when their time has started.

■ In the case of more than one penalty to a team, players are allowed to return to the surface only when their own penalty has expired. A player who comes onto the surface after a teammate's penalty has expired – not his own – will be subject to further penalty.

8.4 PLAYING SHORT-HANDED

■ A team is short-handed by virtue of having fewer players on the surface than its opponent as a result of one or more penalties during game action.

■ If the opposition scores a goal while a team is short-handed, the penalized player can return to the surface immediately if the penalty being served is a minor or bench-minor penalty which makes the team short-handed.

8.5 DURATION OF PENALTIES OVERVIEW

SUMMARY for one player

Minor penalty/Bench-minor penalty = 1 minute on score clock

Major penalty/ Bench-major penalty = 3 minutes on score clock + automatic game misconduct and game misconduct must be noted on the official score sheet

Minor + Major penalty = 3 minutes on score clock, then 1 minute on the score clock + automatic game misconduct and game misconduct must be noted on the official score sheet

Game Misconduct penalty (GM)= automatic major penalty 3 minutes on the score clock + game misconduct must be noted on the official score sheet

Match penalty (MP) = automatic major penalty 3 minutes on score clock + match penalty must be noted on the official score sheet + automatic one-game suspension

8.6 DURATION OF PENALTIES/MINOR-BENCH MINOR

■ A minor penalty constitutes one minute of playing time and must be served in full by the penalized player. No substitution of this player is allowed in on-surface manpower. If the opposition scores during the ensuing power play, the first minor penalty is considered over, and the player can leave the penalty box.

■ If a team scores a goal on a penalty shot during a power play, the penalized player is not allowed to return to the surface.

8.7 DURATION OF PENALTIES/MAJOR

■ A major penalty constitutes three minutes of playing time and carries with it an automatic game-misconduct penalty. No substitution of this player is allowed in on-surface manpower for the 3 minutes. The penalized player must go to the dressing room, and a teammate designated by the coach through the captain must serve the penalty in full, regardless of how many goals the opposition scores. Once the 3 minutes has expired, the team may replace the player for the game misconduct portion of the penalty.

8.8 DURATION OF PENALTIES/MINOR AND MAJOR

■ When a player is assessed a minor and major penalty (and automatic game-misconduct penalty) at the same time, the major penalty is served first after which the minor penalty begins. The penalized player must go to the dressing room, and one player designated by the coach through the captain must serve the assessed penalties.

■ When a minor and major penalty are imposed at the same time on two players of the same team while the team is already short-handed, the major penalty is the first to be served following the minor penalty. The penalized player with the major penalty must go to the dressing room, and one player designated by the coach through the captain must serve the assessed penalties.

8.9 DURATION OF PENALTIES/GAME MISCONDUCT

■ A game-misconduct penalty requires the penalized player or team official to go to the dressing room and one player designated by the coach through the captain must serve a major penalty.

■ A player who receives 2 game-misconducts in a different game of a tournament/league/event is automatically suspended for one additional game, for the

whole tournament/league/event. Match penalty does not influence this rule.

8.10 DURATION OF PENALTIES/MATCH

■ A match penalty results in the immediate expulsion of the player or team official from the game and a 3 minutes penalty served by a teammate designated by the coach through the captain. No substitution of this player is allowed in on-surface manpower until the expiration of the 3 minutes.

■ A match penalty carries with it an automatic (and minimum) one-game suspension. Game misconduct penalty can be changed to match penalty by the on surface official before the end of the game or immediately after the game.

8.11 PENALTY SITUATIONS

■ Only penalties that are displayed on the score clock effect on-surface manpower (except penalties which have a delayed start time).

■ For a penalized player to return to the game as a result of an opponent's goal, his team must have been short-handed by a minor or bench-minor penalty at the time of the goal (not counting a delayed penalty). In the case where more than one player is penalized, the first minor or bench-minor penalty will terminate (unless it were a coincident minor or bench-minor penalty with an opposing player, in which case the next minor or bench-minor penalty will be cancelled).

■ If there is a delayed-penalty call for a minor or bench-minor penalty against a team already short-handed by reason of a major penalty, and the opposition scores before play is stopped to assess the new penalty, that signalled penalty will be cancelled because of the goal.

■ If a delayed penalty is about to be called against a player which will result in a mi-

nor penalty and major penalty, or match penalty, but the opposing team scores during the delayed penalty, the minor penalty will be cancelled but the major penalty will still be assessed. The player must go to the dressing room while a teammate designated by the coach through the captain serves the major penalty.

■ If a team is assessed two or more penalties of the same duration at the same stoppage of play, the captain of that team must notify the referee before the start of game action which player will be first out of the penalty box (either after the scoring of a power-play goal by the opposition or at the expiration of the penalties when the players leave the penalty box). The referee will inform the scorekeeper accordingly.

GAME SITUATION 1: Team A is assessed a bench-minor penalty for too many men. At the same stoppage of play, Team A requests a stick measurement of a Team B player. If the stick is found to be legal and a second bench-minor penalty to Team A is assessed, one player from Team A will serve both minor penalties (1 + 1 minutes).

GAME SITUATION 2: A5 is assessed a delayed minor penalty for hooking. If Team A is assessed an additional bench-minor penalty at the same stoppage of play, A5 will serve only his minor penalty, and Team A will designate another player to serve the bench minor.

GAME SITUATION 3: A delayed penalty is signalled against a team already short-handed by reason of one or more minor or bench-minor penalties, and the signalled penalty would result in the awarding of a penalty shot. If the non-offending team scores a goal before the referee can stop play to award the penalty shot, the signalled penalty (that would have resulted in a penalty shot) will be assessed as a minor (major or match) penalty, and the first of the minor penalties already being served will be terminated.

GAME SITUATION 4: Team A is short-handed because of a minor penalty, and the referee signals a delayed major penalty against that team. If Team B scores a goal before the stoppage of play the first minor penalty being served will be terminated, but the referee will still assess the major and automatic game-misconduct penalty.

GAME SITUATION 5: If a team official is assessed a match penalty, the remaining team staff must designate, through the captain, a player to serve the three-minute penalty in the penalty box.

8.12 COINCIDENT PENALTIES

■ When an equal number of minor, major, or match penalties of the same duration are assessed to both teams at the same stoppage of play, the penalties are considered coincident.

When penalties are assessed to both teams at the same stoppage of play, the referee will cancel as many penalties of equal duration (minor, bench minor, major, match) to each team as possible to avoid putting substitutes in the penalty box and to return as many players to the surface as possible.

However, if teams are playing 3-on-3 and only one minor or bench-minor penalty is assessed to team A and team B, teams will play 2-on-2. The two players must go to the penalty box without substitution, and they can return to the surface at the expiry of the penalties.

If penalized player from team A in Rule 8.12.3 is assessed a game misconduct penalty in addition to a minor penalty, team B will play powerplay 3-on-2. Team A will designate a player that will be in the penalty box 3+1 minutes (minor penalty will not show on the score clock) and player from team B will spend 1 minute in the penalty box. Team B player will be able to return to the bench only after stoppage in the game after his penalty expired. Only 3 minutes major penalty will be displayed on the score clock.

When penalties in Rule 8.12.1 are assessed and one team is short-handed, immediate substitution is allowed for an equal number of coincident penalties of equal duration to each team and will not have a bearing on delayed start time of penalties (see Rule Delayed Start Time of Penalties).

If teams are playing with manpower that is not 3-on-3, there is no further reduction of manpower on surface as a result of penalties of equal duration and number which can cancel each other.

If multiple penalties are assessed to both teams, equal numbers of minor, major (and automatic game misconduct), and match penalties will be cancelled as per rules for coincident penalties. Any differential in penalty times will be displayed on the score clock, and players will serve the time accordingly. They will not be allowed to return until the first stoppage in play after the expiration of their penalties.

Players who receive major (and automatic game misconduct) or match penalties

which are coincident penalties must go to their dressing room, but no teammate is required in the penalty box unless one of the penalties appears on the score clock.

■ In the application of coincident penalties, minor and bench-minor penalties are considered the same.

8.13 DELAYED START TIME OF PENALTIES

■ No team can have fewer than 2 players on surface at any time during game action.

■ Players must always return to the surface in the order of the expiry of their own penalties.

■ If a second or subsequent player of any team is assessed a penalty during regulation time which requires him to go to the penalty box, and one teammate are already serving penalties, the penalty time of the second player or any subsequent players will not start until the penalty time of the first player has expired. The second or subsequent players must still enter the penalty box as soon as their penalties have been assessed, but they can be replaced on the surface by a substitute until their penalty time begins.

■ Once the first penalty of two or more players has elapsed, the player cannot return to the surface until the first whistle after the expiration of his penalty.

8.14 DELAYED PENALTY CALL – BALL CONTROL & GOALS

■ For most penalties, a player from the offending team must be in control of the ball for game action to be stopped and the penalties assessed.

■ A touch of the ball or glancing contact between stick and ball does not constitute control unless that contact results in a goal for the team being penalized.

■ If the offending team is not in control of the ball, the referee will raise his arm sig-

nifying his intention to call a penalty, but he will not stop game action until:

1. The offending team has gained control of the ball.
2. The ball is frozen.
3. The ball goes out of play.
4. The team in control commits a foul of its own.
5. Other reasons specified by these rules.

■ If the offending team is not in control of the ball but the team about to gain the man advantage intentionally refrains from playing the ball to let time run down on a penalty it has previously incurred, the referee will stop play.

■ If the team in control of the ball during a delayed-penalty situation scores into its own goal, the goal will be credited to the opposition, but the penalty will still be assessed.

■ The team being penalized during a delayed-penalty situation cannot score a goal by its own means.

■ If more than one minor or bench-minor penalty is to be called and, after the referee has raised his arm, a goal is scored by the team in control of the ball, the goal will count, and the referee will ask the captain of the penalized team which penalty will be cancelled.

■ If the team being penalized is already short-handed and its opponent scores a goal during a delayed-penalty call, the earlier minor penalty being served is automatically terminated and all new penalties being signalled will be assessed.

■ If there is a delayed penalty to a team for a minor or bench-minor penalty, and that team is already short-handed with a major penalty, and the opposition scores, the delayed penalty will be cancelled but the major penalty remains on the score clock.

■ If a team is assessed a penalty and scores a goal on the same play so quickly that the referee does not have time to blow his whistle before the ball enters the goal net, he can still nullify the goal and assess the penalty after stopping play.

■ If, during a delayed penalty, the team in possession of the ball scores into its opponent's goal, the minor penalty will be cancelled. If a major penalty were to be imposed, these will still be assessed even if a goal is scored.

■ If, during a delayed penalty, two or more minor penalties were to be assessed to more than one player and a goal is scored, the referee will ask the captain of the penalized team which penalty to cancel. The second and subsequent penalties will still be imposed. The order of the penalties assessed will not be taken into consideration.

■ If an attacking player on a breakaway is fouled by an opponent to the degree that warrants a major and automatic game-misconduct penalty, the penalties will be imposed on the opponent regardless if the penalty shot is successful or not.

GAME SITUATION 1: A delayed penalty is signalled on Team A, and a player from Team B shoots the ball on goal. If the goaltender stops the shot, gains control of the ball, and deliberately directs the ball to a teammate, the referee will stop game action.

GAME SITUATION 2: A delayed penalty is signalled on a player from Team A, and Team B has substituted its goaltender in favour of an extra player. While running in front of his net with the ball, a player from Team B is stick-checked by a player from Team A. If the ball goes in the open goal net, the goal will not count.

GAME SITUATION 3: A delayed penalty is signalled on a player from Team A, and Team B has substituted its goaltender in favour of an extra player. A player from Team B has possession of the ball, and as he passes the ball to a teammate, the ball deflects off a Team A player. If the ball goes into the open goal net of Team B, the goal will not count and the penalty will be assessed.

GAME SITUATION 4: A delayed penalty is signalled to Team A, and Team B has substituted its goaltender for an extra player. A player from Team B shoots the ball, which hits a Team A player. If the ball deflects back down the surface and into the open goal net of Team B, the goal will not count and the delayed penalty will be assessed.

GAME SITUATION 5: A delayed penalty is signalled against A6 and a penalty shot will be awarded to Team B as a result of the infraction. Before the play is stopped, A6 commits another infraction calling for a minor penalty. If Team B scores a goal before the play is stopped, the penalty shot is washed out, but the referee will assess the minor penalty to A6. If Team B does not score before the play is stopped, the referee will award a penalty shot to Team B and assess the minor penalty to A6. A6 must serve the penalty regardless of the result of the penalty shot.

GAME SITUATION 6: A delayed penalty is signalled on Team A. Team B, in possession of the ball, pulls its goaltender for an extra player. The player of Team B, in possession of the ball in his defending zone, tries to make a pass to his teammate, but the ball heads towards his team's empty goal net. His teammate dives in an attempt to prevent the ball from entering

the empty goal net, but he misses the ball. If his momentum carries him into the goal frame, causing the goal net to come completely off its pegs, a goal will be awarded and the penalty assessed to Team A.

GAME SITUATION 7: A delayed penalty is signalled on Team A. Team B, in possession of the ball, pulls the goaltender for an extra player. The player of Team B, in possession of the ball in his defending zone, tries to make a pass to his teammate, but the ball heads towards his team's empty goal net. His teammate dives and successfully prevents the ball from entering the empty goal net. His momentum carries him into the goal frame, causing the net to come completely off its pegs. If the referee ruled that the player accidentally (very unlikely) displaced the goal net after preventing the ball from entering the open net, no penalty is assessed to Team B. If, however, the referee determines that the player purposefully dislodged the goal net to prevent a goal, the referee will award a goal to Team A and assess the penalty to Team A.

8.15 PENALTIES IN OVERTIME

Regardless of the length of the overtime or rules regarding manpower in overtime, penalties from the end of regulation time or assessed prior to the start of the overtime period will carry over.

9 DESCRIPTION OF GAME PENALTIES

OVERVIEW – These are definitions, explanations, and interpretations of fouls during a game (which constitutes 45 minutes of regulation time, overtime, penalty shot shootout, and the time immediately after the end of the game when players leave the surface and go to their respective dressing rooms). In any case where a player injures an opponent, the disciplinary committee has the right to suspend a player further to any penalties assessed by the on-surface officials.

9.1 ABUSE OF OFFICIALS

DEFINITION: An attempt by a player or team official to usurp the power of an on-surface official, demean or degrade an on-surface official, call into question the integrity or ability of an on-surface official, or physically confront an on-surface official.

A player or team official who uses obscene, profane, or abusive language or actions directed to an on-surface official for which he has already been warned by the on-surface official, will be assessed a game misconduct penalty with automatic

major penalty.

■ If any of the following actions happen, match penalty will be assessed without any previous warning.

1. A player or team official who intentionally and recklessly applies force in any manner or who causes injury to an on-surface official.
2. A player who throws or swings his stick at an on-surface official (striking him or not) or shoots the ball at an on-surface official.
3. A player or team official who threatens, makes racial or ethnic slurs, spits, smears blood, throw water bottle, sprays water, or makes sexual remarks to an on-surface official.
4. A player or team official who makes any obscene gesture or actions to an on-surface official on the surface or anywhere in the rink immediately before, during, or immediately after the game.

9.2 BITING

DEFINITION: A player who bites any part of an opponent's body.

■ A player who bites an opponent will be assessed a match penalty.

9.3 BOARDING

DEFINITION: A player who bodychecks, elbows, charges, or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards.

■ A boarding penalty is punishable by a minor or major.

■ A player who recklessly endangers an opponent as a result of boarding will be assessed match penalty.

■ A defender who pins an opponent in possession of the ball along the boards ("rolling") as he tries to squeeze by is allowed so long as other infractions (holding, interference) do not occur in the process.

9.4 BROKEN STICK/PLAYING WITH – REPLACING

See also Rule 165 – Throwing a Stick or Object

DEFINITION: A stick that is NOT fully intact, has a broken blade or shaft, or is no longer whole is considered broken and, as such, illegal.

■ A player must drop a broken stick immediately. If he participates in game action with a broken stick, he will be assessed a minor penalty.

■ A player who uses a goaltender's stick during game action will be assessed a minor penalty.

■ A player whose stick is broken is forbidden to receive a stick thrown onto the surface from either his players' bench or from a spectator. He must receive the stick from his players' bench through a hand-to-hand exchange. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty. An unidentified teammate who throws, tosses, slides, or shoots a stick to him will result in a bench-minor penalty. The player receiving the stick will not be penalized.

■ A player whose stick is broken may receive a stick from a teammate on the surface. This exchange, however, must be made hand-to-hand. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty. The player receiving the stick will not be penalized.

■ At no time is a player allowed to grab an opponent's stick:

1. from an opponent on surface who may either be holding the stick or who may have dropped it to the surface.
2. from an opponent sitting on his players' bench.
3. from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.

■ A player who participates in game action while taking a replacement stick to a player or goaltender will be assessed a minor penalty.

■ If a player receives a stick during game action from a teammate in the penalty box, the player receiving the stick will be assessed a minor penalty.

■ A player who does not have a player's stick in his hands may still participate in game action.

GAME SITUATION 1: If a player from Team A picks up a stick thrown from Team B's player bench that was intended for a Team B player, a minor penalty will be assessed both to the Team A player as well as the Team B player. If the Team B player is unidentifiable, the team will receive a bench-minor penalty.

GAME SITUATION 2: A player is carrying a goaltender's stick to a goaltender who has lost or broken his stick, and the player decides to become involved in the play. If he drops the goaltender's stick in order to participate in the play, no penalty will be assessed. But if he plays the ball or becomes involved in game action with the goaltender's stick in his hand, he will be assessed a penalty.

GAME SITUATION 3: A5 is participating in play without a stick. If A8 passes him his stick, and A9 passes his stick to A8 as play continues, there is no violation of the rules. Players can pass sticks among each other as many times as they want provided they do so hand-to-hand.

GAME SITUATION 4: During the course of play a player breaks or loses the wooden butt-end portion of his composite or metal stick. If he continues to play with his stick, he will be assessed a minor penalty.

9.5 BUTT-ENDING

DEFINITION: A player who slides the top hand on his stick down the shaft to create a dangerous protrusion which he drives into the body of an opponent.

■ An attempt to butt-end is punishable by a major penalty or match penalty.

9.6 CHARGING

DEFINITION: A player who, after running towards an opponent, checks him with unnecessary force or who runs at or jumps into an opponent. This rule is superseded by all similar actions regarding hits to the head and neck except those related to fighting the head or neck of an opponent.

■ A player who checks an opponent with unnecessary force or who runs at or jumps into an opponent will be assessed a minor penalty.

■ A player who makes physical contact with an opponent after the whistle has been blown but who had sufficient time to avoid such contact will be assessed a minor penalty for charging.

■ A minor penalty for interference or charging is warranted where an opponent makes unnecessary contact with a goaltender.

■ A player who recklessly endangers an opponent as a result of charging will be assessed either a major or a match penalty.

9.7 CHECKING FROM BEHIND

DEFINITION: A player who delivers a check to a vulnerable player who is not aware of the impending hit or who is unable to protect or defend himself from such a hit. The point of contact is the back of the body.

■ A player who hits an opponent from behind into the boards, the goal frame, or in open surface in any manner (high-sticking, cross-checking, etc., but not interference) will be assessed minor or game misconduct penalty.

■ A player who recklessly endangers an opponent as a result of checking from behind will be assessed either a major and automatic game- misconduct penalty or a match penalty.

■ If the player being bodychecked turns his back towards an opponent and puts himself in a vulnerable position immediately before a body- check to create a checking from behind situation, no penalty for checking from behind will be assessed (although other penalties might still be assessed).

9.8 CHECKING TO THE HEAD OR NECK

DEFINITION: There is no such thing as a clean check to the head. A player who directs a hit of any sort, with any part of his body or equipment, to the head or neck of an opposing player or drives or forces the head of an opposing player into the protective glass or boards. This rule supersedes all similar actions regarding hits to the head and neck except those related to fighting.

■ A player who directs a hit to the head or neck of an opponent will be assessed a game misconduct penalty or a match penalty.

■ A penalty for checking to the head or neck will be assessed if one of the following occurs when a player checks an opponent:

1. The player directs a hit with any part of his body or equipment to the head or neck of an opponent.
2. The player drives or forces the head of an opponent into the protective glass or boards by using any part of his upper body.
3. The player extends and directs any part of his upper body to make contact with the head or neck of an opponent.
4. The player extends his body upward or outward in order to reach his opponent or uses any part of the upper body to make contact with an opponent's head or neck.
5. The player jumps to deliver a blow to the head or neck of an opponent.

■ If a player runs with his head up, is in possession of the ball, and is expecting a bodycheck, an opponent does not have the right to hit him in the head or neck.

■ If the primary force of a blow is initially to the body area and then contact slides up to the head or neck area, a penalty for checking to the head or neck will not be assessed.

■ A player who delivers a bodycheck to an opponent who is running with the ball with his head down in the direction of the player and does not use an upward motion or drive his body up into the opponent, will not be penalized for checking to the head or neck.

■ If a player maintains his position in the normal course of game action as an opponent runs into him, the ensuing contact will not be considered checking to the head or neck unless conditions in Rules 9.8.2 and 9.8.3 are violated.

9.9 CLIPPING

DEFINITION: A player who lowers his body with the express intention of delivering a hit to an opponent's knee area.

■ A player who delivers a hit in a clipping manner or lowers his body to deliver a hit to an opponent's knee area will be assessed a minor penalty.

■ A player who crouches down near the boards to avoid being body-checked and who, as a result, causes an opponent to tumble over him, will be assessed a minor penalty.

■ A player who recklessly endangers an opponent by a clipping action will be assessed either a major and automatic game-misconduct penalty or match penalty.

9.10 CLOSING HAND ON BALL

DEFINITION: Although a player may bat at the ball with his glove or catch it and place it on the surface immediately, he is not allowed to palm the ball (i.e., keep it in his glove), hold it for longer than it takes to put it on the surface, or run with it in his glove.

■ A player who catches the ball and holds it while stationary or runs with it in his glove either to avoid an opponent or to gain clear possession of it will be assessed a minor penalty for closing his hand on the ball.

■ A player who picks the ball up from the surface with his glove or hand outside his goal crease during game action will be assessed a minor penalty.

■ A player who covers the ball with his glove on the surface outside his goal crease will be assessed a minor penalty.

■ If a player picks the ball up from the surface with his glove, conceals (hide), or covers the ball with his glove on the surface in front of the net while his goaltender is off the surface, having been substituted for a player, a goal will be awarded to the opposition.

9.11 CROSS-CHECKING

DEFINITION: A player who delivers a check to the body of an opponent with both hands on the stick and no part of the stick on the surface.

■ A player who cross-checks an opponent will be assessed a minor penalty.

■ A player who recklessly endangers an opponent by cross-checking will be assessed either a major and automatic game-misconduct penalty or a match penalty.

9.12 DANGEROUS EQUIPMENT/DANGEROUS USE OF EQUIPMENT

DEFINITION: Pads and protective equipment not approved by WBDHF and made of any material likely to cause injury are considered dangerous, and their use is strictly prohibited.

■ A referee can prohibit the use of any WBDHF non approved player equipment he/she feels might cause injury. The team of a player who participates in game action with illegal equipment will first be issued a warning by the referee. Failure to comply with the warning to adjust, replace, or secure any equipment as per the referee's instructions will mean any player from that team subsequently violating rules for dangerous equipment will be assessed a minor penalty.

■ If a referee deems a player's stick to be dangerous, the stick must be removed from the game without penalty. If the player subsequently uses the stick, he will be assessed a minor penalty. The referee can request that a player remove any personal accessories regarded as dangerous. If these personal accessories are difficult to remove, the player should tape them or put them safely under his game jersey in such way that they are no longer dangerous. The player will be required to leave the surface during this process and a warning will be issued to his team. Failure to comply with the warning as per the referee's instructions will mean any player from that team subsequently violating rules for personal accessories will be assessed a minor penalty.

9.13 DELAY OF GAME /OVERVIEW

DEFINITION: An act either intentional or accidental which slows the game, forces game action to be stopped, or hinders the start of game action.

9.14 DELAY OF GAME/ADJUSTMENT OF EQUIPMENT

■ A player who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty.

■ A player must wear all protective equipment entirely under the uniform except gloves, helmets, knee guards and goaltender's pads. Failure to do so after a warning will result in a minor penalty.

■ A player who does not have his jersey outside of the pants, after a warning will be assessed a minor penalty.

9.15 DELAY OF GAME/DISPLACED GOAL NET

■ A player/goalie who deliberately displaces the goal net from its normal position will be assessed a minor penalty.

■ If a player/goalie deliberately displaces his goal net from its normal position during the last two minutes of regulation time, or at any time in overtime, the referee will award the opposing team a penalty shot.

■ If a player/goalie deliberately displaces his goal net from its normal position when an attacking player is on a breakaway, the referee will award the opposing team a penalty shot.

■ If, when a goaltender has been removed from the surface, a teammate displaces his goal net from its normal position when an attacking player is on a breakaway, the referee will award a goal to the opposing team.

■ If the goal net becomes displaced during game action as a result of some action by the attacking team as the defending team gains possession of the ball with a clear chance to move up surface, there will be no whistle until ball possession changes again. If the defending team moves up surface and scores a goal, the goal will count.

■ If possession in Rule 9.15.5 changes, the ensuing faceoff will occur at nearest faceoff spot except center faceoff spot.

9.16 DELAY OF GAME/FALLING ON THE BALL

■ A player who steps on, falls on, holds, or gathers the ball into his body or equipment (including in front of the net) to create a stoppage in a play will be assessed a minor penalty. If, however, a ball becomes lodged in a player's equipment as he blocks a shot or pass, game action will be stopped but no penalty assessed.

■ A player who uses his hands to conceal the ball in his palm or equipment to force a whistle (including in front of the net) will be assessed a minor penalty.

9.17 DELAY OF GAME/FREEZING THE BALL UNNECESSARILY

■ A player who holds or freezes the ball with his stick, shoes, or body along the boards or in open surface when not being pressured by an opponent will be assessed a minor penalty.

9.18 DELAY OF GAME/SHOTTING THE BALL OUT OF THE PLAY

■ If the player is intentionally shooting the ball out of the play, referee will give the player warning. If the action continues, minor penalty will be assessed. If a goalie shoots or passes the ball in any way out of play in any zone, the goalie will be assessed penalty and the ensuing faceoff will take place in the defending zone of the goalie.

9.19 DELAY OF GAME/GOAL CELEBRATION

■ Players from the players' bench can come onto the surface after a goal only for the purpose of making changes, and not more players than those changing can come onto the surface to celebrate. Violation of this rule will result in a warning to both teams by the referee, and further violation will result in a bench-minor penalty.

9.20 DELAY OF GAME/LATE LINEUP

■ A coach who does not send out the required number of players in a timely manner to start a period, including overtime, will be assessed a bench-minor penalty.

■ "Required number" means the full number of players permitted to participate in the game according to the rules (3 players plus a goaltender, if the team plays at full strength; and, 2 players plus a goaltender, if the team plays short-handed).

9.21 DIVING OR EMBELLISHMENT

DEFINITION: A player who blatantly embellishes a fall or fakes an injury in attempt to draw a penalty by his actions. A player who embellishes a foul or pretends to have been fouled by an opponent will be assessed a minor penalty. (Embellishment - a detail, especially one that is not true, added to a situation to make it more exaggerated)

9.22 ELBOWING

DEFINITION: A player who uses his elbow to foul an opponent.

■ A player elbowing an opponent will be assessed a minor penalty.

■ A player who recklessly endangers an opponent by elbowing will be assessed either a major and automatic game-misconduct penalty or a match penalty.

9.23 ENGAGING WITH SPECTATORS

DEFINITION: A player or team official who makes physical contact with a spectator during a game, including stoppages in play and intermissions.

■ A player or team official who physically confronts, retaliates, or engages with a spectator will be assessed a game misconduct or match penalty.

9.24 FIGHTING

DEFINITION: A player who repeatedly punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

■ All players who become involved in fighting will be assessed minor, game misconduct or match penalties.

■ A player who removes his glove(s) or helmet with the intention of fighting with an opponent will be assessed a misconduct penalty in addition to any other penalties.

■ A player who tries to fight or continues to fight after he has been ordered by the referee to stop, or who resists a linesman who is trying to circumvent the continuation of a fight, will be assessed a match penalty.

■ A team official who is involved in a fight, on surface or off, will be assessed either a game-misconduct penalty or a match penalty.

9.25 HEAD-BUTTING

DEFINITION: A player who uses his head, with or without his helmet on, to strike an opponent.

■ A player who either attempts to head-butt or succeeds in head-butting an opponent will be assessed a match penalty.

9.26 HIGH-STICKING

DEFINITION: A player who carries any part of his stick above the height of his shoulders and who strikes an opponent with any part of it.

■■■■■ A player who makes a contact with an opponent with a high stick will be assessed at least a minor penalty.

■■■■■ A player who causes accidental harm to an opponent by a high-

■■■■■ sticking foul will be assessed a minor penalty.

■■■■■ A player who recklessly endangers an opponent by a high-sticking foul will be assessed either game-misconduct penalty or a match penalty.

■■■■■ A player who makes a contact with any part of an opponent's upper body while winding up to shoot or pass is subject to all penalties for high-sticking.

■■■■■ A player who makes unintentional contact with any part of an opponent's upper body, while following through, after releasing the ball from the blade will NOT be assessed a penalty.

9.27 HOLDING

DEFINITION: A player who impedes the movement of an opponent with one or both hands, arms, legs, or in any other way to prevent him from running/moving freely.

■■■■■ A player who holds an opponent will be assessed a minor penalty.

■■■■■ There are three common methods of holding:

1. A player who grabs an opponent with one or both arms with the sole intent of preventing that opponent from running freely with or without the ball.
2. A player who uses the boards to pin an opponent using his arms or upper or lower body to prevent that opponent from moving away from the boards and who makes no attempt to play the ball.

3. A player who grabs the jersey of an opponent to restrain his free movement or to slow him down.

9.28 HOLDING THE STICK

DEFINITION: A player who holds an opponent's stick by any means (hands, arms, body, leg) to prevent him from running, playing the ball, or otherwise playing the game freely, or any act of preventing an opponent from using his stick.

■■■■■ A player who holds an opponent's stick will be assessed a minor penalty.

9.29 HOOKING

DEFINITION: A player who uses his stick to impede the progress or interfere with an opponent, with or without the ball.

■■■■■ A player who hooks an opponent will be assessed a minor penalty.

■■■■■ There are four common methods of hooking:

1. A player who hooks the arm, hand, or glove of an opponent who is about to make a pass or take a shot.
2. A player who makes contact with any part of an opponent's body using his stick during a one-on-one competition for the ball.
3. A player who uses his stick against an opponent's body to prevent an opponent from maintaining ball possession.
4. A player who uses his stick to prevent an opponent from running/moving freely.

■■■■■ A player who recklessly endangers an opponent by hooking will be assessed either a major and automatic game-misconduct penalty or a match penalty.

9.30 ILLEGAL STICK – STICK MEASUREMENT

DEFINITION: Players must use legal sticks that conform to WBDHF standards. (See Equipment Rules)

■ The captain or captain's assistant of a team may request a stick measurement at any stoppage of play. If the measurement determines the stick to be illegal, the offending player will be assessed a minor penalty and the stick will be returned to the players' bench by the referee.

■ The player whose stick is to be measured must be in possession of the stick at the time of the request. He may be on the bench or on the surface, but the referee must make visual confirmation that the stick in question belongs to the player.

■ If the measurement determines that the stick is legal, the team requesting the measurement will be assessed a bench-minor penalty for delay of game. The penalty must be served by anyone on the surface at the time the measurement was requested.

■ There is no limit to the number of stick-measurement requests a team may make in a game, but only one measurement per stoppage of play is allowed and by only one team.

■ If a player refuses to surrender his stick or destroys his stick or any part of his equipment for measurement when requested to do so by the referee, this equipment will be regarded as illegal and the player will be assessed a minor penalty.

GAME SITUATION 1: A player who has just entered or exited the penalty box where he was about to serve or has just served a penalty is eligible to have his stick measured.

9.31 INJURED PLAYER REFUSING TO LEAVE THE SURFACE

DEFINITION: A player who is unable to continue to play or incapable of leaving the surface of his own ability must leave the surface (once able) if game action is stopped to attend to his injuries.

■ A player who requires medical attention on surface is required to go to

■ the bench, once able, at least until after the ensuing faceoff. If he refuses to comply, he will be assessed a minor penalty. If he still refuses to leave after being assessed a minor penalty, he will be assessed a game misconduct penalty.

■ A player who is bleeding is not allowed to return to the game until his wounds have been sufficiently bandaged or stitched to prevent the free flow of blood. If he returns without proper protection or with blood-stained equipment of any sort, he will be assessed a minor penalty.

■ A player who lies on the surface either faking an injury or refusing to get up off the surface will be assessed a minor penalty.

9.32 INTERFERENCE

DEFINITION: A player who obstructs or prevents an opponent without possession of the ball from running, receiving a pass, or moving about the surface freely.

■ A player who interferes with an opponent will be assessed a minor penalty.

■ Interference during game action can constitute any of the following:

1. A player who hinders an opponent from moving freely.
2. A player who blocks an opponent from moving freely into the attacking zone, especially in the case where he forces the opponent to go around him.
3. A player who prevents an opponent from bodychecking a teammate of that player in possession of the ball or who moves into an opponent's path without first having established body position (i.e., playing a pick).
4. A player who blocks an opponent from getting into position to receive a pass.
5. A player who wins a faceoff but prevents his opponent from advancing to the ball (faceoff interference).
6. A player on either of the players' benches or in the penalty box who, by means of his stick or his body, reaches onto the surface and interferes with the movement of the ball or of an opponent during game action.
7. A player who moves laterally to impede the progress of an opponent without first having established body position.
8. A player who prevents an opponent from picking up a piece of equipment from the surface (stick, glove, helmet) by pushing it away from the opponent.

■ Players in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing as long as the efforts to establish position in front or to remove that player from in front do not cross the lines of a fair battle for territory. Violations in this area include:

1. Knocking down an opponent who does not have the ball.

2. Pulling at an opponent's jersey.
3. Placing a stick between an opponent's legs in a "corkscrew" manoeuvre.
4. Cross-checking an opponent violently.
5. Slashing at the back of an opponent's legs.

■ Situations which are not classified as interference include:

1. A player is entitled to the surface he occupies as long as he maintains his running speed and body position between an opponent and loose ball. If he slows down, he risks interfering with his opponent.
2. A player is entitled to stand his ground and is not required to move if an opponent wishes to run through that area of the surface.
3. A player may block an opponent so long as he is in front of the opponent and moving in the same direction.
4. A player can use his body position to force an opponent to take a less direct route to the ball, so long as he doesn't use a hand or arm to hold or block the opponent.

■ A player who checks an opponent who is not in possession of the ball will be assessed a minor penalty for interference.

■ A player who anticipates an opponent gaining possession or control of the ball but who makes a contact with the opponent before this possession or control occurs will receive an interference penalty.

■ Two players who use competitive contact for position as they run to a loose ball are within their rights to do so, but if one uses his stick, arm, or leg to obstruct his opponent's ability to run to the ball, he will be assessed a minor penalty for interference.

■ "On the surface" means that both feet are on the surface. If a player has one foot on the surface and one over the boards or off the surface, at his players' bench or the penalty box, he is considered off the surface. However, if he is off the surface under this definition, he is not allowed to play the ball, make a contact with an opponent, or participate in game action in any way. If he does, a minor penalty for interference will be assessed.

■ If a player leans over the boards at his players' bench and plays the ball, makes a contact with an opponent on surface, or becomes involved in game action in any way, he will be assessed an interference penalty.

■ A player who recklessly endangers an opponent by interference will be assessed either a major and automatic game-misconduct penalty or a match penalty.

9.33 INTERFERENCE ON A GOALTENDER

DEFINITION: A player who uses any means to prevent a goaltender from playing his position.

■ A player who, by means of his stick or his body, interferes with or impedes the mobility of a goaltender who is trying to establish catching position, or who prevents the goaltender from playing his position, will be assessed a minor penalty.

■ If an attacking player in possession of the ball, running forwards or backwards, makes contact with the goaltender in front of the net, and the ball enters the goal net, the goal will not count and the attacking player will be assessed a minor penalty. This rule also applies to penalty shots and penalty shot shootouts.

■ An attacking player who positions himself in front of the opposing goaltender and engages in actions such as waving his arms or stick in front of the goaltender's face for the purpose of distracting the goaltender, will be assessed a minor penalty.

■ An opponent who prevents or blocks a goaltender from returning to his goal net will be assessed a minor penalty.

9.34 KICKING

DEFINITION: A player who generates a swinging motion with his foot directed at any part of an opponent's body.

■ A player who kicks or attempts to kick an opponent will be assessed either a major and automatic game-misconduct penalty or a match penalty.

9.35 KNEEING

DEFINITION: A player who extends his knee for the purpose of making a contact with an opponent.

■ A player who uses his knee to make contact with an opponent will be assessed a minor penalty.

■ A player who recklessly endangers an opponent by kneeing will be assessed a major and automatic game-misconduct penalty or a match penalty.

9.36 LATE HIT

DEFINITION: A late hit constitutes a bodycheck to a player who is in a vulnerable position because he no longer has control or possession of the ball. A late hit can be delivered to a player who is either aware or unaware of the impending contact.

■ A player who is not in the immediate area of an opponent in possession or control of the ball and still delivers a late hit to that opponent, who is aware of the impending contact, will receive a minor penalty.

■ A player who delivers a late hit to an unsuspecting opponent will receive a major and automatic game-misconduct penalty.

■ A player who recklessly endangers a vulnerable opponent with a late hit will be assessed a match penalty.

9.37 PENALTY BOX VIOLATIONS

DEFINITION: A player is not allowed to leave the penalty box except at the end of a period or after the expiration of his penalty, and he must do so only by way of the rink surface.

■ A penalized player who leaves the penalty box by his own error prior to the expiration of his penalty will be assessed a minor penalty in addition to having to serve the remainder of his existing penalty.

■ A player who leaves the penalty box prematurely because of an error by the penalty-box attendant will not be penalized, but he must return to the penalty box to serve the remaining time of his penalty.

■ A player who leaves the penalty box prior to the expiration of his penalty for the purpose of challenging the ruling of an on-surface official will be assessed a major penalty.

■ A player who leaves the penalty box prior to the expiration of his penalty either to enter into or to precipitate a confrontation will be assessed minor, game misconduct or match penalties.

■ A player who uses a part of the arena other than the rink surface to enter or exit the penalty box during the game will be assessed a minor penalty.

9.38 PLAYING WITHOUT A HELMET

DEFINITION: A player who participates in game action without a helmet properly secured to his head.

■ A player whose helmet comes off during game action and who does not proceed to his players' bench immediately will be assessed a minor penalty.

■ A player whose visor or cage becomes cracked or broken during game action must leave the surface immediately. Failure to do so will result in a warning to the player's team from the referee for all illegal and dangerous equipment, and a minor penalty to any subsequent player.

■ If a player's chin strap becomes unfastened during game action, but the helmet stays on his head, he may continue to play until the next stoppage or until he leaves the surface.

9.39 PULLING HAIR, HELMET, CAGE

DEFINITION: A player who grabs or holds the cage or helmet or pulls the hair of an opponent.

■ A player who grabs or holds the cage or helmet, or pulls the hair of an opponent, will be assessed either a minor penalty or a major and automatic game-misconduct penalty.

9.40 REFUSING TO START PLAY

DEFINITION: No team is allowed to ignore the referee's call to start play.

■ If both teams are on the surface and one team refuses to play for any reason, the referee will warn the captain of the unwilling team and allow that team not more than 30 seconds to start play. If the team still refuses to play, the referee will assess a bench-minor penalty.

■ If there is a recurrence of the same incident, the referee will stop the game, and the incident will be reported to the proper authorities who have the power to forfeit the game to the opponent.

■ If a team is not on the surface and fails to go on the surface to start playing when ordered to do so by the referee through the captain, manager or coach, the referee will allow to the refusing team two minutes to begin play. If the team resumes play within these two minutes, it will be assessed a bench-minor penalty. If the team refuses to go on the surface, the referee will stop the game, and the incident will be reported by the referee to the proper authorities who have the power to forfeit the game to the opponent.

9.41 ROUGHING

DEFINITION: A player who roughly push, strikes or bump against an opponent during the game.

■ A player involved in a brief confrontation with an opponent will be assessed a minor or major and automatic game misconduct penalty.

■ A player who deliberately knocks the helmet off an opponent's head in order to force him out of play will be assessed a minor penalty.

■ A player who persists in continuing to be involved in roughing is subject to rules for fighting.

9.42 SLASHING

DEFINITION: A player who swings his stick, with one hand or two, at any part of an opponent's body or equipment. Contact to the opponent is not necessary for the penalty to be assessed.

■ Tapping the stick of the ball carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of trying to make the opponent lose possession of the ball. Forceful contact, especially if it results in breaking either the opponent's stick or the player's own stick, is considered slashing. A player who slashes an opponent will be assessed a minor penalty.

■ A player who recklessly endangers an opponent by slashing will be assessed either a major and automatic game-misconduct penalty or a match penalty.

■ A player who swings his stick at another player during a confrontation will be assessed a major and automatic game-misconduct penalty or a match penalty.

■ A player who swings wildly at the ball, on surface or in the air, with the intention of intimidating an opponent, will be assessed a minor penalty.

■ A player who lifts his stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major and automatic game-misconduct penalty or a match penalty.

9.43 SPEARING

DEFINITION: A player who stabs an opponent or attempts to stab an opponent with the end of the stick blade, whether or not the stick is being carried with one or both hands. Contact to the opponent is not necessary for the penalty to be assessed.

■■■■■ A player who attempts to spear an opponent will be assessed a major penalty.

■■■■■ A player who spears an opponent will be assessed either a major and automatic game-misconduct penalty or a match penalty.

■■■■■ A player who recklessly endangers an opponent by spearing will be assessed a match penalty.

9.44 SPITTING

DEFINITION: A player who spits on or at an opponent, spectator, or anyone in the rink during a game.

■■■■■ A player or team official who spits on or at an opponent or anyone in the rink during a game will be assessed a match penalty.

■■■■■ A bleeding player who intentionally wipes blood from his body onto an opponent or anyone in the rink will be assessed a match penalty for spitting.

9.45 TAUNTING

DEFINITION: A player who celebrates a goal or taunts the opposition while walking past the opposing players' bench with celebratory, derisive, or mocking gestures or provocative words intended to taunt or incite his opponents.

■■■■■ Excessive celebrations or taunting of opponents on their players' bench in any manner will result in a minor penalty. In case the excessive celebrations or taunting continues after assessing the minor penalty, major penalty and automatic game-misconduct penalty will be assessed.

9.46 TEAM OFFICIAL ENTERING THE PLAYING AREA

DEFINITION: It is forbidden for a team official to step onto the surface during a game without consent from an on-surface official.

Where an injury has occurred to a player and there is a stoppage of play, a team doctor (or other medical personnel) may go onto the surface to attend to the injured player without waiting for the referee's consent.

A team official who steps onto the surface any time between the start of a period and its conclusion will be assessed a game-misconduct penalty. Except the [Rule 11.45.2](#).

9.47 THROWING A STICK OR OBJECT

DEFINITION: A player or team official who throws a stick or any other object within or without the playing area.

A player who throws a stick or part of it or any other object out of the playing area will be assessed a minor penalty. (Small objects, such a piece of tape that are on the surface and can cause injuries to the players during play can be thrown out of the playing area in a safely manner.)

A player on the surface who throws or directs a stick or any part of it, or any other object, away from his immediate area on the surface or at the ball or ball carrier, will be assessed a minor penalty.

An unidentified player or team official on the players' bench or in the penalty box who throws or directs a stick or any part of it, or any other object, at the ball or ball carrier, will be assessed a bench-minor penalty.

An identified player or team official on the players' bench or in the penalty box who throws or directs a stick or any part of it, or any other object, at the ball or ball carrier, will be assessed a minor or bench minor penalty.

When a player or team official throws a stick or any part of it or any other object at an attacking player who is on a breakaway, the referee will award a penalty shot to the player's team.

If a goaltender has been substituted for an extra player, leaving his team's goal net empty, and a teammate or team official throws a stick or any part of it or any other object at the ball, that is shot from the inside the extra player's defending zone, preventing the ball enter the empty net, a goal will be awarded. The goaltender is considered off surface once his replacement has one foot on the surface.

GAME SITUATION 1: A delayed penalty is signalled on Team A, and Team B has substituted its goaltender for an extra player. If a player from Team B throws his stick at the free ball in his defending zone as the ball slides towards the empty goal net, Team A will be awarded a goal. As well, the penalty to Team A will be assessed.

9.48 TOO MANY MEN

DEFINITION: A team is allowed a maximum of one goaltender and three players or four players without a goalie on the surface. However, a bench-minor penalty for too many men can be assessed any time a team has one or more players on the surface than it is allowed.

A player coming onto the surface must wait until the departing player is within 1.5 meter (5') of his respective players' bench.

Player changes during game action and during stoppages must take place only at the players' bench. Changing on-surface manpower using any other entrance or exit is illegal and will result in a bench-minor penalty for too many men.

A team which has on the surface more than the number of players to which it is entitled during game action will be assessed a bench minor penalty for too many men.

If, during a player change during game action, a player coming onto the surface or coming off the surface plays the ball, makes contact with an opponent, or participates in game action while both the departing and entering players are on the surface within the 1.5 meter (5') zone, a bench-minor penalty for too many men will

be assessed.

If player changes are made during game action and (1) the changing players are within 1.5 meter (5') of the boards across the width of his respective players' bench and (2) the changing players are not involved in game action in any way, no penalty for too many men will be assessed.

A bench-minor penalty for too many men must be served by a player on the surface at the time of the whistle to assess the penalty.

9.49 TRIPPING

DEFINITION: A player who uses his stick, feet, leg, or arm to take the feet out from an opponent, causing him to lose his balance or to fall.

A player who trips an opponent by any means will be assessed a minor penalty.

If a player chases an opponent who is in possession of the ball and lunges (while running or sliding on his knees) along the surface, first knocking the ball away with his stick and subsequently causing that player to fall, a tripping penalty will NOT be assessed

A player who recklessly endangers an opponent by tripping will be assessed either a major and automatic game-misconduct penalty or a match penalty.

A player is on his knees blocking the pass or shot and the opponent decides to run with the ball over his/her stick or body and trips, while the blocking player does not intentionally moves his stick or parts of the body to trip the player with the ball, no penalty will be assessed.

9.50 UNSPORTSMANLIKE CONDUCT

DEFINITION: A player or team official who commits a violation of the rules related to sportsmanship, fair play, and respect. See also Rule 11.1 Abuse of Officials.

Minor Penalty

1. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect.
2. An identifiable player who celebrates with or congratulates a teammate after an injury to an opponent.

Bench-Minor Penalty

1. An unidentifiable player or team official who commits a violation of the rules of sportsmanship, fair play, and respect.
2. An unidentifiable player or team official who celebrates with or congratulates a teammate after an injury to an opponent.
3. An unidentifiable player or any team official who uses obscene, profane, or abusive language or actions directed to any person on the surface or anywhere in the rink.
4. An unidentified player or team official who is off the surface and throws a stick or any other object onto the surface to protest a call.
5. A player who shoots the ball after a whistle or end of a period
6. A player who persists in inciting (encourage) an opponent into taking a penalty.

Game-Misconduct Penalty

1. A team official who persists in any action for which he has already been assessed a bench-minor penalty.
2. A player who enters the opponent's players' bench for any reason other than accidental.
3. If a violation is flagrant or if a player continues his unsportsmanlike conduct.
4. An identifiable player who uses obscene, profane, or abusive language or actions directed to any person on the surface or anywhere in the rink.
5. An identifiable player or team official who is off the surface and throws a stick or any other object onto the surface to protest a call.

Match Penalty

1. A player or team official who threatens, makes racial or ethnic slurs, hateful, discriminatory, or sexual remarks, spits, smears blood on any person.
2. A player or team official who makes any obscene gesture or actions to any person on the surface or anywhere in the rink immediately before, during, or immediately after the game.
3. A player who swings his stick at a spectator or anyone other than an opponent.

10 PENALTY SHOTS AND AWARDED GOALS

OVERVIEW – In situations where a member of the defending team uses illegal means to deny an opponent a reasonable scoring chance, with the goaltender on the surface, the referee has the option to award the opponent a penalty shot. In situations where a member of the defending team uses illegal means to deny an opponent a reasonable scoring chance, with the goaltender off the surface, the referee has the option to award the opponent a goal. The intention of these rules is to restore a reasonable scoring opportunity which was mitigated by a foul from behind by an opponent or by a clear breach of rules which would otherwise have resulted in a reasonable scoring opportunity or a goal. The taking of a penalty shot and the game action of the penalty shot shootout are considered part of the game. Any penalty that might normally be assessed to players during game action are equally applicable during a penalty shot or a penalty shot shootout.

10.1 AWARDING A PENALTY SHOT/BREAKAWAY

■ If an attacking player is on a breakaway and is fouled by an opponent from behind, or by the opposing goaltender, the player will be awarded a penalty shot.

■ If the player loses control or possession of the ball after being fouled, the referee will stop game action and award a penalty shot.

■ If the player is fouled but still manages to maintain possession of the ball, the referee will delay the penalty call and allow the player to complete his action.

■ If the fouled player manages to score, the penalty shot will be cancelled. If the penalty being assessed was a minor penalty, it will also be cancelled by the goal, but if the penalty being assessed was major it will still be assessed.

■ If the referee signals a penalty shot, and before the play is whistled (because of a goal or to call the penalty shot) another foul is assessed to the same team, the additional penalty will be assessed regardless if the player scores on either the play or the subsequent penalty shot.

■ If a foul occurs near the end of any period (regulation or overtime) and time expires on the score clock before the referee can award the penalty shot, the shot will still be taken.

GAME SITUATION 1: If A9 is on a breakaway and is fouled from behind by B5, the referee will award A9 a penalty shot and B5 will not be assessed penalty.

GAME SITUATION 2: A player from Team A is on a breakaway and is fouled from behind by B9. If the foul carries with it a major penalty, the referee will award a penalty shot, and the player of Team B who committed the foul will still be assessed the major penalty.

GAME SITUATION 3: A player from Team A is on a breakaway and is fouled from behind. If he falls on the surface but manages to get up and take a clear shot on goal, no penalty shot will be awarded. However, the minor penalty to Team B will still be assessed.

GAME SITUATION 4: A9 is on a breakaway and is tripped. If the ball goes free, and A7 controls the ball and takes a clear shot on goal (but does not score) no penalty shot will be awarded. However, the minor penalty to Team B will still be assessed.

GAME SITUATION 5: A6 is on a breakaway and is fouled from behind by B3. The referee signals a penalty shot, but before play is completed, a second infraction is signalled (either to B3 or to another player on Team B). In this case, the penalty shot washes out the first infraction, but the player on Team B committing the second infraction will still be penalized. He must go to the penalty box to serve the penalty regardless of the result of the penalty shot. Further, if Team B is already serving another minor penalty, then the team will still serve this penalty regardless of the result of the penalty shot and will play one man short.

GAME SITUATION 6: A10 is in the penalty box (penalty on score clock). A8 is to be assessed a slashing penalty, but before play is stopped Team B is awarded a penalty shot due to an additional foul by Team A. If Team B scores on the penalty shot, no player from Team A returns to the surface and the penalty to A8 will still be assessed.

GAME SITUATION 7: If A9 is on a breakaway and B2, standing behind his goal net, dislodges it, the referee will award a penalty shot.

10.2 AWARDING A PENALTY SHOT/INTERFERENCE OR THROWING OBJECTS

■ If a player or team official, on surface or off, shoots or directs a discarded or broken stick or any part of it or any other piece of equipment or object at the ball or ball carrier while play is in the defending zone of the player committing the foul, the referee will immediately award a penalty shot.

■ If a player or team official illegally enters the game from the players' bench or any other part of the arena and interferes with an attacking player who is on a breakaway, the referee will award the opposing team a penalty shot.

■ If a player or team official throws or shoots a stick or any part of it or any object, or who directs (with any part of his body) a stick or part of it or any object, in the direction of the ball or ball carrier who is on a breakaway, the referee will award the opposing team a penalty shot.

10.3 AWARDING A PENALTY SHOT/LAST TWO MINUTES OF REGULATION/ANY TIME IN OVERTIME

■ If a player deliberately displaces his goal frame from its normal position during the last two minutes of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot.

■ If, in the last two minutes of regulation time or at any time in overtime, a team makes a deliberate illegal substitution to create a too many men situation, the referee will award the opposing team a penalty shot. Deliberate illegal substitution occurs when a team intentionally sends extra players onto the surface during game action for the purpose of gaining an advantage, causing a stoppage in play, or preventing a goal.

■ Incorrect substitution during game action will not be considered deliberate illegal substitution. The offending team will be assessed a bench-minor penalty unless this becomes a tactic.

10.4 AWARDING A PENALTY SHOT/PLAYER DISPLACING GOAL NET

■ If a player deliberately displaces his goal frame from its normal position when an attacking player is on a breakaway, the referee will award the opposing team a penalty shot.

10.5 PENALTY SHOT PROCEDURE/OVERVIEW

■ In cases where a player is fouled in a manner that warrants a penalty shot, any player on the team who was not about to be penalized can be named by the coach to take the shot.

■ The coach of the defending team is allowed to change goaltenders prior to a pen-

alty shot, but the incoming goaltender is not allowed a warmup of any kind.

Should two penalty shots be awarded to the same team at the same stoppage of play (for two separate fouls), only one goal can be scored. Should the first penalty shot result in a goal, the second penalty shot is automatically cancelled, but the appropriate penalty is assessed for the second infraction. If the first shot is unsuccessful, the second shot is taken. The order of the penalty shots will be decided by the order of the infractions during game action.

Only a goaltender or backup goaltender is allowed to be the goal- tender during a penalty shot or penalty shot shootout.

A player is allowed to be the goaltender during a penalty shot or penalty shot shootout only if both the starting goaltender and the backup goaltender are injured or serving penalties which have removed them from the game.

10.6 PENALTY SHOT PROCEDURE/TAKING THE SHOT

The players of both teams must stay off the surface entirely and remaining there during the taking of the penalty shot. Only the two opposing goaltenders defending the shots, the player taking the shot, and the on-surface officials are allowed to be on the surface.

The referee places the ball on the centre-surface faceoff spot.

The player taking the shot must be on the defending side of centre surface prior to the start of the penalty shot.

The goaltender must stay within the area determined by face off spots and goal line in his/her zone, before the referee signals the beginning of the penalty shot with his whistle. If the goaltender comes out of this designated area, before the whistle, referee will issue a warning to the goaltender. If the goaltender leaves the designated area before the starting whistle a subsequent time against this player on this shot, he will be assessed a misconduct penalty and a player designated by

the coach through the captain must go to the penalty box. For a third violation, a goal will be awarded to the player taking the penalty shot.

■ If a goaltender commits a foul against a player during a penalty shot and no goal is scored, the goaltender will be assessed the appropriate penalty and a player designated by the coach through the captain must go to the penalty box. The shooter will be allowed to re-take the shot. If a goaltender commits a foul for a second time against this player on this shot, and no goal is scored, the referee will assess the appropriate penalty as well as a misconduct penalty to the goaltender. The same player will serve this penalty and another player designated by the coach through the captain will serve the misconduct. The shooter will re-take the shot. For a third violation against this player on this shot, if no goal is scored, a goal will be awarded.

■ If a goaltender commits a foul against the player taking a penalty shot that is a major penalty the referee will assess a major and automatic game-misconduct penalty to the goaltender and the shot will be re-taken if the player did not score. The goaltender is ruled off the surface for the remainder of the game, and he/she must go to the dressing room before the shot is repeated. The coach or team official, through the captain, will designate a player to serve the major penalty. Before the shot is repeated, the designated player must go to the penalty box and remain there until the end of the penalty. The substitute goaltender will then face the player for the re-taking of the penalty shot.

■ The penalty shot officially begins when the referee blows his whistle for the player to start the shot. The player must, within 10 seconds after hearing the referee's whistle, play the ball and proceed towards his opponent's goal line in continuous motion and attempt to score.

■ If the player misses the ball and does not touch the ball on his way past it as it sits on the centre-surface faceoff spot and he makes step back the penalty shot is considered completed.

■ Once the ball has left the player's stick and the shooting motion or attempt has been completed, the penalty shot is considered over. No goal can be scored by a

second shot of any kind.

■ The player is allowed to use the full width of the surface so long as he demonstrates continuous forward or lateral movement of both his body and the ball towards the goal net.

■ The penalty shot is considered complete once:

1. The ball leaves the player's stick as a result of shooting.
2. The goaltender has made a save.
3. The player has not kept the ball in continuous forward or lateral movement.
4. The ball touches the boards anywhere between the centre red line and goal line and does not go directly into the goal net.
5. The ball advances past the goal line not between the posts for any reason or in any way.
6. A goal is scored.

■ If a player mishandles the ball or falls, but the ball continues in a forward or lateral motion, he may catch up to it, regain possession, and continue his shot in the normal manner.

■ If a goal is scored on a penalty shot, the ensuing faceoff will take place at the centre faceoff spot. If no goal is scored, the ensuing faceoff will take place at the centre faceoff spot.

GAME SITUATION 1: If a player's shot hits the protective glass behind the goal net, bounces back, hits the goaltender on the back, and goes into the net, the goal will not count.

GAME SITUATION 2: If a player's shot rebounds off the goaltender, hits the player taking the shot, and goes into the goal net, the goal will not count.

GAME SITUATION 3: A player attempts a shot at the goal net but makes no contact with the ball, but the ball continues to move in the direction of the goal net. If the player then takes another shot and scores, the goal will count.

10.7 PENALTY SHOT PROCEDURE/SPECIFIC SITUATIONS

■ If a player from the opposing team interferes with or distracts a player taking the penalty shot, and because of such actions the shot fails, the referee will allow the player to re-take the penalty shot and assess a misconduct penalty to the offend-

ing player.

If a team official from the players' bench of the defending team interferes with or distracts a player taking the penalty shot, and because of such actions the shot fails, the referee will allow the player to re-take the penalty shot and assess a game-misconduct penalty to the offending official.

The 'spin-o-rama' move in which a player makes a 360-degree turn as he approaches the goal net is not allowed.

The 'lacrosse-like' manoeuvre in which a player flips the ball onto the blade of his stick and runs with it in this fashion is not allowed.

If any of the following occurs, the goal will count:

1. The ball hits the goal post and rebounds into the goal net.
2. The ball hits the goaltender and rebounds into the goal net.
3. The ball hits the goal post and then the goaltender and into the goal net.
4. The ball hits the goaltender and then the goal post and into the goal net.
5. the ball hits the goaltender who slides, together with the ball, into the goal net.

When a player and goaltender have been selected by their respective coaches to take a shot and defend the goal net against this shot, neither can be changed if the shot must be re-taken due to a violation of rules or a foul committed by the goaltender except in case of injury. In this case, the coach may designate another player to take the shot or the backup goaltender to defend the goal net.

During the course of a penalty shot or penalty shot shootout, when the ball enters the goal net and the goal frame comes off its footings or is not in the correct position as a result of the goaltender's action or of the goaltender "trying to make the save," the goal will count without video-goal judge review.

During the course of a penalty shot or penalty shot shootout, if the goal net comes off its footings or is not in the correct position as a result of the goaltender's action or the goaltender "trying to make the save," and the ball does not go into the goal net, no goal will be awarded.

Any methods used by the player taking a penalty shot or penalty shot shootout to distract the goaltender will result in the shot being considered complete, and no goal will be awarded.

If a spectator interferes with the penalty shot so that either the player is unable to take his shot properly or the goaltender is unable to play his position properly, the referee will rule the shot to be retaken.

If a penalty shot goal is scored during a power-play situation, the penalized player will not be allowed to return to the surface.

The penalty shot will be taken with the score clock frozen at the time of the whistle. It does not run during the penalty shot process.

If a player breaks his stick during the course of taking a penalty shot, there are four possible rulings:

1. If he scores as the stick breaks, the goal will count.
2. If he misses as the stick breaks, the shot is considered complete.
3. If his stick breaks, and then he shoots and scores, the goal will not count.
4. If he breaks his stick any time prior to shooting, the shot is considered complete.

10.8 AWARDED GOALS

For the referee to award a goal without the ball going into the goal net, the defending goaltender must have been removed from the surface for an extra player prior to the infraction.

A goal will be awarded if a goaltender has been removed from the surface and the ball is in front of the goal net and a player from his team deliberately:

1. Falls on, holds, or gathers the ball into his body.
2. Picks up the ball with his hands.
3. Covers his hand on the ball.

A goal will be awarded if a goaltender has been removed from the surface and an

attacking player who is on a breakaway is fouled from behind to prevent a clear opportunity to score.

■ A goal will be awarded if a goaltender has been removed from the surface and a player of his team displaces their team's goal frame from its normal position when an attacking player is on a breakaway.

■ A goal will be awarded if a goaltender has been removed from the surface and a player or any team official from his team illegally enters the game from the players' bench or any other part of the arena and interferes with an attacking player on a breakaway.

■ A goal will be awarded if a goaltender has been removed from the surface and a teammate or team official from the players' bench or penalty box, by means of his stick or any other object or any part of his body, interferes with the movement of the ball that was moving towards the net.

GAME SITUATION 1: The goaltender on Team A has been removed for an extra player and A3 is lying in the crease when the ball is shot under him. If he makes no attempt to cover the ball, fall on the ball, or gather the ball in his body, but the ball becomes frozen under his body, the referee will not award a goal unless A3 made a deliberate attempt to cover the ball.

10.9 AWARDED GOALS/BLOCKING THE GOAL NET

■ If a goaltender has been substituted for a player and a player from that team leaves any object in front of his goal net, and the ball hits that object, preventing the ball from entering the goal net, a goal will be awarded.

■ If a goaltender leaves his stick or other equipment or other objects in front of his goal net prior to coming off the surface to be substituted by a player, and any of such objects prevent the ball from entering the goal net, a goal will be awarded.

11 RULES SPECIFIC TO GOALTENDERS

OVERVIEW – This section includes all rules and regulations which pertain to goaltenders. Any reference to “goaltender” refers equally to “backup goaltender”.

11.1 GOALTENDER WARMUP

Once the ball has been faced off to start a game, any goaltender subsequently entering the game is not allowed a warmup at any time.

“Goaltender” refers to the starting goaltender re-entering the game at any point, the backup goaltender, a third goaltender, or a player who is forced to dress and play the position of goaltender.

11.2 PROTECTION OF GOALTENDER

OVERVIEW – The goaltender’s ability to play his position is based on his ability to move freely in front of the net. Any contact the attacking player initiates with a goaltender, either directly or by pushing an opponent into the goaltender, also runs the risk of incurring a penalty or nullifying a goal.

A penalty will be assessed in every case where a player makes unnecessary contact with an opposing goaltender. Incidental contact is allowed when the goaltender is in the act of playing the ball behind the goal line or outside immediate area in front of the net, provided the attacking player makes a reasonable effort to minimize or avoid such contact.

If an attacking player is pushed, shoved, or fouled by an opponent so as to cause him to come into contact with the goaltender, such contact is not deemed to be contact initiated by the attacking player provided the attacking player has made a reasonable effort to avoid the contact.

An attacking player is not allowed to jab, poke, or slash the goaltender’s glove whether it is on the surface or in the air after the goaltender has made a save.

An attacking player is not allowed to knock the goaltender’s stick out of his hand by any means.

While a goaltender is playing his position, his stick is considered a part of his equipment and it cannot be hooked, lifted, or checked in a way that interferes with his abilities. However, if he is using his stick as a player to play the ball, he may be stick-checked.

If an attacking player establishes position in front of the net and restricts the goaltender's ability to play his position, play will be stopped, and the ensuing faceoff will take place at the defending zone of the attacking player.

An attacking player who commits a foul on a goaltender, regardless of the goaltender's ability to play his position or where the ball is being played, will be penalized.

If a goaltender is outside his goal and an attacking player prevents the goaltender from returning to his net or prevents the goaltender from playing his position properly while a goal is scored, the goal will not count and the attacking player will be assessed a minor penalty for interference.

If an attacking player is in front of the net and initiates incidental contact with the goaltender, preventing the goaltender from playing his position when the ball enters the net, the goal will not count and no penalty will be assessed.

If a player of the attacking team is pushed, shoved, or fouled by a defending player to cause him to effect the goaltender's ability to make a save or play his position properly when the ball enters the goal net, the goal will count.

If an attacking player pushes an opponent in any way during game action which causes that opponent to make contact with his own goaltender, and a goal is scored at this time, it will not count.

An attacking player who makes contact with a goaltender behind the net or behind the goal line while both try to gain possession of the ball will not be penalized. If a goal is scored at this time, the goal will count.

An attacking player establishes position in front of the goaltender, obscuring the

goaltender's sightline but making no contact. If a goal is scored, it will count (unless there is a violation of [Rule 9.32.3](#)).

12 PLAYER'S EQUIPMENT

All protective equipment must meet WBDHF approval or have European/North American standards certification. Ball Hockey player's equipment shall consist of uniform, sticks and protective equipment. All protective equipment, except gloves, shin guards and helmets shall be worn entirely underneath the uniform.

12.1 UNIFORM

████████ All players of each team shall wear identical jerseys, shorts, and socks.

████████ Socks do not have to cover the knees.

████████ Each player in a team must wear an individual number. The number must be an integer within 1 to 99 inclusive.

12.2 HELMET

████████ During the game and during the pre-game warm-up, all players shall wear a hockey helmet with a manufactured chinstrap securely fastened.

████████ All players of each team shall wear identical color of helmet.

████████ From the 1st of June 2022 all helmets must be certified by European committee for standardization (ISO 10256-2: 2016) or CSA approved.

████████ It is recommended that all players wear a full-face mask or at least a visor.

████████ All players that did not complete 18 years of age before the start of the tournament, must wear full face mask.

12.3 STICK

The sticks shall be made of wood, carbon fibre, glass fibre, plastic or other material approved by the WBDHF and must not have any projections. Adhesive, tape of any color may be wrapped around the shaft or blade at any place for the purpose of better grip or to improve control of the ball.

No stick shall exceed 1.73 m in length from the heel to the end of the shaft. The shaft must be straight. The length from the heel to the end of the blade cannot be more than 32 cm.

The butt end of the stick must be covered by a form of protection. If the cap at the top of a manufactured stick (i.e., metal or carbon) has been removed or falls off, the stick will be considered dangerous equipment.

The blade of the stick shall not be more than 7.6 cm in width at any point between the heel and 1.5 cm in from the mid- point of the tip of the blade, nor less than 5.0 cm. All edges of the blade shall be beveled.

12.4 SHINGUARDS

The shinguards must be covered by socks all the way from the ankle to below the knee. Plastic knee cap can be exposed for purpose of sliding. Cracked or damaged shinguards will be considered dangerous equipment.

12.5 SHOES

Players must wear sport shoes that cover the whole foot. Toe guards and glide plates are allowed. The glide plates must be securely attached to the shoes by screws, stitching or permanent glue. Screws or bolts cannot protrude from the glide plates, so they do not injure other players or damage the surface. The glide plates cannot be attached by double sided tape or velcro type attachment. The edges of the glide plates must be beveled or rounded and cannot be made from

metal.

13 GOALKEEPER'S EQUIPMENT

13.1 GOALKEEPER'S EQUIPMENT OVERVIEW

■ The measurement of a goaltender's pads may be requested only during the first or second intermission or after the third period of a game that goes into overtime.

■ With the exception of stick, equipment worn by the goaltender must be constructed solely for the purpose of protecting the head and body and must not include any garment or addition which gives the goaltender undue assistance in "making himself bigger". Plastic plates or other plates that allow goaltender to slide on any type of surface are allowed with restrictions set in Goalkeeper's equipment rules.

■ Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any equipment.

■ The referee can request that a goaltender remove any personal accessories should the accessories be regarded as dangerous. If these personal accessories are difficult to remove, the goaltender should tape them or put them safely under his game jersey in such way that they are no longer dangerous. In this case, the goaltender will be required to leave the surface during this process, and a warning will be issued to his team.

13.2 GOALKEEPER'S LEG PADS

■ The goalkeeper's ball hockey leg pads shall not exceed **29 cm** wide, including the glide plates. The glide plates must be securely attached to the leg pads by screws, stitching or permanent glue. Screws or bolts cannot protrude from the glide plates, so they do not damage the surface. The glide plates cannot be attached by double

sided tape or velcro type attachment. The edges of the glide plates must be beveled or rounded and cannot be made from metal.

From the 1st of January 2025 the goalkeeper's ball hockey leg pads shall not exceed **28 cm (11 inches)** in width, including the sliders/glide plates.

The maximum length of the boot of the pad is to be no more than **23 cm**. The boot is the bottom of the pad that sits over the top of the shoe.

The height of the goalkeeper's leg pad thigh rise from top of the knee stack area shall not exceed **30 cm**. Thigh rise is an area of the leg pad above the knee stack (see picture).

The width of the knee slider area shall not exceed **15 cm**. The total thickness measurement of the entire knee stacks and knee slider, must not exceed **8 cm** in thickness.

The calf and knee protection must be fastened to the leg pad. This calf and knee protection must not exceed 22 cm in extreme length when measured from the top of the pad surface. The calf and knee protection areas are parts of the goalkeeper's leg pads with purpose to cover and protect body leg parts such as calf and knee (see picture).

All ball hockey goalie leg pads must be approved by WBDHF technical committee.

The pad can be measured without the goalkeeper having it on.

13.3 GOALKEEPER KNEE PROTECTION

All knee protection must be worn under the thigh guard of the pants. All flaps that are attached to the inside of the goal pad above the knee that are not worn under the pant thigh pad will not be permitted.

The knee protection must be worn with the strap tight and do not cover any por-

tion of the 'Five-hole'.

All knee protection must be worn under the thigh guard of the pants. All flaps that are attached to the inside of the goal pad above the knee that are not worn under the pant thigh pad will not be permitted.

The knee guard must not exceed **18 cm** in width.

13.4 GOALKEEPER CHEST AND ARM PADS

No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.

Layering at the elbow is permitted to add protection but not to add stopping area. This layering, both across the front and down the sides to protect the point of the elbow shall not exceed **18 cm**.

Shoulder cap protectors must follow the contour of the shoulder cap without becoming a projection/extension beyond or above the shoulder or shoulder cap. This contoured padding must not be more than **3 cm** in thickness beyond the top ridge of the shoulder and shoulder cap.

On each side, the shoulder clavicle floaters are not to exceed 18 cm (7 inch) in width. Their maximum thickness is to be 2.5 cm (1 inch). This protection is not to extend or project above or beyond the shoulder or shoulder cap nor extend beyond the armpit. No insert is allowed between the shoulder clavicle floater and the chest pad that would elevate the floater.

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

13.5 GOALKEEPER PANTS

■ No internal or external padding is allowed on the pant leg or waist beyond that to provide protection (no outside or inside ridges).

■ The maximum width (straight line) of the thigh pad across the front of the leg of the pants is **25.5 cm**. If the groin and/or hip pads extend beyond the edge of the front thigh pad they are to be included in this **25.5 cm** measurement. This measurement is to be taken while the goalkeeper is in an upright standing position. This measurement is to be made 13 cm (5 inch) up from the bottom of the pant leg.

■ If the goalkeeper is wearing his goalkeeper pant shell really loose, which allows him to close the five-hole (the open space between his legs above his pads) when he is in the crouch or ready position, the wearing of the pant shells in this fashion will be considered illegal and the above-mentioned documents will apply.

■ All thigh pads must follow the contour of the leg. Square thigh pads are considered illegal.

■ All knee protection must be strapped and fit under the thigh pad of the pant leg and not exceed **25.5 cm** allowed for the width of the thigh pad.

13.6 GOALKEEPERS' CATCHING GLOVE

■ A maximum perimeter of **114 cm** is permitted. The perimeter of the glove is the distance around the circumference of the glove. Please refer to the catching glove measurement procedures outlined below.

■ The wrist cuff must be **10 cm** in width (height) and a maximum of **20 cm** in length in any part of the wrist cuff (this includes the bindings). The cuff of the glove is the portion of the glove protecting the wrist from the point where the thumb joint meets the wrist. Any protection joining/enhancing the cuff to the glove will be considered part of the glove rather than the cuff.

■ Glove measuring equipment includes binder clips, straight pins and a measuring tape that measures in centimeters or inches increments. To determine the perimeter, the distance around the glove, the measuring tape is to be placed on the outside edge of the glove with the midway line of the tape following the top ridge of the edge/binding. At the “starting point” of the measurement, anchor the tape with a pin or binder clip. Ensure that the midpoint line of the measuring tape follows the outside top ridge of the edge/binding. If at the junction of the cuff and catching portions of the glove there is a “jagged joint”, the measurement tape will follow the imaginary perpendicular line to the glove ridge of the catching portion of the glove located above the cuff. A jagged joint anywhere else on the glove will not be allowed this “straight line” privilege (i.e. where the trap joins the main glove).

13.7 GOALKEEPERS’ BLOCKER GLOVE

■ The maximum outside dimensions of the protective padding attached to the back and forming part of the goalkeeper's blocker glove shall not exceed 21.5 cm in width and 38 cm in length at any point including the bindings.

■ The flap protecting the thumb and wrist must be fastened to the blocker and this protection must follow the contour of the thumb and wrist. This thumb protective must not exceed 19 cm in extreme length when measured from the top of the blocking surface.

■ Raised ridges are not to be added to any portion of the blocking glove.

■ The blocking glove shall be rectangular in shape.

13.8 GOALKEEPERS’ STICK

■ The shaft, from the butt end to the blade, must be straight.

■ The butt end of a goaltender’s stick must have a form of protection. If the cap at

the top of a metal stick has been removed or falls off, the stick will be considered dangerous equipment.

It is forbidden to insert any material into the hollow shaft of the stick to alter its weight, substance, or purpose.

Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place.

The maximum length of the shaft of a goaltender's stick is **163 cm** from the top of the shaft to the heel; the maximum width is **3.2 cm**; the maximum thickness is **2.80cm**.

The shaft consists of two parts. The lower section (paddle) down to the heel must not be more than **71cm** long and not more than **9 cm** wide. Both parts of the shaft must be straight.

The maximum length of the blade is **39 cm** along the bottom, from the heel to the toe. The maximum height is **9 cm** except the heel which can be **11.5cm**. The maximum curvature of the blade is **1.5cm**.

13.9 GOALKEEPER'S MASK

All goalies must have certified goalkeepers' mask cage according to CSA or European Union standards.

13.10 GOALKEEPERS' JERSEY

If there is any visible damage on a goalkeepers' jersey, there must be immediate change of the jersey.

13.11 NECK AND THROAT PROTECTOR/GOALTENDER

 All goaltenders 18 years and younger must wear a neck and throat protector regardless of what event or tournament they are playing in.