



Official Rules of
ICE HOCKEY

JUNIOR HOCKEY EDITION

The intent of this edition is to provide Junior "A" Tier I, Tier II and Tier III leagues given Junior Council approval with a rulebook specific to the Junior program. Control of this document rests with the USA Hockey Board of Directors, in conjunction with the USA Hockey Playing Rules Committee.

Adopted January 19, 2025

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Rules changes are highlighted.

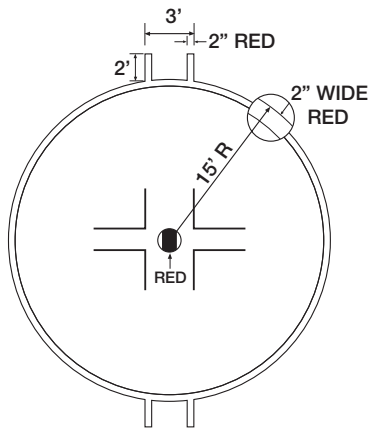
The Junior Hockey edition of USA Hockey's Official Rules of Ice Hockey is designed to cover the overall rules pertaining to the game of ice hockey as it is played at the Junior hockey level. However, the reader should note that not all situations and rules of the game are covered in this book. Should specific situations or rules arise that are not covered within the Junior Hockey edition, then the default should be the standard (Youth hockey) edition of the USA Hockey Playing Rules and Casebook.

The diagram illustrates the layout of a basketball court with the following dimensions and features:

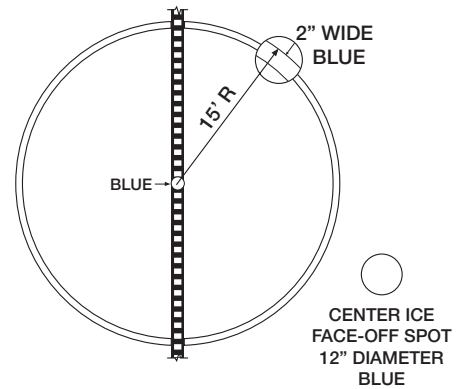
- Overall Dimensions:** The court is 85' - 100' wide and 185' - 200' long.
- End Zones:** Each end zone is 11' wide and contains two circular areas with a 24" diameter and a 15' radius. The distance between the centers of these circles is 20'. The distance from the center of the top circle to the top edge is 22'. The distance from the center of the bottom circle to the bottom edge is 22'. The distance from the center of the bottom circle to the bottom edge of the end zone is 8".
- Key Area:** The key area is 12' wide and contains a central circle with a 12" diameter and a 15' radius. The distance from the center of this circle to the top and bottom edges of the key area is 22'. The distance from the center of the circle to the side edges of the key area is 4'. The distance from the center of the circle to the bottom edge of the end zone is 8".
- Scorekeeper Area:** The scorekeeper area is 35' - 50' wide and contains a central circle with a 12" diameter and a 15' radius. The distance from the center of this circle to the top and bottom edges of the key area is 22'. The distance from the center of the circle to the side edges of the key area is 4'. The distance from the center of the circle to the bottom edge of the end zone is 8".
- Players Bench:** The players bench area is 12' wide and contains a central circle with a 12" diameter and a 15' radius. The distance from the center of this circle to the top and bottom edges of the key area is 22'. The distance from the center of the circle to the side edges of the key area is 4'. The distance from the center of the circle to the bottom edge of the end zone is 8".
- Other Features:** The court includes a 6' radius corner area on the left end zone, a 2' wide area on the right end zone, and a 10' radius area at the bottom center.

The diagram illustrates the layout of a handball court. The court is rectangular with rounded ends. At each end, there are two goals. The area in front of each goal is divided into a 'Goalkeeper Privileged Area' (shaded with diagonal lines) and a 'Warm-up Area' (shaded with diagonal lines). The 'Goalkeeper Privileged Area' is a semi-circle with a radius of 4 meters. The 'Warm-up Area' is a semi-circle with a radius of 6 meters. The court is divided into three main sections by two vertical lines. The central section is the playing area, and the two side sections are the 'Players Bench' areas. The 'Scorekeeper' position is located at the bottom center of the court, between the two 'Players Bench' areas.

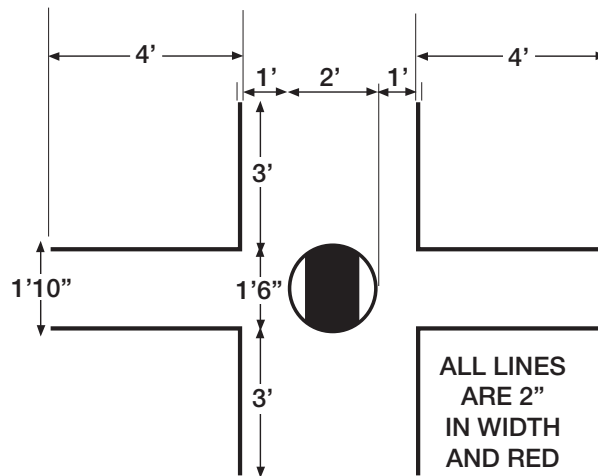
DETAILED RINK DIAGRAMS



**END ZONE FACE-OFF SPOT
AND CIRCLE DETAIL**

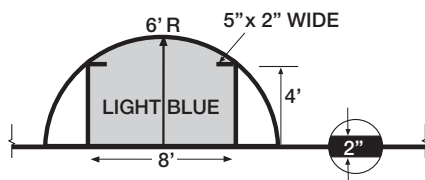


**CENTER ICE FACE-OFF SPOT
AND CIRCLE DETAIL**

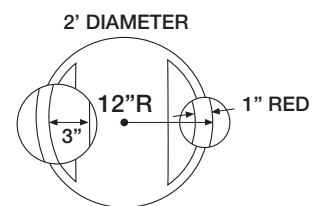


FACE-OFF CONFIGURATION

ALL LINES ARE 2"
IN WIDTH AND RED



GOAL CREASE DETAIL



**END ZONE AND NEUTRAL ZONE
FACE-OFF SPOTS**



GENERAL INFORMATION

PHILOSOPHY OF JUNIOR HOCKEY

The goals of junior hockey are to promote, develop and administer the domestic USA Hockey program for junior-aged players, teams and leagues.

USA Hockey's Junior Program is available to athletes who are at least 16 years of age and no older than 20 as of the 31st day of December of the current season of competition. The program is available to high school students and graduates who seek a greater or different challenge than that which might be available through their prep school team, high school varsity or club team or area 18 & under teams. The principal purpose of this development program is to prepare the athlete for career advancement either in a collegiate program or a professional opportunity.

Junior hockey leagues/teams are certified, annually, by the Junior Council, in the following classifications: Tier I; Tier II; Tier III; and provisional for any of the foregoing classifications.

The purpose of Junior hockey is two-fold:

1. Opportunity

To provide an opportunity for players in this age group to play organized hockey.

2. Development

To improve and develop the skills and abilities of all the participants, including players, coaches and officials.

The goals of Junior hockey as a program of USA Hockey are as follows:

1. Skill Development

To provide talented young players with the opportunity to develop in an organized, structured, competitive and supervised environment.

2. Quality Coaching

To provide considerable training time, quality coaching instruction and concerned oversight.

3. Social Maturity

To provide players with a healthy, constructive environment in which to develop socially.

4. Educational Advancement

To provide assistance and opportunities for the accomplishment of the participant's educational goals.

5. Recruiting Exposure

To provide players with exposure to collegiate and professional scouts and recruiters.

6. Advanced Competition

To provide players with exposure to national and international competition.

7. Protection of Amateur Status

To protect, most importantly, the amateur status of all participants under the rules and guidelines established by the International Ice Hockey Federation, USA Hockey, Hockey Canada, the NCAA, the NAIA, and the National Federation of High Schools.

POINTS OF EMPHASIS 2025 THROUGH 2029 SEASONS

The goal of USA Hockey is to promote a safe and positive playing environment for all participants while continuing to focus on skill development and enjoyment of the sport. All officials, coaches, players, parents, spectators and volunteers are encouraged to observe these “Points of Emphasis” when participating in the sport of ice hockey.

FAIR PLAY AND RESPECT

Fair play and respect are the backbone of any successful amateur sports program. In order for a positive environment to be created, it is imperative that all participants and spectators have respect for all players, coaches, officials, administrators, spectators and the sport of hockey. Hockey is a game demanding high levels of concentration and skill. Taunting or unsportsmanlike conduct directed at opponents or officials will not be tolerated.

USA Hockey does not tolerate any abusive behavior, including racial and other derogatory slurs directed at players, coaches and officials. All participants are reminded that any language that is hateful or discriminatory in nature will be penalized with an automatic Gross Misconduct Penalty.

Abuse of officials is a continuing problem at all levels of play, and as a result the retention of officials in all youth sports has become a significant issue that affects the quality and number of available officials. USA Hockey is committed to taking a leadership role in this area and has in place a Zero Tolerance Policy towards unsportsmanlike behavior. Officials are required to strictly enforce all actions that are deemed to be abusive in nature in an effort to change the culture of what is deemed to be acceptable behavior when it comes to respect for officials.

PLAYER SAFETY

Intimidation tactics have no place in ice hockey. These tactics include any contact to the head of the opponent, checking from behind and late body checks to an opponent who is no longer in control of the puck. Officials are instructed to enforce these rules to a high standard and assess the appropriate penalty when these actions occur. In addition, officials are expected to strictly enforce any avoidable contact occurring after the whistle – including during scrum situations around the goal.

In Competitive Contact categories, legal competitive contact shall be allowed and players allowed to compete using proper body position skills. However, any deliberate body checks shall be penalized accordingly. If a body check is delivered for the purpose of intimidation, punishment, or to a vulnerable or defenseless opponent, a major plus game misconduct penalty should be assessed to the offending player.

In Body Checking categories, the primary focus of the check shall be to gain possession of the puck and officials should strictly penalize any illegal actions such as boarding, charging, cross checking, and a late body check to a player who is no longer in control of the puck.

The responsibility is on the player delivering the check to avoid forceful contact (minimize impact) to a vulnerable or defenseless player who is no longer in control of the puck.

Proper body checking technique starts with stick on puck, therefore the stick blade of the player delivering the check must be below the knees.

Players are encouraged to develop a deep sense of respect for all (opponents and officials) while endeavoring to enjoy the sport and improve their playing ability. Each player is expected to use proper skill and technique when engaging in any type of physical contact.

Coaches are responsible for instructing their players to play the sport in a safe and sportsmanlike manner. To that end, coaches are directed to teach only those skills necessary to allow for proper and legal competitive contact.

Officials should be diligent and confident when officiating the sport. Each official should enforce all playing rules fairly and respectfully with the safety of the players and the best interest of the game in mind. Players must be held accountable for dangerous and illegal actions with the proper enforcement of the rules at all times.

Spectators are encouraged to support their teams while showing respect for all players, coaches, officials and other spectators.

STANDARD OF PLAY AND RULE EMPHASIS

USA Hockey will continue to observe the Standard of Play and Rule Emphasis for restraining fouls adopted in June 2006. The goal is to reduce restraining infractions in the game, allowing the skill levels of the participants to determine the outcome of a game and to increase participant enjoyment.

USA Hockey will also continue to emphasize the Body Checking Standard of Play and Rule Emphasis adopted in 2011 as part of its effort to create a safe environment for all participants. The goal is to enhance player skill development by eliminating intimidating infractions designed to punish the opponent. Proper enforcement of this standard will improve the proper skill of legal body checking or legal competitive contact at all levels of play.

CONCLUSION

Hockey should be enjoyed by all participants. To that end, all participants and spectators should observe a level of personal behavior that demonstrates respect for all. USA Hockey will continue to increase awareness among all officials and coaches with regard to these Points of Emphasis and the Standard of Play and Rule Enforcement.

DECLARATION OF PLAYER SAFETY, FAIR PLAY AND RESPECT

USA Hockey is committed to creating a safe and fair environment for all participants. Respect for the game, opponents, coaches and officials is a critical part of the environment that is created and it covers several different aspects of sportsmanship and fair play. This initiative will encourage a change in culture as to what is considered to be acceptable/unacceptable body checking and competitive contact at all levels of play.

The following is not designed to replace our current rules/definitions, but instead is intended to clarify and update the existing rules/definitions to emphasize the key points to more clearly outline what is deemed acceptable and unacceptable behavior. Video examples can be found online at usahockey.com/declaration. Please review the materials thoroughly so you can play a positive role in making our game safer.

COMPETITIVE CONTACT

Competitive Contact – competitive contact is body contact between two or more skaters who are in the immediate vicinity of the puck and who are in the normal process of playing the puck. These skaters are reasonably allowed to lean into each other provided possession of the puck remains the sole object of the contact. Competitive contact is encouraged in all age classifications of play within USA Hockey and provides the foundation for the skills necessary to advance to Body Checking classifications. Acceptable examples of competitive contact include:

Angling is a legal defensive skill used to direct/control the puck carrier to an area that closes the gap and creates an opening that is too small for the puck carrier.

Physical Engagement is when two players who are in pursuit of the puck are allowed to reasonably lean into each other provided that possession of the puck remains the sole objective of the two players.

Collisions occur when players are allowed to maintain their established position on the ice. A player shall not be penalized if the intention is to play the puck and in so doing causes a collision with an opponent. No player is required to move out of the way of an oncoming player to avoid an impact.

BODY CHECKING

A body check represents intentional physical contact, from the front, diagonally from the front or straight from the side, by a skater to an opponent who is in control of the puck. The opposing player's objective is to gain possession of the puck with a legal body check and NOT to punish or intimidate an opponent.

Legitimate body checking must be done only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and at or below the opponent's shoulders. The use of the **hands, forearm, stick or elbow** in delivering a body check is unacceptable and not within the guidelines of a legal body check.

The primary focus of a body check is to gain possession of the puck and proper body checking technique starts with **stick on puck**, therefore the stick blade of the player delivering the check must be below the knees.

USA Hockey reminds coaches and players that these requirements are the responsibility of the player delivering the body check. Under no circumstance is it acceptable to deliver a body check to a **vulnerable or defenseless** opponent, an opponent who is not in control of the puck or to use the hands, stick, forearm or elbow in delivering a check to an opponent.

Vulnerable or Defenseless – a skater is considered to be in a vulnerable or defenseless position when unaware, unprepared, or unsuspecting of an impending hit.

Infractions that occur as a result of a body check delivered to a vulnerable or defenseless player must be penalized under the boarding, charging, checking from behind, head contact or roughing rules. When done in a dangerous, careless or reckless (unacceptable) manner where the player delivering the check has made no effort to play the puck, the **major plus game misconduct or match penalty** provisions of these rules must be assessed.

When two or more players are **physically engaged** for control of the puck along the boards, they are considered to be **vulnerable or defenseless**. Any body check delivered by a skater to an opponent who is **physically engaged** with another skater is considered dangerous, careless or reckless (unacceptable) and must be penalized accordingly.

Late Avoidable Body Check – any avoidable check delivered to a player who is no longer in control of the puck. An avoidable check is when the player delivering the check has an opportunity to avoid contact or minimize contact, once it is realized the opponent no longer has control of the puck.

The concept of “finishing the check” is an unacceptable action as it is one that is meant to intimidate or punish the opponent with no intent to gain possession of the puck. The responsibility is on the player delivering the check to avoid forceful contact (minimize impact) to a **vulnerable or defenseless** player who is no longer in control of the puck.

COMPETITIVE CONTACT CATEGORY

Non-check hockey does not mean no contact and the Competitive Contact Category game can be very physical. **USA Hockey strongly encourages legal competitive contact to occur in all age classifications as part of the skill progression that teaches legal body checking.**

When determining whether a body check has occurred, the official must focus on whether the player is attempting to play the puck and whether there is any overt hip, shoulder or forearm action used to initiate contact and separate the opponent from the puck.

Legal **competitive contact** occurs when players are focused on gaining possession of the puck and are simply maintaining legally established body position. This most often occurs when two players are **physically engaged** in front of the goal or along the boards.

Legal **competitive contact** also commonly occurs when a player has established an angle on the opponent and closes the gap to create an opening that is too small for the puck carrier. Additional acceptable forms of **competitive contact** include:

- A skater is entitled to the ice they occupy so long as they maintain their skating speed and body position between an opponent and the loose puck.
- A skater is entitled to stand their ground and is not required to move if an opponent wishes to skate through that area of the ice.
- A skater may block an opponent so long as they are in front of the opponent and moving in the same direction.
- A skater can use their body position to force an opponent to take a less direct route to the puck, so long as they do not use a hand or arm to hold or block the opponent.

BODY CHECKING CATEGORY

It is USA Hockey's intent to create a safe environment for players to be able to develop their skills – including body checking in age appropriate classifications – while also being able to physically compete within the rules.

A player delivering a check to a **vulnerable or defenseless** player, who is not in control of the puck, will be assessed a penalty for roughing. Officials are to pay particular attention to these examples when applying this rule. These are intended as a guide and include, but are not limited to, the following:

- A player who is dangerous, careless or reckless (unacceptable) in delivering a check.
- A player who anticipates an opponent gaining possession **or** control of the puck but who makes contact with the opponent before possession **or** control occurs.
- A player who delivers a **late avoidable check** to an opponent who has released a shot or pass and is no longer in control of the puck.
- The use of the hands, forearm, stick or elbow in delivering a body check **OR** making contact with the opponent after the whistle. If contact is made above the shoulders, this action must be penalized as head contact. **This includes any contact that occurs as part of a scrum situation after play has been stopped.**
- Two skaters who use competitive contact for position as they skate to a loose puck are within their rights to do so, unless one uses their stick, arm, or skates to obstruct the opponent's ability to skate to the puck.

Unsportsmanlike Conduct

A bench minor penalty for unsportsmanlike conduct shall be assessed to any team whose players or team officials commit the following actions while on the players' bench:

- Banging the boards with a stick or other object, including skates or arms, after a body check regardless as to whether the check is being penalized. It is deemed to be unsportsmanlike conduct and should be penalized when done as a means of escalating dangerous and/or unnecessary physical play where there is no intent to legally gain possession of the puck.

SUMMARY

All USA Hockey members must demonstrate awareness and support for the application, spirit and the respect of the rules in order for continued improvement in the game of hockey.

Coaches are expected to teach proper skills and hold their players accountable for illegal and dangerous actions, regardless as to whether they are properly penalized, or not.

Parents are expected to support the decisions of the officials and support the coaches in teaching the proper skills in a safe and positive environment.

Officials shall enforce a strict penalty standard according to the guidelines that have been established.

Players are expected to compete within the playing rules.

Administrators are expected to hold players, coaches, officials and parents accountable for their actions in an effort to promote a safe and positive environment for all participants.

All members of USA Hockey share an equal responsibility to ensure the integrity of the game is upheld. The onus to incorporate change is not only on the officials, but also on administrators, coaches, parents and players, as well.

STANDARD OF PLAY AND RULE EMPHASIS — BODY CHECKING

Through the standard of rules enforcement, our game will continue to allow the opportunity for improved skill development and a more positive hockey environment for all participants. This initiative will result in greater emphasis on skating, puck possession and the proper use of the body to establish position and legally gain a competitive advantage.

The goal of the enforcement standard is to create an environment that enhances player skill development by reducing intimidating infractions designed to punish the opponent. This standard is designed to improve the proper skill of legal body checking or competitive contact at all levels of play and will not remove the physical component from the game. A player using a body check or competitive contact/body position (competitive categories) to gain a competitive advantage over the opponent should not be penalized as long as it is performed within the rules. The focus of the body check must be to gain possession of the puck.

The principles of this body checking enforcement standard include the following:

- The purpose of a body check is to gain possession of the puck.
- Proper body checking technique starts with stick on puck, therefore the stick blade of the player delivering the check must be below the knees.
- Only the trunk (hips to shoulders) of the body shall be used to deliver a body check.
- The check must be delivered to the trunk (hips to shoulders) and directly from in front or the side of the opponent.
- Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage provided they physically engage with the opponent within the rules.
- Players will be held accountable for acts of an intimidating or dangerous nature.
- The onus is on the player delivering the check to avoid placing a vulnerable or defenseless opponent in danger of potential injury.

Enforcement Standard – These penalties are to be called with very strict enforcement.

BODY CHECKING (Competitive Contact Categories)

A player cannot deliver a body check to any player while participating in a competitive contact category. Examples include:

- Making intentional physical contact with an opponent with no effort to legally play the puck.
- Using overt hip, shoulder or forearm contact with the opponent to physically force them off the puck.
- Physically impeding the progress of the opponent with hips, shoulders or torso without establishing competitive contact and making an attempt to gain possession of the puck.

BOARDING

A player cannot commit any infraction, including body checking, for the purpose of intimidation or punishment that causes their opponent to go dangerously or excessively into the boards. Examples include:

- Accelerating through the check to a player who is in a vulnerable or defenseless position off of the boards resulting in the opponent going dangerously into the boards.
- Driving an opponent excessively into the boards with no intent to gain possession of the puck.
- Any other infraction (tripping, cross-checking, charging etc.) that causes the opponent to go dangerously and excessively into the boards.

CHARGING

A player cannot take more than two strides or travel an excessive distance to accelerate through a body check for the purpose of punishing the opponent. Examples include:

- Running or jumping into the opponent to deliver a check.
- Accelerating through a check for the purpose of punishing the opponent.
- Skating a great distance for the purpose of delivering a check with excessive force.

CHECKING FROM BEHIND

A player cannot deliver a body check to an opponent directly from behind, or diagonally from behind. The onus is on the player delivering the check to not hit from behind. Examples include:

- Body checking or pushing an opponent from behind directly into the boards or goal frame or in open ice.

CROSS-CHECKING

A player cannot use the shaft of the stick between the two hands to forcefully check an opponent with no portion of the stick blade on the ice. Examples include:

- When a player in front of the goal uses the shaft of the stick and extension of the arms to contact an opponent in a dangerous manner to create space.
- When a player uses the shaft of the stick and extension of the arms to contact an opponent in a dangerous manner who is protecting the puck along the boards.

HEAD CONTACT

A player cannot contact an opponent in the head, face or neck, including with the stick or any part of the players body or equipment. The onus is on the player delivering the check, regardless as to size differential, to not make contact in the head/neck area of the opponent. Examples include:

- When a body check is delivered with any part of the body that makes direct contact with the head or neck area.
- Using the forearm or hands to deliver a check to the head or neck area of the opponent.

KNEEING

A player cannot lead with or extend their knee outward for the purpose of making contact, or attempting to do so, with the opponent. Examples include:

- Intentionally extending the knee to make contact with an opponent in order to prevent that opponent from going around a non-puck carrier.
- Leading with a knee and making direct contact with one's opponent regardless of whether said contact is knee-on-knee or not.

ROUGHING

A player cannot use the hands, stick or extension of the arms to body check an opponent or deliver a late body check to a player who is not in control of the puck. Examples include:

- Intentionally physically engaging with an opponent who does not have possession or control of the puck or when there is no effort to gain possession of the puck.
- Delivering a late check to a player who has already relinquished control of the puck by a pass or shot. This is oftentimes referred to as "finishing" the check.
- Any avoidable contact after the whistle shall be penalized strictly, including scrum situations around the goal or along the boards. Officials are instructed to assess an additional penalty to those players acting as the aggressor or who instigates any contact after the whistle.

SUMMARY

All USA Hockey members must demonstrate awareness and support for the application, spirit and the respect of the rules in order for continued improvement in the game of hockey. At the same time, it is important to remember that:

- A player is entitled to use proper body position and competitive contact in all age classifications in order to gain a competitive advantage.
- Players are allowed to physically engage with an opponent using their strength and balance as long as their primary focus is to gain possession of the puck.
- In Body Checking categories, the focus of the body check must be to gain possession of the puck.
- Proper body checking technique starts with stick on puck, therefore the stick blade of the player delivering the check must be below the knees.

STANDARD OF PLAY AND RULE EMPHASIS — RESTRAINING FOULS

Through the standard of rules enforcement, our game will continue to allow the opportunity for improved skill development and a more positive hockey environment for all participants. The mission of USA Hockey is clear; through this initiative a greater emphasis will be placed on skating, puck possession and the proper use of the body to establish position and a competitive advantage.

The goal of the enforcement standard is to reduce restraining infractions in the game and not to remove legal body checking or competitive contact. A body check or using competitive contact/body position (competitive contact classifications) to gain a competitive advantage over the opponent should not be penalized as long as it is performed within the rules.

The principles of this continued enforcement standard include the following:

- The use of the stick will be limited to only playing the puck, and therefore the stick blade should be below the knees when involved in any physical engagement.
- The stick will not be allowed to in any way impede a player's progress.
- The use of a free hand/arm will not be allowed to grab or impede a player's progress.
- Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage as a result of illegal acts by the opponent.
- Players will be held accountable for acts of an intimidating or dangerous nature.

Enforcement Standard – These penalties are to be called with very strict enforcement.

HOOKING

A player cannot use their stick against an opponent's body (puck carrier or non-puck carrier) to gain a positional advantage. Examples include:

- Using the stick to tug or pull on the body, arms or hands of the opponent which causes the space between the players to diminish.
- Placing the stick in front of the opponent's body and locking on – impeding the opponent's progress or causing a loss of balance.
- Placing the stick on the hand/arm that takes away the ability for the opponent to pass or shoot the puck with a normal amount of force.

TRIPPING

A player cannot use their stick on the legs or feet of an opponent in a manner that would cause a loss of balance or for them to trip or fall. Examples include:

- Placing the stick in front of the opponent's legs for the purpose of impeding progress, even if on the ice, with no effort to legally play the puck.
- Placing the stick between the legs of the opponent (can opener/corkscrew) that causes a loss of balance or impedes the progress of the opponent.

SLEW FOOTING

A player cannot use their leg or foot to knock or kick an opponent's feet from under them. This is done by pushing an opponent's upper body backward with an arm or elbow and at the same time using a forward motion of their leg causing the opponent to fall to the ice.

HOLDING

A player cannot wrap their arms around an opponent or use a free hand to clutch, grab or hold the stick, jersey or body on the opponent in a manner that impedes their progress. Examples include:

- Wrapping one or both arms around the opponent along the boards in a manner that pins them against the boards and prevents them from playing the puck or skating.
- Grabbing the opponent's body, stick or sweater with one or both hands.
- Using a free arm/hand to restrain or impede the opponent's progress.

INTERFERENCE

A player cannot use their body ("pick" or "block") to impede the progress of an opponent with no effort to play the puck, maintain normal foot speed or established skating lane. Examples include:

- Intentionally physically engaging with an opponent who does not have possession or control of the puck.
- Using the body to establish a "pick" or "block" that prevents an opponent from being able to chase a puck carrier.
- Reducing foot speed or changing an established skating lane for the purpose of impeding an opponent who is in pursuit of the puck.

SLASHING

The use of the stick will be limited to only playing the puck. Any stick contact, as a result of a slashing motion, to the hands/ arms or body of the opponent will be strictly penalized. In addition, hard slashes to the upper portion of the stick (just below the hands) of an opponent, with no attempt to legally play the puck, shall also be penalized.

SUMMARY

All USA Hockey members must demonstrate awareness and support for the application, spirit and the respect of the rules in order for continued improvement in the game of hockey. At the same time, it is important to remember that:

- A player is entitled to the ice they occupy as long as they are able to maintain their own foot speed and body position between opponent and puck.
- Players are allowed to physically engage with an opponent using their strength and balance as long as their primary focus is to gain possession of the puck.

GLOSSARY

Act of Playing Goal: Any action by the goalkeeper that prevents the puck from entering the goal, or prevents an immediate scoring opportunity within the goalkeeper's privileged area.

Aggressor: A player is deemed the aggressor when they have clearly won the fight but they continue throwing and landing punches in a further attempt to inflict punishment and/or injury on their opponent who is no longer in a position to defend themselves.

Altercation: Any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed. An altercation will generally occur at a stoppage of play (not within the normal process of playing the puck) and includes the gathering of two or more opposing players and requires action to be taken by the on-ice officials to separate players.

Angling: A legal defensive skill used to direct/control the puck carrier to an area that closes the gap and/or creates an opening that is too small for the puck carrier to advance.

Body Checking: A body check represents intentional physical contact, from the front, diagonally from the front or straight from the side, by a skater to an opponent who is in control of the puck. The opposing player's objective must be an attempt to gain possession of the puck with a body check and NOT to punish or intimidate an opponent.

Body checking must be done only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and at or below the shoulders. The use of the hands, forearm, stick or elbow in delivering a body check is unacceptable and not within the guidelines of a legal body check.

The primary focus of a body check must be an attempt to gain possession of the puck. Proper body checking technique starts with stick on puck, therefore the stick blade of the player delivering the check must be below the knees.

USA Hockey reminds coaches and players that these requirements are the responsibility of the player delivering the body check. Under no circumstances is it acceptable to deliver a body check to a vulnerable or defenseless opponent, an opponent who is not in control of the puck, or to use the hands, stick, forearm or elbow in delivering a check to an opponent.

Break-away: A condition whereby a player is in control of the puck with no opposition between the player and the opposing goal, with a reasonable scoring opportunity.

Coach: A coach is a person primarily responsible for directing and guiding the play of their team. Along with the Manager, they are responsible for the conduct of their team's players before, during and after a game.

Coincident Penalty: A penalty of equal type (e.g., minor or major) assessed during the same stoppage of play, and for which neither team is reduced in on-ice numerical strength. A coincident penalty never causes either team to be "shorthanded" for purposes of penalty termination if a goal is scored.

Collision: Occurs when players maintain their established position on the ice. A player shall not be penalized if the intention is to play the puck and in so doing collides with an opponent. No player is required to move out of the way of an oncoming player to avoid contact.

Competitive Contact: Contact that occurs between two or more skaters who are in the immediate vicinity of the puck and who are in the normal process of playing the puck. These skaters are reasonably allowed to lean into each other provided possession of the puck remains the sole objective of the contact.

Competitive contact is encouraged in all age classifications of play within USA Hockey and provides the foundation for the skills necessary to advance to Body Checking classifications. Acceptable examples of competitive contact include angling, physical engagement and collisions.

Contact with the Puck: The last skater or goalkeeper to have touched the puck (puck touch). This includes a puck that is deflected off a player or any part of their equipment. A player considered to be in "contact with the puck" is NOT eligible to be body checked and/or engage in competitive contact.

Control of the Puck: The skater or goalkeeper that, in the opinion of the official, has "possession of the puck" and is guiding the puck in any desired direction. "Contact with the puck" is not considered "control of the puck." A player in "possession of the puck" may also immediately establish "control of the puck."

A skater considered to be in "control of the puck" is eligible to be body checked and/or engage in competitive contact.

(Note) This includes using the stick, skates or hands in directing the puck with purpose and will allow the player to maintain extended possession. It does not require the player to be in immediate contact with the puck (i.e. the puck does not need to be touching the stick to be considered in “control of the puck”).

Crease: *Goalkeeper’s Crease* – Areas marked on the ice in front of each goal designed to protect the goalkeepers from interference by attacking players.

Delayed Offside: A situation where an attacking player has preceded the puck across the attacking blue line, but the defending team has gained possession of the puck and is in a position to bring the puck out of their defending zone without any delay or contact with an attacking player.

Deflecting the Puck: The action of the puck contacting any person or object, causing it to change direction (“contact with puck”).

Directing the Puck: The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction (establishing “possession of the puck”).

Face-Off: The face-off is an action of an official dropping the puck between the sticks of two opposing players to start play. The face-off procedure begins when the official indicates its proper location and the officials are in their appropriate positions. The face-off commences with the dropping of the puck.

Game Suspension(s): When a player, coach or manager receives a game suspension(s), they shall not be eligible to participate in the next game(s) that were already on the schedule of that team before the incident occurs.

Goalkeeper: The goalkeeper is designated by the team and is permitted special equipment, for protection, and privileges for the purpose of playing the puck.

Goalkeeper’s Privileged Area: The area outlined by connecting the end zone face-off spots with an imaginary line and imaginary lines perpendicular to the end boards (see rink diagram).

Goalkeeper’s Warm-Up Area: The area including the Goalkeeper’s Privileged Area extended to include the area formed by a line from each end zone face-off spot to where the goal line meets the side boards (see rink diagram).

HECC: The Hockey Equipment Certification Council is an independent organization responsible for the performance standards for ice hockey equipment.

Injury Potential Penalties: Injury potential penalties include butt-ending, checking from behind, head-butting, spearing, boarding, charging, cross checking, elbowing/kneeing, head contact, high sticking, holding the facemask, slashing and roughing. The linesperson is required to report these infractions to the referee following the next stoppage of play that may have occurred and were unobserved by the referee.

Last Play Face-Off: The location at which the puck was last legally played by a player or goalkeeper immediately prior to a stoppage of play.

Late Body Check: A late check is when a player delivering the check has an opportunity to avoid contact, or minimize contact, once they realize the opponent no longer has control of the puck.

The concept of “finishing the check” is an unacceptable action as it is one that is meant to intimidate or punish the opponent with no intent, or possibility, to gain possession of the puck. The responsibility is on the player delivering the check to avoid forceful contact (minimize impact) to a vulnerable or defenseless player who is no longer in control of the puck.

Line Change Procedure: The player substitution process during all stoppages where the visiting team must immediately complete any player changes within five seconds. After five seconds, the referee will raise their arm to stop any further visiting player changes. The home team shall then have five seconds to complete any player changes, after which the referee shall lower their arm. At this time, no further player changes may be made until play has resumed or a penalty has been assessed prior to face-off.

If the home team opts to change players during the visiting team player change, they shall not be given any extra opportunity to change players once they complete their change

Off-Ice Official: Off-Ice Officials are those appointed to assist in the conduct of the game and may include the official scorer, game timekeeper, penalty timekeeper and the two goal judges. The referee has general supervision of the game and full control of game officials. In case of any dispute the referee’s decision shall be final.

Penalty: A penalty is the result of an infraction of the rules by a player or team personnel. It usually involves the removal from the game of the offending player or team personnel for a specified period of time. If the penalty is on the team in possession of the puck the whistle blows immediately. If the penalty is not on the team in possession of the puck, the Referee indicates a delayed penalty and does not blow the whistle until the offending team gains possession of the puck. In some cases the penalty may be the awarding of a penalty shot or the actual awarding of a goal.

Physical Engagement: Two players who are in pursuit of the puck are allowed to use competitive contact provided that possession of the puck remains the sole objective of the two players. This includes opposing players competing for the puck in front of the goal or along the boards.

Possession of the Puck: Placing your stick on the puck in an effort to establish control or to deliberately direct the puck with any part of the body. The last player to have intentionally played the puck is considered to have “possession of the puck.” A player may be in “possession of the puck” without establishing “control of the puck.” However, a player must first gain “possession of the puck” prior to being considered in “control of the puck.”

A player considered to be in “possession of the puck” is NOT eligible to be body checked and/or engage in competitive contact.

A skater attempts to gain “possession of the puck” by using the stick, and then body, in an effort to establish “control of the puck” or prevent an opponent from maintaining or gaining “control of the puck.”

A skater considered to be “attempting to gain possession of the puck” is eligible to body check an opponent in “control of the puck” and/or engage in competitive contact.

Proper Authorities (Proper Disciplinary Authority): The immediate governing body of the team or teams involved, except:

- (1) In USA Hockey-sanctioned tournaments and play-offs, the body shall be the Discipline Committee of the tournament or play-off.
- (2) For Junior league play, this shall be the Junior Council sanctioned league.

Protective Equipment: Equipment worn by players for the sole purposes of safety and protection from injury. All equipment must be manufactured for ice hockey and worn in the manner intended.

Recklessly Endangers (Reckless Endangerment): Engaging in conduct, without regard to the consequences, which creates a substantial risk of serious physical injury to an opponent.

Shorthanded: Shorthanded means that a team is below the numerical strength of its opponents on the ice. When a goal is scored against a shorthanded team, the first non-coincidental minor or bench minor penalty (minor penalty with least amount of time remaining) terminates automatically.

Substitute Goalkeeper: The substitute goalkeeper is designated on the official game scoresheet, but is not participating in the game. The substitute must be fully dressed and equipped and ready to play. A substitute goalkeeper may only participate in the game as a goalkeeper.

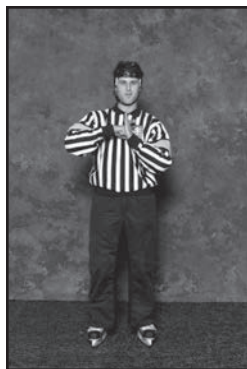
Team Official: A team official is any non-playing person not in uniform on the players’ bench. Team personnel are any non-playing persons not in uniform on the players’ bench. All such persons must be registered in the current season as a coach with USA Hockey, and must comply with coaching education requirements for the appropriate certification level as required by the USA Hockey Coaching Education Program. One such person must be designated as the head coach.

Temporary Goalkeeper: A player not designated as a goalkeeper on the official scoresheet who assumes that position when no designated goalkeeper is able to participate in the game. They are governed by goalkeeper privileges and limitations, and must return as a “player” when a designated goalkeeper becomes available to participate in the game.

Time-Out (Curfew Definition): A curfew game is one in which the game must end by a certain time of day. Both teams must be notified of the curfew time prior to the start of the game.

Vulnerable or Defenseless: A skater is considered to be in a vulnerable or defenseless position when they are unaware, unprepared or unsuspecting of an impending body check and/or competitive contact.

OFFICIAL SIGNALS



Boarding

Striking the closed fist of the hand once into the open palm of the other hand.



Butt-Ending

Moving the forearm, fist closed, under the forearm of the other hand held palm down.



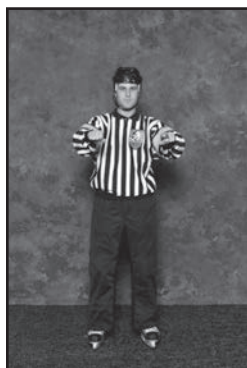
Charging

Rotating clenched fists around one another in front of chest.



Checking from Behind

A forward motion with both hands, palms open, extending from the chest.



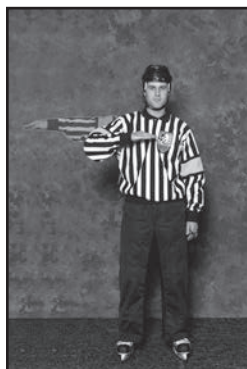
Cross-Checking

A forward motion with both fists clenched extending from the chest.



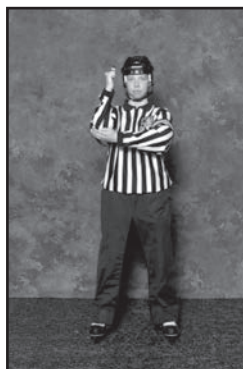
Delayed Calling of Penalty

The non-whistle hand is extended straight above the head.



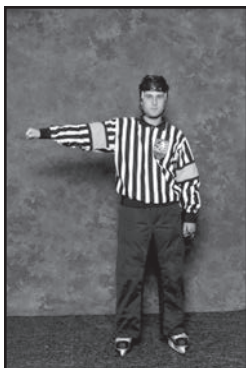
Delaying the Game

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



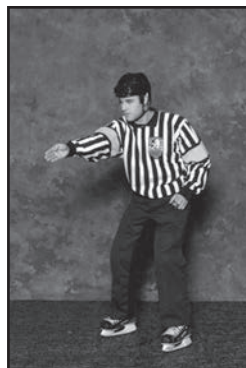
Elbowing

Tapping the elbow with the opposite hand.



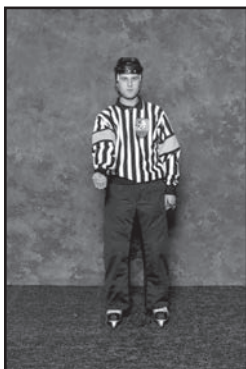
Fighting (Roughing)

Once punching motion to the side with the arm extending from the shoulder.



Goal Scored

A single point, with the non-whistle hand, directly at the goal in which the puck legally entered.



Hand Pass

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



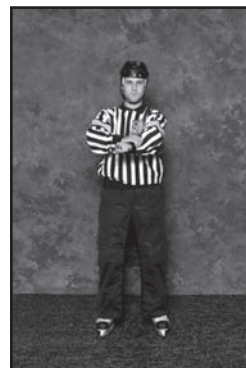
Head Contact

Non-whistle hand placed palm inward on the back of the helmet.



High-Sticking

Holding both fists, clenched, one immediately above the other, at the side of the head.



Holding

Clasping the wrist of the whistle hand well in front of the chest.



Holding the Facemask

Closed fist held in front of face, palm in, and pulled down in one straight motion.



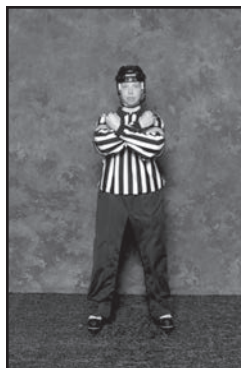
Hooking

A tugging motion with both arms, as if pulling something toward the stomach.



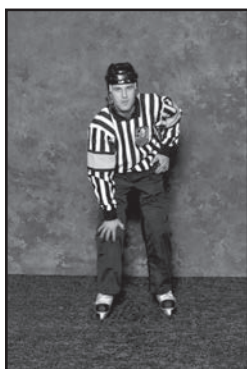
Icing

When the puck is shot or deflected in such a manner as to produce a possible icing situation, the back linesperson will signal to their partner by raising the non-whistle hand over their head (same as Slow Whistle). The instant that the conditions required to establish “icing the puck” have occurred, the front linesperson will blow their whistle to stop play and raise their non-whistle hand (same as Slow Whistle). The back linesperson will give the icing signal by folding their arms across the chest.



Interference

Crossed arms stationary in front of chest with fists closed.



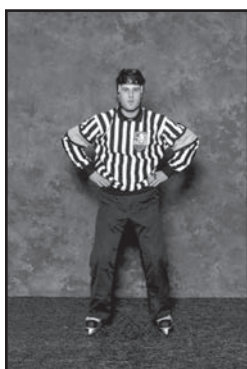
Kneeing

A single tap of the right knee with the right hand, keeping both skates on the ice.



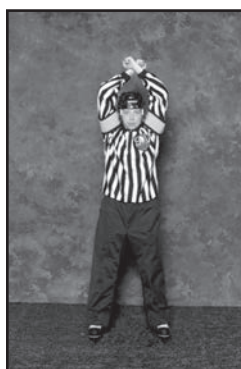
Match Penalty

Pat flat of hand on the top of the head.



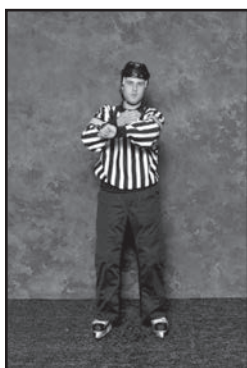
Misconduct

Placing of both hands on hips one time.



Penalty Shot

Arms crossed (fists clenched) above head.



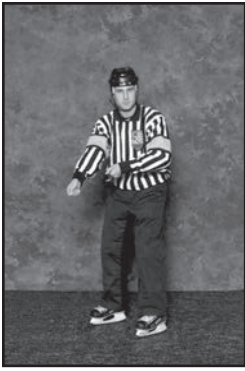
Slashing

One chop of the hand across the straightened forearm of the other hand.



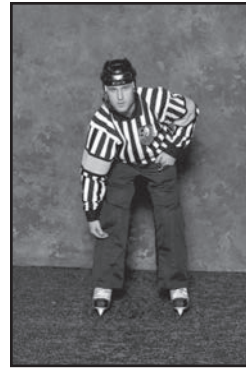
Delayed (Slow) Whistle

(Blue-Line Offside) The non-whistle hand is extended straight above head. If play returns to Neutral Zone without stoppage, the arm is drawn down the instant the puck crosses the line, or as soon as the offending team clears the zone.



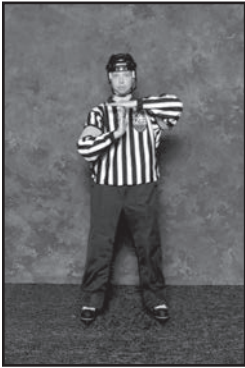
Spearing

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



Tripping/Clipping/ Leg Checking/Slew Footing

Strike the side of the knee and follow through once, keeping the head up and both skates on the ice.



Time-Out and Unsportsmanlike Conduct

Use both hands to form a "T."



"Wash-Out"

Both arms are swung laterally across the body at shoulder level with palms down.

1. When used by the Referee, it means no goal or violation so play shall continue.
2. When used by a Linesperson, it means there is no icing, offside, or high-sticking violation.



SECTION ONE
THE RINK

Rule 101. Rink

(Note) This section of the rulebook refers to guidelines for an ice hockey rink as recommended by USA Hockey. For more precise dimensions and facility requirements see the Official Rink Diagrams included in this rulebook or contact the United States Ice Rink Association.

- (a) The game of “Ice Hockey” shall be played on an ice surface, recommended to be white in color, known as the “RINK.”

Rule 102. Dimensions of Rink

- (a) The recommended dimensions of the “RINK” shall be one hundred eighty-five (185’) to two hundred feet (200’) long, and eighty-five (85’) to one hundred feet (100’) wide. The corners shall be uniformly rounded in the arc of a circle.

For regional playoffs and national championships the ice surface dimensions shall be no less than one hundred eighty-five feet (185’) by eighty-five feet (85’) wide.

- (b) The rink shall be enclosed by a framed wall known as the “BOARDS.” The boards shall be constructed in such a manner that the surface facing the ice shall be white in color, smooth and free of any obstruction. All doors giving access to the rink must swing away from the rink. The bottom of the boards that contacts the rink shall be known as the “KICKPLATE,” and shall be a contrasting color to the rink.
- (c) It is recommended that the entire rink, excluding the front of the players bench areas, be enclosed by a clear, colorless and shatter resistant glass or plastic material, known as “SHIELDING.” The shielding is shall extend from the top of the boards to separate the rink from spectators and off-ice officials.
- (d) It is also strongly recommended that the rink, including players and penalty benches, be enclosed by tear resistant protective netting, known as “SPECTATOR NETTING.” The spectator netting shall extend from the top of the shielding toward the ceiling.

Rule 103. Division of Ice Surface

- (a) A “GOAL LINE” shall be placed 11 feet (11’) from the inside facing of the end boards. The goal lines shall be parallel to the end boards and extend across the width of the ice and extend vertically up the entire height of the side boards. The goal lines shall be red in color and two inches (2”) wide.

Optional cross-ice goal lines may be placed in each of the three zones for cross-ice hockey play. These goal lines shall be placed at the center point of each zone, parallel to the side boards, and shall not interfere with other ice hockey markings.

- (b) A “GOAL CREASE” area shall be marked out at the center point of each goal line. The goal crease areas shall be outlined by a two inch (2”) wide, red in color, semi-circle line. The radius of the semi-circle shall be six feet (6’), and measured from the back of the goal line.

Additionally, two (2) lines, two inches (2”) wide and red in color shall be marked four feet (4’) on both sides of the center of the goal line, extending from the goal line to the edge of the semi-circle line. These lines shall be perpendicular to the goal line and the area inside these lines shall be marked light blue in color. The area, outside of these lines and the space enclosed by the goal line and the base of the goal frame, shall be white in color.

Optional cross-ice goal crease areas may be marked in front of each cross-ice goal line for cross-ice hockey. These creases shall not interfere with other ice hockey markings.

- (c) The ice surface between the two (2) goal lines shall be divided into three (3) areas by lines, known as the “BLUE LINES.” The blue lines shall be twelve inches (12”) wide and dark blue in color. The neutral zone side of the blue lines shall be sixty-four feet (64’) from the back of the goal lines. The blue lines shall extend across the width of the rink, parallel with the goal lines and extend vertically up the entire height of the side boards.

These three (3) areas shall be identified as the “DEFENDING ZONE” (the area in which the goal each team defends is placed), the “NEUTRAL ZONE” (the center area between the blue lines) and the “ATTACKING ZONE” (the area farthest from the defending goal). The blue line shall be considered part of the zone that the puck is in.

- (d) The ice surface shall be divided exactly in half by a line, known as the “CENTER LINE.” The center line shall be twelve inches (12”) wide and red in color. The center line shall extend across the width of the rink, parallel with the blue lines and goal lines, and extend vertically up the entire height of the side boards. The center line shall not be interrupted by the face-off circle, or in-ice logos.
- (e) There shall be no markings on the ice except as provided under these rules without the expressed written permission of the League. On-ice logos and advertised marks must not interfere with any official game markings, and must conform to League policy.

For violation of this rule, the league shall give written notice to conform. Failure to conform within 10 days of said notice may result in a team fine not to exceed two hundred dollars (\$200) per game in violation.

Rule 104. Face-Off Spots and Face-Off Circles

- (a) A circular “FACE-OFF SPOT,” twelve inches (12”) in diameter and dark blue in color, shall be marked over the center line, exactly at the center of the rink.
- (b) A “FACE-OFF CIRCLE,” thirty feet (30’) in diameter, using the center of the face-off spot as the center point, two inches (2”) wide and dark blue in color shall be marked. This face-off circle shall not interrupt the center line.
- (c) Four (4) circular “FACE-OFF SPOTS,” twenty-four inches (24”) in diameter, and red in color, shall be marked in the Neutral Zone. One pair of these face-off spots shall be marked on each side of an imaginary line extending from the center of one goal line to the center of the other goal line. The face-off spots shall be placed twenty-two feet (22’) from the imaginary line, and five feet (5’) from the neutral zone side of the blue lines.
- (d) Two (2) circular “FACE-OFF SPOTS,” twenty-four inches (24”) in diameter, and red in color, shall be marked in the attacking zone and defending zone. These four (4) face-off spots shall be placed twenty-two feet (22’) from the imaginary line, and twenty feet (20’) from the back of the goal lines.
- (e) Additionally, two (2) “FACE-OFF CIRCLES,” thirty feet (30’) in diameter, using the center of the face-off spot as the center point, two inches (2”) wide and red in color shall be marked in both the attacking zone and defending zone.

The outside of these face-off circles shall contain two (2) pairs of “HASH MARKS.” The hash marks shall be two feet (2’) long, two inches (2”) wide, four feet (4’) apart, red in color, and marked on either side of the face-off circles parallel to the goal line.

The inside of these four (4) face-off circles shall also contain four (4) “L” shaped markings surrounding the face-off spot, known as “PLAYER RESTRAINT LINES.” The player restraint lines shall be two inches (2”) wide, red in color, and four feet (4’) by three feet (3’) long.

- (f) A semi-circle line located in front of the scorekeeper box shall be known as the “REFEREE’S CREASE.” The referee’s crease area shall be outlined by a two inch (2”) wide, semi-circle line red in color. The radius of the semi-circle shall be ten feet (10’), measured from the center of the scorekeeper box at the kickplate.

Rule 105. Goals

- (a) The goal frame should be of approved design and material and shall extend 4 feet (4’) high from the ice surface and 6 feet (6’) wide when measured from the inside of the goal frame. The frame shall be painted red in color, and all other frame support structure shall be painted white.

A net of approved design and material, shall be white in color, and attached to each goal frame and support structure in a manner in which to prevent the puck from going completely through the frame. It is recommended that each goal have a protective padding placed around the bottom of the net. This padding will end no less than six inches (6”) from each post so that it does not prevent the puck from completely crossing the goal line. Additionally, it is recommended that a clear “skirting” be attached at the base of the net on the backside to prevent the net from being cut or broken. This “skirting” shall not extend up more than one inch (1”) above the base of the net.

- (b) A goal shall be placed at the center of the goal line. The goal frame shall be set in a manner to remain stationary during the progress of the game. If applicable, the goal shall be anchored in a manner that would permit the goal posts to become dislodged when hit by a reasonable degree of force created by a player colliding with it. It is recommended that the flexible peg (10 inches in length) type goal anchor be used for all games, but is required for all National Tournament games.

Rule 106. Players' Bench

- (a) Each rink shall have a home team and a visiting team players' bench area. Players' benches shall be separated by a divider. Players' benches should include seating and doors that are uniform for both teams. All doors giving access to the rink must swing away from the rink. It is recommended that shielding extend from the top of the boards on the back and sides of the players bench area to separate the rink from the spectators.

Rule 107. Penalty Bench

- (a) Each rink shall have a home team and a visiting team penalty bench area. Penalty benches shall be separated by a divider. Penalty benches will include seating and doors that are uniform for both teams. All doors giving access to the rink must swing away from the rink. It is recommended that shielding extend from the top of the boards on the front, back and sides of the penalty bench area to separate the rink from the spectators and off-ice officials.

Rule 108. Timekeepers Bench

- (a) Each rink shall have a Timekeepers bench area. Controls for timing devices shall be located in this area. It is recommended that shielding extend from the top of the boards on the front, back and sides of the Timekeepers bench area to separate the rink from the timekeepers and spectators. It is also recommended that a hole smaller than the diameter of a puck shall be located in the shielding in front of the Timekeepers bench area so that on-ice officials can communicate with the timekeeper.

Rule 109. Signal and Timing Devices

- (a) Each rink shall have a timing device for use by Timekeepers to accurately document and inform all parties as to game time, penalty time, and goals scored.
- (b) Each rink shall have a siren or other suitable sound device for use by Timekeepers to signal the end of a period.
- (c) For games where goal judges are used, a signaling device known as a "GOAL LIGHT" shall be placed behind each goal, outside of the boards. Goal lights shall include a red light that can be turned on/off by the goal judge to signal a goal has been scored.
- (d) All arenas must be equipped with an operational red/green automatic lighting system behind each goal. Failure to do so may result in a team fine of up to two hundred (\$200) per game. A red light will indicate a goal has been scored and a green light will signal the end of a period.

The red light shall be connected to the timing device in such a manner so that when the period ends it will not be possible for the Goal Judge to turn it on. However, the fact that the Goal Judge may not be able to turn on the red light does not necessarily mean that no goal has been scored. The determining factor is whether or not the puck completely crosses the entire goal line before the period ends.

Rule 109. Security Protection

- (a) All home teams shall provide adequate security for all players (including a secure area for non-dressed visiting team personnel) and officials at all times. Failure to provide adequate security may result in a team fine of up to two thousand dollars (\$2000). The Referee shall include any observed or reported failure to provide adequate protection in their game report following the game.

Rule 110. Dressing Room Protocol

- (a) The home team is responsible for providing access to adequate and secure dressing rooms (with shower facilities) to the visiting team and to the on-ice officials not less than two hours prior to the start of the game.



SECTION TWO
TEAMS

Rule 201. Composition of Teams

- (a) A team must start a game with a minimum of six players. Any time that a team has been reduced to less than four players, the game shall be declared a forfeit.

A maximum of 18 players, plus not more than two goalkeepers, shall be permitted to play in the game. All teams must dress a minimum of 11 competitors (one goalkeeper and 10 skaters) for all games. The only allowable exceptions to this rule are for weather problems, team sickness, and/or suspensions. Any violations of this rule are to be brought to the attention of the Discipline Committee by the opposing team officials and the Referee. Suspensions and/or fines may result from an infraction of this rule.

For pre-season/exhibition games, a maximum of 20 players plus two goalkeepers shall be permitted to play in a game.

- (b) Each team shall designate on the scoresheet a head coach and assistant coach prior to the start of the game. The head coach and assistant coach shall be in control of and responsible for the actions of all team personnel, including players. Failure to have a member of the coaching staff on the players' bench during warm-ups and the game shall result in a fine up to five hundred dollars (\$500) per occurrence.

A maximum of 4 team officials (See Glossary) may be allowed to participate in the game.

A coach and/or team official shall have the responsibility to be on the players' bench during all times when players from that team are on the ice, including but not limited to pre-game warm-up during each period, and at the conclusion of the period/game, until both teams have cleared the ice, unless removed by the Referee or Discipline Committee action. Only players in uniform and properly rostered team officials may occupy the players' bench.

- (c) Any team official serving a suspension penalty may not sit near the bench of their team, nor in any way attempt to direct the play of their team.

Rule 202. Captain of Team

- (a) Prior to the start of the game, each team shall designate one captain and not more than two alternates on the scoresheet. Only one of these designated players shall have the privilege of discussing with the Referee any questions relating to interpretation of rules that may arise during the progress of a game. No goalkeepers shall be entitled to exercise the privileges of Captain.

Each designated player should wear the letter "C" or "A", approximately three inches in height and in contrasting color, on the front of the sweater.

Any team in violation of this rule, after warning by the league, shall lose their privileges of discussing any interpretations with the game officials and be fined up to a maximum of \$25 for each game in violation.

- (b) Any captain who comes off the bench and protests or interferes with the officials for any purpose shall be assessed a minor penalty for unsportsmanlike conduct.

Rule 203. Players in Uniform

- (a) Prior to the start of each game the manager or coach of each team shall list the players and goalkeepers who shall be eligible to play in the game. This list shall be provided to the official scorer and no change shall be permitted after the start of the game.

- (b) Each player and goalkeeper on the game roster shall wear a visible individually identifying number (only whole numbers 0-99 inclusive) that is at least ten inches in height. In addition, each player and goalkeeper shall wear numbers at least three inches in height on each sleeve and their surname, in block letters and three inches in height, on the back of their sweater at shoulder height.

All promotional/warm-up sweaters must be numbered and no sweater may be altered in a manner that would provide an unfair advantage during an altercation.

All players of each team shall be dressed uniformly with approved color and design of all visible equipment. Unless previously agreed to, the home team shall wear "light" colors while the visiting team shall wear "dark" colors.

Failure to do so may result in a fine of up to fifty dollars (\$50) per occurrence, per player per game. Teams shall have 10 days to be in compliance with this rule once a player is added to the active roster.

Only League authorized logo/marks may be displayed on the players' uniforms and/or equipment. Any player or goalkeeper not complying with this rule shall be ordered off the ice surface by the Referee at the first stoppage of play, and shall not be permitted to return until they comply with the rule. Any unauthorized logo/mark must be covered to be considered in compliance. Should the player return to the ice and not be in compliance, their team may be fined up to five hundred dollars (\$500) per occurrence per player.

- (c) Each team shall be allowed one goalkeeper on the ice at any time during the game. It is required that each team shall have a substitute goalkeeper who shall be fully dressed and equipped to play for each League game.

In the event of injury, suspension or sickness to one of the goalkeepers and no additional goalkeeper is on the Protected List or Active Roster, the League will institute emergency procedures to assure that a back-up goalkeeper is furnished for a League game. This may include the use of the opposing team's substitute goalkeeper. The emergency replacement goalkeeper may not play in a game unless the remaining goalkeeper is unable to participate due to sickness, injury or suspension.

The member club with the injured or sick goalkeeper shall have five days to add another goalkeeper to the Protected List or active roster to be able to dress two goalkeepers for subsequent games.

The application for permission to use an emergency goalkeeper shall be first submitted to their respective League and is subject to USA Hockey approval. Violations of this rule shall be reported to the USA Hockey Junior Council Liaison and the League office following the completion of the game. Should a team require an emergency goalkeeper due to suspension, they shall pay a fifty dollar (\$50) fee.

- (d) Except when all goalkeepers are incapacitated, no player on the game roster shall be permitted to wear the equipment of the goalkeeper. If a team has no designated goalkeeper who is able to continue, the team must immediately appoint a temporary goalkeeper (see Glossary) or place an additional skater on the ice who shall not have goalkeeper's privileges.
- (e) If a goal is scored when an ineligible player is on the ice (whether they were involved in the scoring or not), the goal will be disallowed. This only applies to the goal scored at the stoppage of play whereby the player was deemed to be ineligible. All other goals scored previously by the ineligible player's team (with them on the ice or not) shall be allowed. The ineligible player will be removed from the game and the Club shall not be able to substitute another player from its roster.

Rule 204. Playing Line-Up and Substitution of Players

- (a) The manager or coach of the visiting team shall designate a starting line-up to the official scorer not less than 20 minutes prior to the start of the game. The official scorer shall advise the manager or coach of the home team the names of the designated starting line-up for the visiting team. The home team shall then designate their starting line-up and this information shall be presented to the visiting team manager or coach prior to the start of the game by the official scorer.

No change to the starting line-up or playing line-up on the ice shall be made until the game is actually in progress unless a penalty is assessed, prior to the start of the game, which affects the on-ice numerical strength of either team or unless reviewed and approved by the Referee prior to the start of the game.

For an infraction of this rule, a bench minor penalty shall be imposed upon the offending team, provided such violation is called to the attention of the Referee before the second face-off in the first period takes place. This is an appeal play and must be brought to the Referee's attention prior to the second face-off in the game. There is no penalty to the requesting team if their appeal is unsustainable. The determining factor when considering whether or not a player or goalkeeper is listed in the starting line-up is that the player or goalkeeper's name, and not necessarily the player or goalkeeper's number, must be correctly listed. In the event that a team scores prior to the second face-off of the game, and it is brought to the attention of the Referee by the opposing team that the team that scored did not have the correct starting line-up on the ice, the goal shall be allowed and a bench minor penalty assessed to the offending team for having an improper starting line-up. If the team that scores the goal challenges the starting line-up of the opposing team and the opposing team did not have the correct starting line-up, the scoring of the goal would nullify the bench minor penalty and no further penalties would be assessed.

- (b) Upon the Referee's signal prior to the start of a period, or immediately following any stoppage of play, the visiting team shall have five seconds to complete any player substitutions. After the visiting player substitutions, the home team shall have 5 seconds to complete any player substitutions (see Glossary – Line Change Procedure). Once all player substitutions have been made, all players must take their position for the ensuing face-off.

If there is any undue delay by either team in placing their lineup on the ice or changing players, the Referee shall warn the offending team. Any subsequent delay by the same team will result in a minor penalty for delay of game. (Also see Rule 633, Refusing to Start Play). Both teams must place the full number of players on the ice to which they are entitled to prior to the face-off.

Once the line change procedure has been completed, no additional player substitutions shall be permitted until the face-off has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the on-ice strength of either or both teams. This may include penalties imposed following the completion of the line change and prior to the face-off, or due to a penalty assessed for a face-off violation.

- (c) Players may be changed at any time during play from the players' bench, provided that the player or players leaving the ice shall always be at the players' bench and out of the play before any change is made. If either the player entering or leaving the game deliberately plays the puck in any manner or makes physical contact with an opposing player while the retiring player is actually on the ice, or causes their team to gain a competitive advantage, then a bench minor penalty for "too many players on the ice" shall be assessed.

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

- (d) A player serving a penalty on the penalty bench, whose penalty has expired, must proceed by way of the ice and be at their players' bench before any substitution can be made.
- (e) If there are less than two minutes remaining in regulation time or any time during overtime and a minor or bench minor penalty is imposed for deliberate illegal substitution, such as too many players on the ice or leaving the penalty bench too soon, a penalty shot/optional minor penalty shall be assessed against the offending team.

(Note) The intent of this rule is to award a penalty shot/optional minor only when the extra player(s) are "deliberately" put on the ice. When a substitution error is made and there are too many players on the ice, the normal bench minor penalty shall be assessed regardless of the time remaining in the game.

Rule 205. Substitution of Goalkeepers

- (a) A goalkeeper may be changed for another goalkeeper or skater (who shall not have goalkeeper privileges) at any time during play provided the goalkeeper is at the bench and out of play prior to the substitute entering the ice. If the substitution is made prematurely, there shall be no time penalty assessed. However, the resulting face-off will take place at the center face-off spot unless play was stopped with the play in the offending team's defending half of the ice, in which case the face-off will take place where play was stopped, unless otherwise specified in the rules.

(Note) If a goalkeeper is substituted for by another goalkeeper during play, the retiring goalkeeper may not return to the game until the next stoppage of play. However, if a goalkeeper is changed for a skater during play, the retiring goalkeeper may return to the ice if a (any) skater returns to the bench as part of a normal substitution.

When a goalkeeper leaves their goal area and proceeds to their players' bench for the purpose of substitution during play, the rear Linesperson shall be responsible to see that the substitution made is legal. If the substitution is made prematurely, the Linesperson shall stop the play immediately unless the non-offending team has possession of the puck, in which event the stoppage will be delayed until a change of possession takes place.

- (b) A goalkeeper may be substituted for by another goalkeeper or skater (who shall not have goalkeeper privileges) during a stoppage provided the change occurs within the line change procedure outlined in Rule 204(b). If the substitution is made for another skater, the original goalkeeper may return, by way of a legal line change, once play has resumed.

When the substitute goalkeeper enters the game during a stoppage they will take their position without delay and no warm-up shall be permitted, except when either team uses its Time-Out under Rule 636(f). The original goalkeeper may not return to play until the next stoppage of play. For a violation, the offending team shall be assessed a bench minor penalty for illegal substitution.

- (c) During a stoppage of play a goalkeeper may not go to their players' bench without the permission of the Referee (except during time-outs) unless they are substituted for by another skater or goalkeeper. For a violation of this rule a bench minor penalty for illegal substitution shall be assessed.

When a substitution for the goalkeeper has been made under paragraph (c) of this rule, the goalkeeper shall not resume their position until the next stoppage of play, except that they shall be permitted immediate re-entry into the game when any penalty is imposed.

Rule 206. Injured Players

- (a) When a player is injured or compelled to leave the ice during a game, they may retire from the game and be replaced by a substitute under the player substitution rules.

When a player is injured and is unable to continue play or go to their bench, play shall be stopped immediately unless the opposing team is in possession of the puck, in which case play shall not be stopped until a change of possession has occurred.

In the case where it is obvious that a player has sustained a serious injury, the Referee and/or Linesperson may stop the play immediately.

A player other than a goalkeeper, whose injury appears serious enough to warrant the stoppage of play, may not participate further in the game until the completion of the ensuing face-off.

- (b) If a goalkeeper sustains an injury or becomes ill they must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume their position (See also Rule 205(a)).

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

- (c) A player or goalkeeper who is obviously bleeding shall cause an immediate stoppage of play. The bleeding player shall be ruled off the ice and shall not be allowed to return to play until the bleeding has been stopped and the cut or abrasion covered. It is required that any affected equipment/uniform be properly decontaminated or exchanged.

- (d) If a penalized player has been injured they may proceed to the dressing room without the necessity of taking a seat on the penalty bench.

If the injured player receives a minor penalty, the penalized team shall place a substitute on the penalty bench immediately.

The penalized player who has been injured and been replaced on the penalty bench shall not be eligible to play in the game until the penalty has expired. Should the penalized player return to the game before the penalty has expired, they shall replace the substitute player on the penalty bench during a stoppage of play.

For a violation of this rule a bench minor penalty for illegal substitution shall be imposed.

(Note) No substitution on the penalty bench is required under this rule for any player(s) who have been immediately substituted on the ice under Rule 402(f)-coincidental minor penalties and/or Rule 403(c)-coincidental major penalties.



SECTION THREE
EQUIPMENT

Rule 301. Sticks

- (a) The sticks shall be made of wood or other material approved by the Rules Committee, and must not have any projections. All edges of the blade shall be beveled. The end of a hollow shaft must be fully covered. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.
- (b) No stick shall exceed 65 inches in length from the heel to the end of the shaft. The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches from the heel and shall not exceed 3 ½ inches in width.

(Note) Requests for an exception to the length of the shaft (only) may be submitted in writing to and must be approved by the League prior to any such stick being approved for use.

The blade of the player's stick shall not exceed 12 ½ inches in length and 3 inches in width. The width of the blade shall be a minimum of 2 inches at any point measured along the blade.

The blade of the goalkeeper's stick shall not exceed 15 ½ inches in width from the heel to the end. The blade of the goalkeeper's stick shall be between 2 inches and 3 ½ inches wide except at the heel where the maximum width shall be 4 ½ inches.

The curvature of the blade, measured in such a way that a straight line drawn from the heel to the base of the toe shall not exceed ¾ inch at the point of maximum curvature.

The knob at the end of the shaft of a goalkeeper's stick must be made of tape or other approved material that is light in color. For a violation, the stick will be deemed unfit for play and must be replaced.

- (c) A minor penalty for an equipment violation shall be assessed to any player or goalkeeper who uses a stick not conforming to the provisions of this rule.

(Note) When a request for measurement is made by the captain of a team against the dimensions of any stick, the Referee shall make the necessary measurement immediately.

If the complaint is not sustained, a bench minor penalty for delay of game shall be assessed to the team requesting the measurement.

If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be allowed.

- (d) A minor penalty for unsportsmanlike conduct plus a misconduct penalty shall be assessed to any player who refuses to surrender their stick for measurement when requested to do so by the Referee.
- (e) A minor penalty for an equipment violation shall be assessed to a player or goalkeeper who participates in the play while they are in possession of more than one stick, except that no penalty shall be assessed to a player who is accidentally struck by the puck while they are carrying a replacement stick to a teammate.

Rule 302. Skates

- (a) All participants must wear hockey skates of a design approved by the Rules Committee. The use of speed skates, figure skates or any skate so designed that it may cause injury is prohibited.

When the Referee becomes aware that any player is wearing skates that are not designed for hockey and are deemed to be unsafe, they shall order that player off the ice immediately and such player shall not be permitted to participate further in the game until the skates are replaced.

- (b) No additional equipment or contrivance shall be attached to the skates of any player or goalkeeper.

Rule 303. Goalkeeper's Equipment

- (a) With the exception of skates and stick, all the equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body, and they must not wear any garment or use any contrivance that would give them undue assistance in keeping goal.
- (b) It is compulsory for all goalkeepers to wear helmets and full facemasks. HECC-certified neck laceration protectors are required. Hanging throat protectors are recommended. No form fitted facemasks shall be permitted, with the following exception:

USA Hockey strongly recommends that all goalkeepers wear HECC approved headgear. However, any such goalkeeper, having reached the age of majority and having signed the proper waiver, shall be permitted to wear a full mask of their choice or a form fitted facemask with a frontal wire insert, providing such mask includes a back skull plate in lieu of a HECC-approved helmet. The signed waiver must be made available to Game Officials prior to each game, upon request. In addition, a copy of the signed waiver must be filed with the USA Hockey Junior Liaison prior to the start of the regular season.

(Note) In addition to the HECC-certified neck laceration protectors, BNQ-certified neck laceration protectors will fulfill this rule through the 2026-27 USA Hockey season.

- (c) **Gloves** - The dimensions of the goalkeeper's blocker glove shall not exceed 8 inches in width or 15 inches in length.

The cuff of the catching glove shall not exceed 8 inches in width. The circumference of the glove shall not exceed 45 inches. The catching portion of the glove (measured from the heel – the point where the cuff meets the glove – to the top of the “T” trap and following the contour of the glove) must not exceed 18 inches.

(Note) Any bar or attachment (cheater bar) between the cuff and the thumb shall only extend from the cuff to the thumb in a straight line. Any additional lacing, webbing or other material attached to the glove shall deem the equipment illegal.

- (d) **Leg Pads** - The leg guards worn by goalkeepers shall not exceed 11 inches in extreme width and 38 inches in length. The boot channel of the goalkeeper pad must be flat or concave in appearance with no additional attachments such as a puck foil. The boot is the bottom of the pad that sits over the top of the skate. Calf protectors must follow the contour of the calf and ankle and can have a thickness of no greater than 1 ½ inches.

The knee strap pad is not to exceed 1 ½ inches in thickness and must be fastened to the inner risers and follow the contour of the inner knee.

All thigh pads must follow the contour of the leg, or be placed under the pant, and the maximum width of the thigh pad across the front of the leg is 10 inches.

- (e) **Pants** - No internal, external or cheater padding is permitted on the pant leg or waist beyond what is required to provide protection (no outside or inside ridges). Abdominal aprons extending down the front of the thighs on the outside of the pants are prohibited.

- (f) **Chest/Shoulder Protection** - 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 7 inches.

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 1 inch in thickness beyond the top ridge of the shoulder and shoulder cap.

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

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.

- (g) A minor penalty for an equipment violation shall be assessed to any goalkeeper using illegal equipment in a game.

(Note) When a request for measurement (other than a stick) is made by the captain of a team against any dimensions of goalkeeper equipment, the Referee shall make the necessary measurement at the end of the first or second period or immediately during the third period.

If the challenge is not sustained, a bench minor penalty for delay of game shall be assessed to the team requesting the measurement.

Rule 304. Protective Equipment

(Note) Not all protective equipment is mandatory in all age classifications. However, USA Hockey strongly recommends that all skaters and goalkeepers in all age classifications properly wear an internal mouthpiece, a HECC-approved helmet and a HECC-approved full facemask for all games and practices.

- (a) Each player is personally responsible to wear protective equipment for all games, warm-ups and practices. Such equipment should include gloves, shin pads, shoulder pads, elbow pads, hip pads or padded hockey pants, protective cup, tendon pads plus all head and neck protective equipment as required by USA Hockey rules. It is recommended that all protective equipment be designed specifically for ice hockey.

- (b) All protective equipment, except gloves, padded hockey pants, helmet/facemask, neck laceration protector and goalkeeper's leg guards, must be worn under the uniform.

For violation of this rule after a warning by the Referee, a minor penalty for an equipment violation shall be imposed.

(Note) Players, including goalkeepers, violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

- (c) All players, including goalkeepers, are required to properly wear a HECC-approved helmet as designed by the manufacturer and with no alterations and chin strap properly fastened.

(Note) HECC certification includes an expiration date on the sticker and a helmet that has an expiration date that has expired is no longer considered certified. The player may not wear a helmet that does not have a valid and current certification sticker.

All players on the players' and the penalty bench must wear the protective helmet/facemask while in the bench area. For a violation of this rule, after a warning by the Referee, a misconduct penalty for an equipment violation shall be assessed to the offending player.

(Note) All players and officials must have their helmet and chin strap fastened at all times when on the ice. The only exception to this is when players and officials are on the ice and stationary for the playing of any national anthems or moments of silence. For violation of this note the officials shall make a report to the league and a fine of \$25 per player per incident shall be assessed to the team.

- (d) All players, including goalkeepers, are required to wear a facemask certified by HECC, plus any chin protection that accompanies the facemask. All half shield and full facemasks must be clear in color (non-tinted).

(Note 1) Any player, having reached the age of majority, shall be permitted to sign the proper waiver and wear a HECC-approved half facemask shield. The face shield must be worn in the manner intended at all times. However, USA Hockey strongly recommends all players to wear full facial protection.

(Note 2) Any helmet or facemask that is altered except as permitted in Rule 304(d Note 1) shall be deemed to be illegal equipment and shall not be allowed to be used in a game. The player, or such equipment, shall be removed from the game until corrected. (This shall include helmets from which a part has been cut or removed, facemasks from which the chin-cup has been removed or any other such alterations from the original manufacturing specifications).

- (e) A player, excluding the goalkeeper, whose helmet/facemask comes off during play must immediately leave the ice surface. Should the referee feel that the player who has lost their helmet is in a vulnerable position and allowing play to continue might lead to an injury of the player with no helmet, the referee must stop play immediately and the player must leave the playing surface and may not return to the game until the ensuing face-off. If play is stopped for this reason, the face-off shall take place at the nearest allowable location (last play).

If the goalkeeper's helmet/facemask comes off during play, the play shall be stopped immediately regardless of any imminent scoring opportunity. A minor penalty shall be assessed to any goalkeeper who purposely removes their helmet/facemask during play unless in the course of a breakaway in which case a penalty shot/optional minor shall be awarded.

- (f) All players, including goalkeepers, are required to wear a colored (non-clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. It is strongly recommended that all players wear a mouthpiece form fitted by a dentist.

For a violation of this rule a misconduct penalty shall be imposed. A game misconduct penalty shall be assessed for a subsequent violation by the same player or goalkeeper in the same game.

If the captain of a team requests that a mouthpiece be checked on a player of the opposing team and the challenge is not sustained, a bench minor penalty for delay of game shall be imposed on the team requesting such check.

- (g) All players, including goalkeepers, are required to wear a HECC-certified neck laceration protector that covers as much of the neck area as possible and are recommended to wear cut-resistant socks, sleeves or undergarments.

(Note) In addition to HECC-certified neck laceration protectors, BNQ-certified neck laceration protectors will fulfill this rule through the 2026-27 USA Hockey season.

- (h) All players must wear the required, or recommended, protective equipment in the manner for which it is designed without any alterations.

For violation of this rule, following a team warning, a misconduct penalty for an equipment violation shall be imposed.

- (i) If the goalkeeper loses a glove or any other piece of protective equipment except a helmet (see Rule 304.e), or breaks a skate blade, play shall be immediately stopped unless the opposing team has an imminent and immediate scoring opportunity in which case play shall be allowed to continue until the scoring opportunity has passed.

A minor penalty shall be assessed to any goalkeeper who purposely removes either of their gloves during play unless in the course of a breakaway in which case a penalty shot/optional minor shall be awarded.

Rule 305. Dangerous Equipment

- (a) The use of pads or protectors made of metal, or of any other material likely to cause injury to a player, is prohibited. The wearing of casts or splints made of hard or unyielding materials is prohibited, even if padded, unless directed in writing by a licensed medical physician. Such casts or splints must be covered on all exterior surfaces with no less than ½ inch thick, high-density, closed-cell polyurethane or an alternate material of the same minimum thickness and similar physical properties to protect from injury.
- (b) A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A misconduct penalty shall be assessed to any player wearing such a glove in play.

Any player wearing tape or any other material on their hands who cuts or injures an opponent during an altercation shall receive a match penalty under Rule 602.

- (c) All elbow pads which do not have a soft protective outer covering of sponge rubber or similar material at least one half (1/2) inch thick shall be considered dangerous equipment.
- (d) No player or goalkeeper shall be permitted on the ice while wearing jewelry unless it is completely covered by equipment or taped to the body.

Rule 306. Puck

- (a) The puck shall be made of vulcanized rubber or other approved material, one inch thick and three inches in diameter and shall weigh between 5 ½ ounces and 6 ounces and be black in color.
- (b) The home team shall be responsible for providing an adequate supply of official pucks which shall be kept frozen. This supply of pucks shall be kept at the penalty bench under the control of one of the off-ice officials.

Rule 307. Equipment Measurement

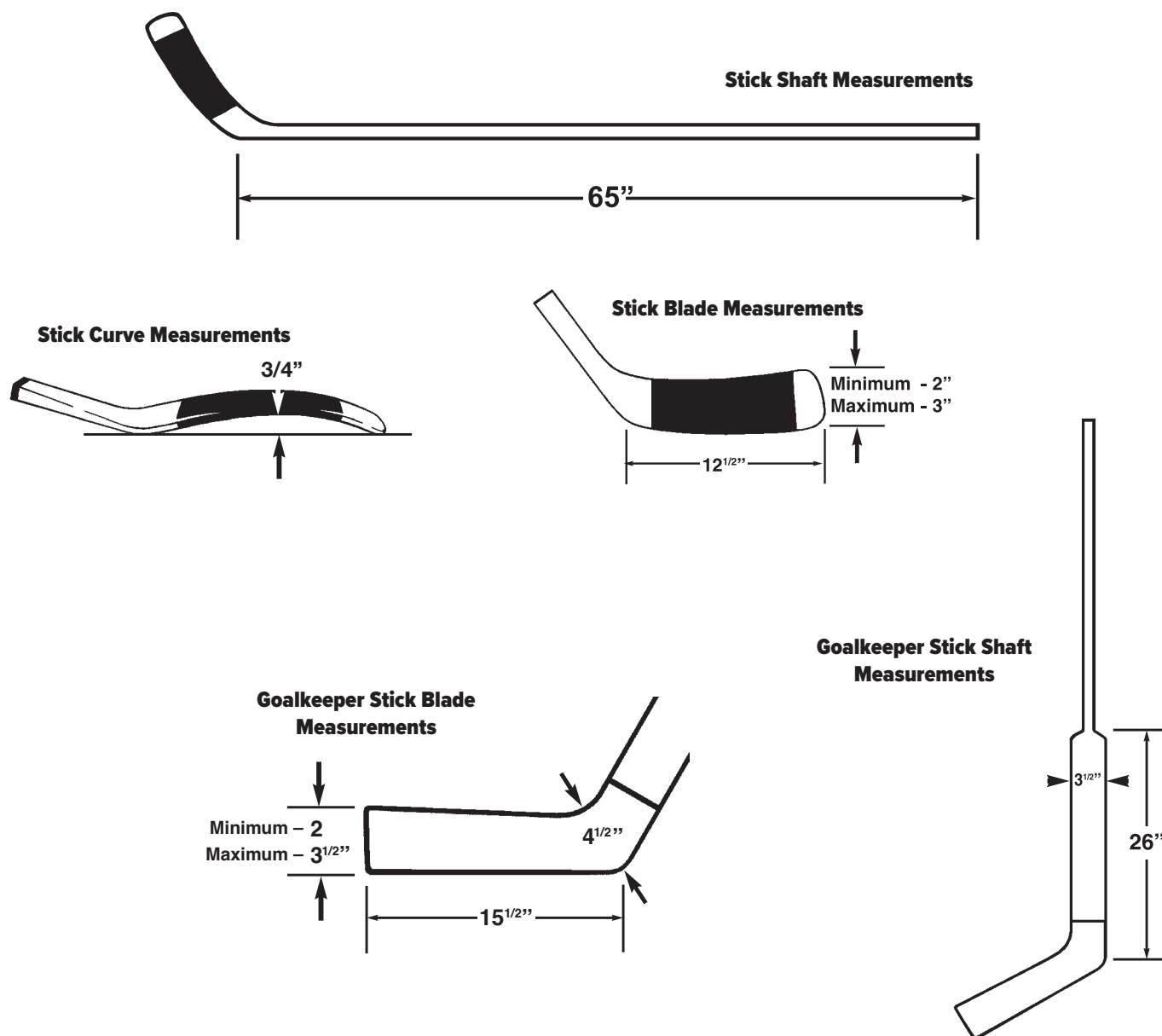
- (a) A request for measurement of any equipment covered by this section shall be limited to one request by each team during the course of any stoppage of play.
- (b) The Referee may, at their own discretion, measure any equipment, other than a stick, used for the first time in the game.
- (c) The Referee shall assess a bench minor penalty for delay of game against a team that requests any measurement (including mouthpiece) if the measurement verifies that the equipment is legal.

Rule 308. Electronic Devices

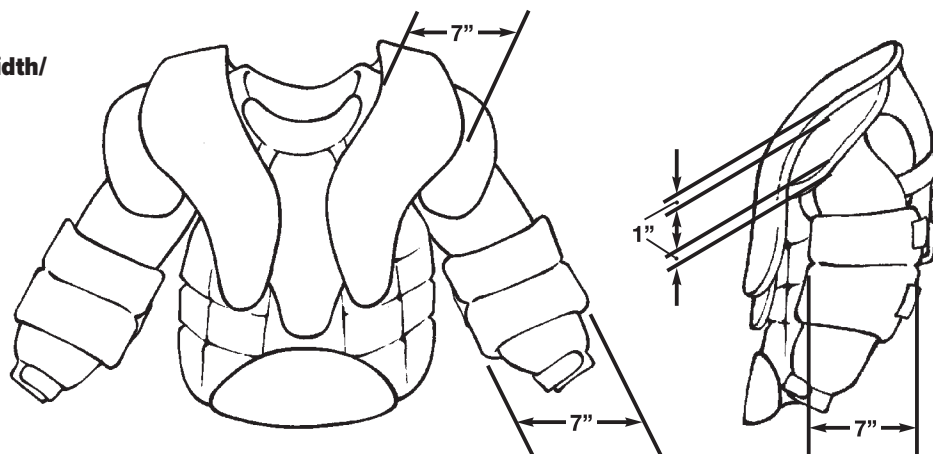
- (a) The use of one or two-way radios, lights or other electronic devices as a means for team officials or spectators to communicate with players or goalkeepers, during play, shall be prohibited.
- (b) No electronic device shall be used to question, challenge or dispute a game official's decision or judgment while the game is in progress.
- (c) For violation, the team will be assessed a bench minor penalty for an equipment violation.

Rule 309. Adjustment to Clothing and Equipment

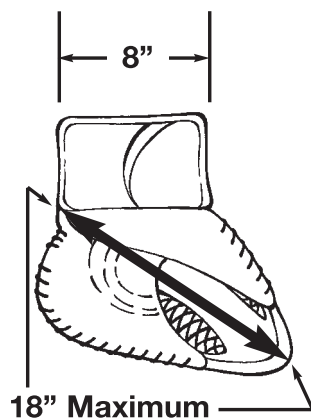
- (a) It shall be the player's responsibility to maintain clothing and equipment in proper condition. Play shall not be stopped, nor the game delayed, for the purpose of any player or goalkeeper making equipment or clothing adjustments. If adjustments are required, the player shall retire from the ice and be replaced by a substitute.
- (b) If it is necessary to adjust or repair any piece of goalkeeper equipment, the goalkeeper is required to retire from the ice and be replaced by a substitute or temporary goalkeeper (see Glossary) immediately.
- (c) A minor penalty for delay of game shall be assessed to a player or goalkeeper who delays the game for the purpose of adjusting clothing or equipment.



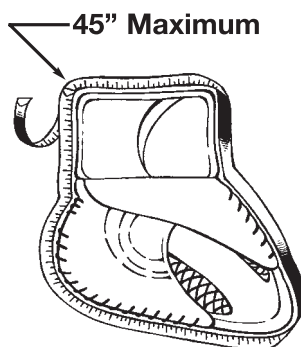
**Chest/Shoulder Protection Width/
Thickness
Front and Side Views**



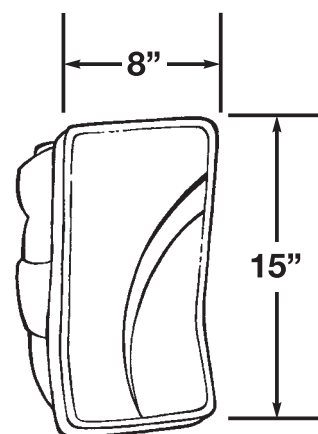
**Goalkeeper Cuff and T-Trap
Measurements**



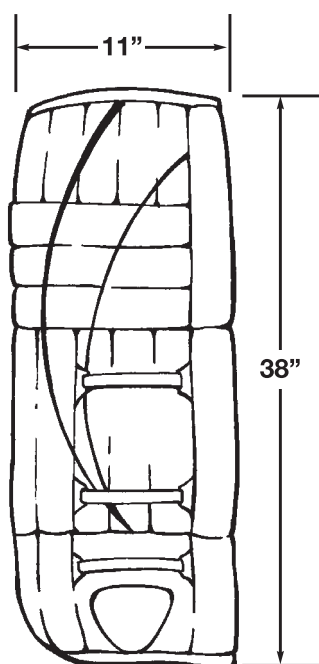
**Goalkeeper Catching
Glove Circumference**



**Goalkeeper Blocker
Measurements**



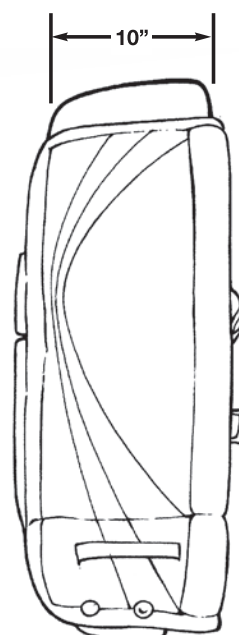
**Goalkeeper Leg Pad
Measurements**



**Goalkeeper Knee/Calf
Protection Thickness**



**Goalkeeper Thigh
Plate Width**





SECTION FOUR
PENALTIES

Rule 401. Penalties

- (a) Penalties shall be actual playing time and shall be divided into the following classes:

- (1) Minor/Bench Minor Penalties
- (2) Major Penalties
- (3) Misconduct Penalties
- (4) Match Penalties
- (5) Penalty Shot

Where coincidental penalties are assessed to players of both teams, the penalized players of the visiting team shall take their positions on the penalty bench first in the place designated for visiting players or, where there is no special designation, then on the bench farthest from the gate.

(Note 1) When play is not actually in progress and an offense is committed by any player or team official, the same penalty shall apply as though play were actually in progress.

(Note 2) Should a player commit multiple infractions on the same play, either before or after the Referee has stopped play, the offending player shall serve the penalties consecutively.

- (b) During regular season play, any player who incurs a total of three misconduct penalties, other than those associated with automatic penalties, shall be suspended for the next league game of their team. For every three additional misconduct penalties assessed to the same player, the suspension shall be increased by one additional game.

During the playoffs, any player who incurs a total of three misconduct penalties, other than those associated with automatic penalties, shall be suspended for the next playoff game of their team. For every three additional misconduct penalties assessed to the same player, they shall be suspended for one game.

Rule 402. Minor Penalties

- (a) For a “MINOR PENALTY,” any player, other than a goalkeeper, shall be ruled off the ice for two minutes during which time no substitute shall be permitted.
- (b) For a “BENCH MINOR” penalty one player shall be ruled off the ice for a period of two minutes, during which time no substitute shall be permitted. Any non-penalized player of the team who was on the ice at the time of the infraction, except the goalkeeper, may be designated to serve the penalty by the manager or coach through the playing captain, and such player shall promptly take their place on the penalty bench.
- (c) If the opposing team scores a goal while a team is shorthanded (below the on ice numerical strength of its opponent at the time of the goal) by one or more minor penalties, one of such penalties shall automatically terminate. The penalty that terminates automatically is the first minor or bench minor penalty (non-coincidental) then being served by the “shorthanded” team. This rule shall not apply when a goal is scored on a penalty shot or an awarded goal.
- (d) When the minor penalties of two players of the same team terminate at the same time, the captain of that team shall designate which player will return to the ice first.
- (e) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player. However, if the major or match penalty is assessed under the coincidental major or match penalty rules, the minor penalty will be recorded and served first.
- (f) When a single (coincidental) minor penalty is assessed to players (with no misconducts or other non-time penalties additionally) from both teams and no other penalties are visible on the playing clock, the penalized players shall take their place on the penalty bench and the teams shall play 4 on 4.

Should other penalties be visible on the clock so that the teams are not playing at equal strength when the coincidental minor penalties are assessed, the penalized players shall take their place on the penalty bench and immediate substitution will take place for an equal number of minor penalties. The penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their penalties. Additional minor penalties assessed at the same stoppage that are not considered coincidental minor penalties shall be served in the normal manner.

Coincidental minor penalties shall not be taken into account for the purpose of a delayed penalty under Rule 408 (Delayed Penalties).

Rule 403. Major Penalties

- (a) For the first “MAJOR PENALTY” in any one game (unless assessed under Rule 615), the player or goalkeeper, shall receive an additional game misconduct, and a substitute player shall immediately enter the penalty bench for five minutes during which time no substitute shall be permitted on the ice.
- (b) When an equal number of major penalties (coincidental), are assessed to players from both teams, immediate on-ice substitution will take place for an equal number of major penalties.

Additional minor or major penalties assessed at the same stoppage that are not considered coincidental penalties shall be served in the normal manner.

The coincidental penalty rule shall also apply in all situations where penalties of equal duration (minor or major penalties) are assessed to both teams.

Coincidental major penalties shall not be taken into account for the purpose of a delayed penalty under Rule 408 (Delayed Penalties).

- (c) When a player is assessed a major plus misconduct or game misconduct penalty, unless immediate substitution is permitted under the coincidental major penalty Rule 403(c), the penalized team shall immediately place a substitute player on the penalty bench. No other replacement for the penalized player shall be permitted to enter the game except from the penalty bench upon expiration of the penalty.

For violation of this rule a bench minor penalty for illegal substitution shall be imposed.

Rule 404. Misconduct Penalties

- (a) A “MISCONDUCT” penalty involves the removal of a player, other than a goalkeeper, from the game for a period of 10 minutes with immediate substitution taking place on ice. A player whose misconduct penalty has expired shall remain on the penalty bench until the next stoppage of play.

Unless immediate substitution is permitted under the coincidental penalty rule 402(f), when a player receives a minor plus misconduct penalty, game misconduct penalty or gross misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the penalty bench and such player may not be changed.

In the case where a player receives a major plus misconduct penalty, game misconduct penalty or gross misconduct penalty, unless immediate substitution is allowed under the coincidental major penalty rule 403(c), the penalized team shall place a substitute player on the penalty bench before the penalty expires. No other replacement for the penalized player shall be permitted to enter the game except from the penalty bench upon expiration of the penalty.

For violation of this rule a bench minor penalty for illegal substitution shall be imposed.

For the second misconduct penalty assessed to the same player during the same game, a game misconduct penalty shall be assessed to that player in lieu of the second misconduct penalty.

- (b) **For Junior Tier I and Tier II:** A “GAME MISCONDUCT” penalty involves the suspension of a player or team official for the balance of the game with immediate substitution taking place on ice.

(Note) Any player receiving a game misconduct penalty under Rule 615 - Fighting shall be suspended for the next scheduled league game unless otherwise covered in this playing rule.

For Junior Tier III: A “GAME MISCONDUCT” penalty involves the suspension of a player or team official for the balance of the game with immediate substitution taking place on ice. A player or team official incurring a game misconduct penalty shall be suspended for the next scheduled league game.

- (c) A “GROSS MISCONDUCT” penalty involves the suspension of a player or team official for the balance of the game, but another player is permitted to immediately replace a player so removed.

(Note 1) In all cases where a game misconduct or gross misconduct penalty is assessed, the incident shall be reported to the proper authorities who shall have full power to impose further suspensions.

(Note 2) For all game misconduct or gross misconduct penalties regardless of when imposed, a total of 10 minutes shall be charged in the records against an offending player.

A player or team official incurring a gross misconduct penalty shall be suspended and subject to a disciplinary hearing by the Proper Authorities as well as a fine not to exceed two thousand five hundred dollars (\$2500).

- (d) If any team official is assessed a game misconduct or gross misconduct penalty, they may not remain near the bench of their team, nor in any way attempt to direct the play of their team for a period of 30 minutes prior to and ten minutes after the conclusion of the game.

For the violation of this rule the team official suspension shall be considered unserved and the team may be subject to an additional fine of up to five hundred dollars (\$500) per occurrence, plus the forfeiture of any game the team official is found to have violated the suspension.

Rule 405. Match Penalties

- (a) A “MATCH” penalty involves the immediate removal of a player or team official for the balance of the game and a five minute time penalty shall be assessed.

(Note) For all “MATCH” penalties, regardless of when imposed, or prescribed additional penalties, a total of 10 minutes shall be charged in the records against the offending player or team official.

Unless immediate substitution is permitted under the coincidental major penalty Rule 403(c), the penalized team shall place a substitute player on the penalty bench before the penalty expires. No other replacement for the penalized player shall be permitted to enter the game except from the penalty bench upon expiration of the penalty.

For violation of this rule a bench minor penalty for illegal substitution shall be imposed.

- (b) When coincidental match penalties have been imposed or when any combination of coincidental major and match penalties have been assessed to a player or players of both teams, Rule 403(c) covering coincidental major penalties will be applicable with respect to player substitutions.
- (c) A player incurring a match penalty shall be suspended for the next two League games, plus the league shall conduct a mandatory hearing where further disciplinary actions may be imposed.

(Note) The Referee is required to report all match penalties and the surrounding circumstances to the proper authorities immediately following the game in which they occur.

Rule 406. Penalty Shot

- (a) If the offense for which the penalty shot was awarded was such as would normally incur a minor or bench minor penalty, the non-offending team may, prior to the penalty shot, elect that the minor or bench minor penalty be assessed to the offending player or team in lieu of the penalty shot. If the penalty shot is selected, the offending team shall not be reduced in on-ice strength as a result of the infraction.

If the offense for which the penalty shot was awarded was such as would normally incur a major or match penalty, such penalty shall be imposed in addition to the penalty shot regardless as to whether a goal was scored or not. In addition, misconduct penalties will also be served in the normal manner.

- (b) In cases where a penalty shot that has been awarded where a specific player has been fouled (Rules 610(e and f), 616(a), 629(c) and 637(b)), the Referee shall designate the fouled player to take the penalty shot.

In cases where a penalty shot that has been awarded where a specific player has not been fouled (Rules 204(e), 610(e), 618(a), and 637(a)), the player selected to take the penalty shot shall be designated by the captain of the non-offending team from the players who were on the ice at the time the infraction occurred.

If there is insufficient time remaining as a result of penalties already imposed and the minor penalty assessed to a player under this sub-section cannot be served in its entirety within the regular playing time or any time in overtime, a penalty shot shall be awarded against the offending team in lieu of the minor penalty.

If by reason of injury the player designated by the Referee to take the penalty shot is unable to do so within a reasonable time, the shot may be taken by a player selected by the captain of the non-offending team from the players on the ice at the time the infraction occurred.

Once the player has been designated to take the shot, either by the Referee or captain, such player may not be changed unless that player had incurred a game misconduct or match penalty prior to taking the penalty shot. In this instance, the captain of the non-offending team shall designate a player who was on the ice at the time of the infraction to take the penalty shot.

If the player designated to take the penalty shot is assessed a minor penalty in connection with the play prior to taking the penalty shot, they shall first be permitted to complete the penalty shot prior to taking their place on the penalty bench.

Only a player designated as a goalkeeper, substitute goalkeeper or temporary goalkeeper (see Glossary) may defend against a penalty shot.

- (c) A “Penalty Shot” shall be taken as follows: The puck shall be placed on the center ice face-off spot and the player taking the shot will, on the instruction of the Referee (by blowing their whistle), play the puck from there and attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent’s goal line and once it is shot the play shall be considered complete. No goal can be scored on a rebound of any kind (an exception being the puck off the goal post or crossbar, then the goalkeeper and then into the goal), and any time the puck crosses the goal line, or comes to a complete stop, the shot shall be considered complete.

The lacrosse-like move whereby the puck is picked up on the blade of the stick and “whipped” into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.

The spin-o-rama type move where the player competes a 360° turn as they approach the goal, shall not be permitted. Should a player perform such a move during the penalty shot, the shot shall be stopped by the Referee and no goal will be the result.

When an infraction occurs calling for a penalty shot during actual playing time, the shot will be taken immediately upon completion of the play (delayed whistle by the Referee). The time required to compete the penalty shot shall not be included in the regular playing time.

The goalkeeper must remain in their crease until the player taking the penalty shot has touched the puck.

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

The team against whom the penalty shot has been assessed may replace their goalkeeper to defend against the penalty shot, however, the substitute goalkeeper is required to remain in the game until the next stoppage of play.

If the game being played goes to a shoot-out teams are allowed to switch goalkeepers prior to each shot provided no delay takes place while making the substitution.

While the penalty shot is being taken, players from both teams shall withdraw to the sides of the rink and in front of their respective players’ bench, except the opposing goalkeeper who shall remain in their crease.

If a goal is scored from a penalty shot, the puck shall be faced-off at center ice in the usual way. If a goal is not scored, the puck shall be faced-off at either of the end zone face-off spots in the zone in which the penalty shot has been attempted.

- (d) For any violation committed by a goalkeeper during the penalty shot, the Referee shall allow the shot to be completed and if the shot fails, another penalty shot shall be awarded. Any penalties assessed will be served in the normal manner whether or not a goal is scored on the penalty shot.

If, while the penalty shot is being taken, any player of the opposing team shall have by some action interfered with or distracted the player taking the shot, and as a result the shot was failed, a second attempt shall be permitted and the Referee shall impose a misconduct penalty on the player who committed the infraction.

Rule 407. Goalkeeper Penalties

- (a) A goalkeeper shall not be sent to the penalty bench for an offense that incurs a minor, major or misconduct penalty. These penalties shall be served by another non-penalized member of their team who was on the ice when the offense was committed. The player shall be designated by the coach of the offending team through the captain and such substitute may not be changed.
- (b) Should a goalkeeper incur a game misconduct or a match penalty, their place will be taken by a member of their own team, or by a substitute or temporary goalkeeper who is available, and such player will be allowed the goalkeeper’s full equipment.

Any time penalties assessed, including minor, major, misconduct or match penalties, shall be served by another member of the team on the ice at the time the offense was committed. The player shall be designated by the coach of the offending team through the captain and such substitute may not be changed.

(Note) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.

- (c) If a goalkeeper deliberately participates in the play in any manner when they are beyond the center red line, a minor penalty shall be assessed.

Rule 408. Delayed Penalties

- (a) If a third player shall be penalized while two players of the same team are serving non-coincidental penalties, they shall proceed to the penalty bench immediately and may be replaced by a substitute on the ice. However, the penalty time of the third player shall not begin until the first such penalty has expired.
- (b) When either team has three players serving penalties at the same time under this rule and a substitute is on the ice to replace the third penalized player, no players may return to the ice upon expiration of their penalty except at a stoppage of play.

However, if the penalized team is entitled to have more players on the ice as a result of expired penalties, the penalty timekeeper shall permit the player(s) to return in the order in which their penalty has expired.

When the penalties of two players of the same team expire at the same time, the captain shall designate which player will return to the ice first.

- (c) When a major and a minor penalty are imposed at the same time on players of the same team, the penalty timekeeper shall record the minor as being the first of such penalties.
- (d) Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty, the penalized team shall have the right to choose provided such designation is not in conflict with Rule 402 (Minor Penalties).

(Note) This applies to the case where the two penalties are assessed to DIFFERENT players of the same team. See also Rule 402(e) (Note), (Minor Penalties).

Rule 409. Calling of Penalties

- (a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).

Should an infraction of the rules be committed by a player of a team NOT in possession of the puck the Referee shall signal a delayed penalty. Play will be stopped immediately when the offending team gains possession of the puck and the penalty(s) assessed to the offending player(s).

(Note 1) Play is stopped when the offending team gains "possession" of the puck as defined in the Glossary. A rebound off of the goalkeeper or accidental contact with any opposing player is not considered to establish "possession of the puck."

(Note 2) There shall be no delayed penalty signal given by the Referee for a misconduct or game misconduct penalty under this section.

The resulting face-off will take place at the nearest face-off location where play was stopped unless a penalty is assessed that appears on the game clock and causes a team to be shorthanded. In that case, the ensuing face-off shall take place at a defending zone face-off spot of the offending team, with the attacking team choosing the side the face-off will be conducted, unless otherwise specified under Rule 612(h).

- (b) If the penalty or penalties to be imposed are minor penalties and a goal is scored on the play by the non-offending team, the first minor penalty shall be imposed and recorded but shall be deemed expired. All other penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

If the Referee signals an additional minor penalty(s) against a team that is already shorthanded (below the numerical strength of its opponent on the ice at the time of the goal) because of one or more minor or bench minor penalties, and a goal is scored by the non-offending team, the goal shall be allowed. The delayed penalty(s) shall be assessed and the first non-coincidental minor penalty already being served shall terminate automatically under Rule 402(c) (Minor Penalties).

- (c) If the Referee has signaled a delayed penalty and the puck shall enter the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be imposed in the normal manner.
- (d) All minor and bench minor penalties occurring after a goal has been scored, or during the stoppage of play when a penalty shot is being attempted, shall be served in the normal manner under this rule.

Rule 410. Supplementary Discipline

- (a) In addition to the suspensions imposed under these rules, the proper disciplinary authority, at its discretion and after the game has been completed, may investigate any incident that occurs in connection with any game. Any incident that occurs prior to, during, or after the game is subject to review regardless of whether the action was penalized by the Referee.

The proper disciplinary authority shall be the President/Commissioner, Referee-in-Chief and/or a League appointed person.

- (b) Suspensions imposed during a USA Hockey National Championship, must be served during that same play-off or championship. If the length of suspension carries beyond that championship, the Discipline Committee of the League shall be the sole authority in determining the eligibility of the individual(s).
- (c) In the case of a gross misconduct or match penalty, the proper disciplinary authority (as defined in the Glossary) shall be required to conduct any disciplinary actions in accordance with the provisions of USA Hockey's "Resolutions of Disputes, Arbitration and Suspensions" section of the current USA Hockey Annual Guide.
- (d) A player receiving a suspension who is unable to serve any portion of the suspension at the conclusion of the season or playoffs shall serve the remainder of the suspension at the start of the following season.

If the player is no longer involved in Junior Hockey, the team must "buy-out" the suspension at the rate of \$250 for each unserved game.



SECTION FIVE
OFFICIALS

Rule 501. Appointment of Officials

- (a) Referee Systems – The three-official system (one Referee/two Linespersons) and the four-official system (two Referees/two Linespersons) are the only approved systems for USA Hockey sanctioned Junior games.

The League Referee-in-Chief or League appointed representative shall appoint only properly registered USA Hockey Officials to all games.

- (b) The home team is responsible for appointing off-ice officials for each game. This includes a game timekeeper, penalty timekeeper, official scorer, and two goal judges. Failure to assign the proper off-ice officials shall result in a fine not to exceed \$50 for each unassigned official.

Off-ice officials shall not be members of either team and the Referee may designate a replacement for any off-ice official deemed to be demonstrating unprofessional conduct.

- (c) All on-ice officials shall wear black trousers and an official sweater with the current USA Hockey officiating crest or the league sanctioned crest on the left chest of the sweater during all games. Any other crest that is worn must be located on either arm of the sweater. The wearing of nameplates shall be regulated by each League.

Each official is required to wear a black hockey helmet, with chin strap properly fastened at all times (with the exception of during the national anthem), and a half-shield visor properly attached to their helmets. All officials under the age of 18-years are required to wear a neck laceration protector designed for that purpose. All officials who are 18 years of age or older are strongly recommended to wear a neck laceration protector designed for that purpose.

- (d) If for any reason, the on-ice officials appointed are prevented from appearing, the managers or coaches of the two teams shall agree on a Referee and Linespersons. If unable to agree, they shall appoint a player from each team to serve as the Referee (home) and Linesperson (visitor). If the regularly appointed officials appear during the progress of the game, they shall immediately replace the temporary officials.

If one of the officials (three-official system) is unable to participate or finish the game, the Referee has the authority to appoint another official, if they deem it necessary or are requested to do so by the manager or coach of either of the competing teams. Otherwise the game shall continue with a Referee and a Linesperson.

- (e) Should an official accidentally leave the ice or receive an injury that incapacitates them from discharging their duties while play is in progress, the play shall be immediately stopped by an on-ice official.

(Note) If an on-ice official is bleeding, the official shall seek treatment at the next stoppage of play to stop the bleeding and cover the cut or abrasion before continuing. It is required that any affected equipment/uniform be properly decontaminated or exchanged.

Rule 502. Referee

- (a) The “REFEREE” shall have general supervision of the game and their decision shall be final in all matters occurring before, during or after the game. The role of the official is to “enforce” the rules of the game and in doing so shall have full authority over all participants.

The Referee may not change their decision, or that of any other official, after the resumption of play following the rendering of the original decision.

- (b) The Referee should enter the ice prior to warm-ups and remain on the ice until all players have left upon the conclusion of the warm-up period. Penalties may also be assessed during the warm-up period.

All on-ice officials should enter the ice surface prior to the teams and remain on the ice at the conclusion of each period until all players have exited to their dressing rooms. The Referee shall order the teams on the ice at the appointed time for the beginning of a game and for the start of each period.

Prior to the start of the game, the Referee shall confirm that the required off-ice officials are in their proper position and that the timing and signaling equipment is working properly.

- (c) It shall be the Referee’s duty to impose such infractions as outlined in the rules and give the final decision in matters pertaining to disputed goals after consultation with the Linespersons and/or goal judges. They shall be responsible for ensuring each player is wearing the required protective equipment in its intended manner.

The Referee shall announce to the appropriate off-ice official all goals and assists legally scored as well as penalties imposed. They shall request, at the first stoppage of play, to have announced the reason for disallowing a goal in every instance when the goal light is turned on in error during play.

(Note) A League may designate off-ice officials to award assists.

- (d) The Referee shall see to it that players of opposing teams are separated on the penalty bench to prevent contact.
- (e) At the conclusion of the game, the Referee shall check the official scoresheet, including team rosters and players in uniform, for accuracy prior to signing.

Rule 503. Linesperson

- (a) The duties of the “LINESPERSON” are to determine any infractions of the rules concerning offside play at the blue lines or any violation of the “Icing the Puck” rule. They shall, when requested to do so by the Referee, give their version of any incident that may have taken place during the playing of the game.
- (b) They shall conduct face-offs at all times, except at the start of the game, at the beginning of each period and after a goal has been scored.
- (c) The Linesperson shall stop play for the following situations:
 - (1) The puck goes outside the playing area (Rule 631(a)).
 - (2) The puck is interfered with by any ineligible person.
 - (3) When the puck is played with a stick above the height of the shoulder (Rule 621(d)).
 - (4) When the puck has been illegally passed with the hand (Rule 618(b)).
 - (5) When the goalpost has been displaced from its normal position.
 - (6) When in the vicinity of the goal, the puck has entered the goal and is unobserved by the Referee.
 - (7) Offside occurring at the face-off circles (Rule 613(d)).
 - (8) Premature substitution of the goalkeeper (Rule 205(a)).
 - (9) Injured players (206(a)).
 - (10) Interference by or with spectators (Rule 626(a)).
 - (11) When a goalkeeper’s helmet, glove or blocker becomes dislodged (304(e and h)).
 - (12) When a player illegally enters the game from the penalty bench whether intentionally or through the error of the penalty timekeeper (629(b)).
- (d) The Linesperson shall stop play and report to the Referee any infraction of the following rules:
 - (1) Too many players on the ice (Rules 204(c)).
 - (2) Articles thrown on the ice from the vicinity of the players’ or penalty bench (Rule 601(b)).
 - (3) Delaying the game by deliberately displacing the goal post (Rule 610(e)).
- (e) The Linesperson shall report to the Referee at the next stoppage of play their version of any infraction of the rules that they believe constitutes a bench minor, major, match, misconduct, game misconduct, gross misconduct or penalty shot under these rules. In addition, the Linesperson shall give their version of any Injury Potential Penalty (See Glossary) that occurs behind the play and is not observed by the Referee. The Referee, at their discretion, may assess a penalty for such infractions.

Rule 504. Goal Judge

- (a) There shall be one “GOAL JUDGE” stationed out of play and behind each goal during the game. The area reserved for the goal judges shall be protected from spectators so there can be no interference with the performance of their duties.
- (b) The duty of the goal judge is to determine whether the puck has completely crossed the goal line between the goal posts and under the crossbar. Their decision is simply “goal” or “no goal” and they shall report their version when requested to do so by the Referee.

Rule 505. Official Scorer

- (a) Before the start of the game, the “OFFICIAL SCORER” shall obtain from the manager or coach of both teams a list of all eligible players of each team. The official scorer shall secure the names of the captain and designated alternate(s) from the manager or coach of each team and will indicate each by placing the letter “C” or “A” opposite their names on the scoresheet.

They shall indicate the name of the head coach of each team on the scoresheet and shall obtain and record the starting line-up of each team.
- (b) The official scorer shall keep a record of each goal scored by indicating those player(s) who are credited with scoring the goal and any assists and have announced over the public address system. No request for changes to the officials scoring shall be considered unless they are made at or before the conclusion of the game.

They shall indicate on the scoresheet those players from each team who actually participated in the game.

They shall note on the scoresheet the time any substitute or temporary goalkeeper has entered the game and designate any goal scored when the goalkeeper has been removed from the ice.

- (c) Upon the immediate conclusion of the game, the official scorer shall also prepare the official scoresheet for signature by the Referee and forward it to the proper authorities.

Rule 506. Game Timekeeper

- (a) The “GAME TIMEKEEPER” shall signal the Referee and the competing teams for the start of the game and each succeeding period. To assist in assuring the prompt return to the ice of the teams and on-ice officials, the game timekeeper shall give a preliminary warning three minutes prior to the resumption of play in each period.

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

They shall have announced on the public address system, at the appropriate time in each period, that there is one minute remaining to be played in the period.

- (b) The game timekeeper shall note the time and then notify the Referee of a malfunction of the clock, or any other equipment, during the next normal stoppage of play. In the event of any dispute regarding time, the matter shall be referred to the Referee for adjustment and their decision shall be final.

Rule 507. Penalty Timekeeper

- (a) The duties of the “PENALTY TIMEKEEPER” include maintaining a record, on the official forms provided, of all penalties imposed including the names/numbers of the players penalized, the infraction assessed, the duration of each penalty and the time at which the penalty was assessed.

They shall report in the penalty record each penalty shot awarded, including the infraction and the name of the offending player, the name of the player taking the shot and the result of the shot.

- (b) The penalty timekeeper shall check and ensure that the time served by all penalized players is correct. They shall be responsible for the correct posting of all penalties on the scoreboard and shall promptly call to the attention of the Referee any discrepancy between the time recorded on the clock and the official correct penalty time. They shall, upon request, give a penalized player correct information as to the unexpired time of their penalty.

(Note 1) The infraction of the rules for which each penalty has been imposed will be announced twice over the public address system as reported by the Referee. Where players of both teams are penalized on the same play, the penalty to the visiting player will be announced first.

(Note 2) Misconduct penalties and coincidental minor penalties should not be recorded on the timing device, but such penalized players should be alerted and released at the first stoppage of play following the expiration of their penalties.

- (c) Only penalized players and off-ice official(s) are permitted to occupy the penalty bench. Play shall not continue until any unauthorized persons have been removed.

Rule 508. Proper Authorities

- (a) The term “proper authorities” or “proper disciplinary authority” as applied under these rules is defined as the governing body of the team or teams involved.
- (b) Original jurisdiction in any hearing resulting from a gross misconduct penalty assessed under Rule 601(e.1) (Physical Assault of Officials) shall reside with the Junior Council sanctioned league.

Original jurisdiction in any hearing resulting from a gross misconduct penalty assessed under Rule 601(e.2) and 601(e.3) shall reside with the Proper Authorities of the appropriate team.



SECTION SIX
PLAYING RULES

Rule 601. Abuse of Officials and Other Misconduct

(Note) For the enforcement of this rule, the following guidelines shall apply:

- A bench minor penalty shall be assessed for actions that occur on or in the immediate vicinity of the player's bench (off the ice).
- A minor penalty or misconduct penalty should be assessed for actions that occur on the playing surface or in the penalty bench area.

(a) A minor penalty for unsportsmanlike conduct shall be assessed to any player who commits the following actions:

- (1) Challenges or disputes the rulings of any official.
- (2) Taunts or incites an opponent.
- (3) Creates a disturbance during the game.
- (4) Shoots the puck after the whistle, if in the opinion of the official such shot was avoidable.
- (5) Embellishes a fall while an infraction is being committed against them (embellishment).
- (6) Attempts to draw a penalty through any exaggerated or deceiving action (diving).

A misconduct penalty shall be assessed to any player who persists in such conduct and any further dispute by the same player shall result in a game ejection and/or game misconduct penalty being assessed.

(Note 1) If occurring after the game, the above actions shall be initially penalized as a misconduct penalty.

(Note 2) The penalty following the misconduct shall be a game misconduct penalty.

(b) A bench minor penalty shall be assessed to any team whose players or team officials commit the following actions while on the player's bench:

- (1) Unsportsmanlike conduct or disputing the rulings of any official by an unidentified player or team official.
- (2) Using obscene, profane or abusive language to any person.
- (3) Using the name of any official in a loud or abusive manner.
- (4) Throwing any object onto the playing area during the progress of the game or during a stoppage of play.
- (5) Banging the boards with a stick or other object, including skates or arms, after a body check regardless as to whether the check is being penalized. It is deemed to be unsportsmanlike conduct and should be penalized when done as a means of escalating dangerous and/or unnecessary physical play where there is no intent to legally gain possession of the puck.
- (6) Using threatening or abusive language or gestures directed at an opponent.
- (7) Interfering in any non-physical manner with any game official, including off-ice officials, in the performance of their duties.

(Note) If any of the above actions are committed by a player who is on the players' bench and is readily identifiable, they shall be assessed a misconduct penalty under sub-section (c) of this rule.

(c) A misconduct penalty shall be assessed to any player who commits the following actions:

- (1) Persists in any conduct where they were previously assessed a minor penalty for unsportsmanlike conduct.
- (2) Using obscene, profane or abusive language to any person anywhere in the rink before, during or after the game.
- (3) Intentionally knocking or shooting the puck out of the reach of an official who is retrieving it during a stoppage of play.
- (4) Not proceeding directly and immediately to the penalty bench or to the dressing room, after being penalized and ordered to do so by the officials (equipment shall be delivered to them by a teammate, if necessary).
- (5) Entering or remaining in the Referee's Crease unless invited to do so.
- (6) Interfering in any non-physical manner with any on-ice or off-ice official in the performance of their duties.
- (7) Touches or holds any official with their hand or stick.
- (8) Attempts to continue an altercation after being ordered to stop.

- (9) Intentionally bangs the boards or protective glass or goal frame with their stick or any other object at any time in an unsportsmanlike manner (when not done in protest of an official's decision).
 - (10) Shoots or bats the puck outside of the playing area during a stoppage of play (when not done in protest of an official's decision or in the direction of a spectator).
- (d) A game misconduct penalty shall be assessed to any player or team official who is guilty of the following actions:
- (1) Persists in any course of conduct for which they have previously been assessed a misconduct penalty (player) or bench minor penalty (team official).
 - (2) Uses an obscene gesture anywhere in the rink before, during or after the game (game misconduct).
 - (3) Bangs the boards, goal frame or protective glass in protest of an official's decision.
 - (4) Interferes in any physical manner with any on-ice or off-ice official in performing their duties including resisting the linesperson during an altercation.
 - (5) Who by way of their actions or demeanor threatens harm or threatens injury to a member of the opposing team or a game official.
 - (6) A player who receives their second misconduct penalty (for any rule infraction) during the same game shall be assessed a game misconduct penalty in lieu of the second misconduct penalty.
 - (7) Physically interferes with a spectator.
 - (8) Shoots or bats the puck outside of the playing area during a stoppage of play when done in protest of an official's decision.
 - (9) Attempts to intimidate or physically contacts an on-ice or off-ice official by throwing a stick, water bottle, puck or any other object in the general direction of a game official.
 - (10) Shoots the puck in the general direction of an on-ice official, or in the direction of a spectator during a stoppage of play.

(Note 1) A gross misconduct penalty shall be assessed to any player who shoots the puck directly at an official or spectator in a manner that recklessly endangers the official or spectator under Rule 601(e.3).

(Note 2) A team official incurring a game misconduct penalty shall be subject to a fine not to exceed seven hundred fifty dollars (\$750).

- (e) A gross misconduct penalty shall be assessed to any player or team official who commits the following actions:
- (1) Applies deliberate physical force or attempts to inflict physical harm to any game official, including off-ice officials.
 - (2) Deliberately injuring, or attempting to do so, any opposing player or team official.
 - (3) Behaving in any manner that is critically detrimental to the conducting of the game, including but not limited to spitting at an opponent, spectator, game or team official, or verbally threatening or intimidating a game official, opposing team official or opposing player with physical contact or harm.
 - (4) Uses language that is hateful or discriminatory in nature anywhere in the rink before, during or after the game.

(Note 1) The officials are required to immediately file a game report and the offending player/team official is suspended until a hearing is conducted by the respective Junior League office. If the incident was reported to, but not heard by the official(s), the officials are required to notify the coach of the offending team and submit an incident report to the respective Junior League immediately following the game outlining what was reported to them.

(Note 2) Any gross misconduct penalty assessed under this rule must be reported via written game report by the officials to the USA Hockey Junior Council Liaison and the respective League office within 48 hours.

- (f) The use of tobacco products, vaping products or alcoholic beverages by any player or team official is prohibited in the rink area, including the bench areas and off-ice official area. A warning shall be issued by the Referee for the first offense by any participant and any subsequent violations by the same team shall result in a game misconduct penalty being assessed.

Rule 602. Attempt to Injure or Recklessly Endanger an Opponent

- (a) A match penalty shall be assessed to any player who recklessly endangers or attempts to injure any opposing player or team official.
- (b) A gross misconduct penalty shall be assessed to any team official who recklessly endangers or attempts to injure any opposing player or team official.

In all cases when a match penalty or gross misconduct penalty is assessed, a game report shall be filed with the proper authorities for further disciplinary action.

(Note) All incidents of attempt to inflict physical harm to game officials should be penalized under Rule 601 (e.1).

Rule 603. Boarding

(Note) Boarding is the action where a player pushes, trips or body checks an opponent causing them to go dangerously into the boards. This includes: Accelerating through the check to a player who is in a vulnerable or defenseless position and driving an opponent excessively into the boards with no focus on or intent to play the puck, or any check delivered for the purpose of punishment or intimidation that causes the opponent to go unnecessarily and excessively into the boards. The onus is on the player delivering the check to avoid placing a vulnerable or defenseless opponent in danger.

- (a) A minor penalty shall be assessed for boarding an opponent.
“Rolling” an opponent along the boards where they are attempting to go through too small an opening is not considered boarding.
- (b) A major penalty plus game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of boarding.
- (c) A match penalty for reckless endangerment may also be assessed for boarding.

Rule 604. Body Checking

- (a) A body check represents intentional physical contact from the front, diagonally from the front or straight from the side, by a skater to an opponent who is in control of the puck. The opposing player’s objective must be an attempt to gain possession of the puck with a body check and NOT to punish or intimidate an opponent.

Body checking must be done only with the trunk of the body (hips and shoulders) and must be above the opponent’s knees and at or below the shoulders. The use of the hands, forearm, stick or elbow in delivering a body check is unacceptable and not within the guidelines of a legal body check.

Any body check delivered to the head or neck area of an opponent or to a vulnerable or defenseless player while using excessive force shall be penalized according to the rules.

Rule 605. Broken Stick

(Note) A broken stick is one that, in the opinion of the Referee, is unfit for normal play.

- (a) Any player whose stick is broken must drop their stick prior to participating in the play. A player or goalkeeper shall be allowed reasonable time to be aware that the stick is broken. A minor penalty for an equipment violation shall be assessed for participating in play with a broken stick.
- (b) A replacement stick for any player who is no longer in possession of a stick may only be obtained from the player’s bench or from a teammate on the ice. A minor penalty for an equipment violation shall be assessed to a player who receives a replacement stick illegally, unless the team is assessed a bench minor penalty under Rule 601(b.4) throwing any object onto the playing area. In this instance, the player receiving the throw stick shall not be penalized.
- (c) A goalkeeper whose stick is broken may not go to the players’ bench for a replacement during a stoppage of play, but must receive their stick from a teammate. For an infraction of this rule a minor penalty for delay of game shall be assessed to the goalkeeper.

Rule 606. Butt-Ending

(Note) Butt-Ending is the action whereby a player uses the shaft of the stick, above the upper hand, to check an opposing player in any manner or jabs or attempts to jab an opposing player with this part of the stick.

- (a) A minor plus misconduct or a major plus a game misconduct penalty shall be assessed to any player who “butt-ends” or attempts to “butt-end” an opponent.

The minor plus misconduct penalty option may only be assessed for an attempted butt-end where no contact with the opponent is made. An attempt to “butt-end” shall include all cases where a “butt-end” gesture is made regardless of whether body contact is made or not.

- (b) A match penalty for reckless endangerment may also be assessed for butt-ending.

Rule 607. Charging

(Note) Charging is the action where a player takes more than two strides or travels an excessive distance to accelerate through a body check for the purpose of punishing the opponent. This includes: skating or leaving one’s feet (jumping) into the opponent to deliver a check, accelerating through a check for the purpose of punishing the opponent, or skating a great distance for the purpose of delivering a check with excessive force. The onus is on the player delivering the check to avoid placing a vulnerable or defenseless opponent in danger of potential injury.

- (a) A minor or major penalty plus game misconduct shall be assessed for charging an opponent.
- (b) A major penalty plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of charging.
- (c) A minor, major or major penalty plus a game misconduct penalty shall be assessed to a player who body checks or charges a goalkeeper while the goalkeeper is within their goal crease or privileged area.
- (d) A goalkeeper is NOT “fair game” because they are outside their privileged area. A penalty for interference or charging should be called in every case where an opposing player makes unnecessary contact with a goalkeeper. Likewise, Referees should be alert to penalize goalkeepers for any infractions they commit in the vicinity of the goal.

(Note 1) For the purpose of this rule, any accidental or unavoidable contact that occurs with the goalkeeper shall be penalized under the Interference rule. Any deliberate body contact or check that is delivered to the goalkeeper shall be penalized as charging.

(Note 2) The goalkeeper’s “Privileged Area” is an area outlined by connecting the end zone face-off spots with an imaginary line and imaginary lines from each face-off spot running perpendicular to the end boards.

- (e) A match penalty for reckless endangerment may also be assessed for charging.

Rule 608. Checking from Behind

(Note) Checking from Behind occurs when a check is delivered to a player directly from behind, or diagonally from behind. The onus is on the player delivering the check to not hit from behind. This includes body checking or pushing an opponent from behind in open ice or directly into the boards or goal frame. The onus is on the player delivering the check to avoid placing a vulnerable or defenseless opponent in danger of potential injury.

- (a) A minor penalty, minor plus a misconduct penalty, or a major plus a game misconduct penalty, shall be assessed for checking from behind.
- (b) A major penalty plus game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of checking from behind or who body checks or pushes an opponent from behind causing them to go head first into the boards or goal frame.
- (c) A match penalty shall be assessed for checking from behind in all instances when a player recklessly endangers an opponent from behind with excessive force while the opponent is in a vulnerable or defenseless position.

Rule 609. Cross-Checking

(Note) Cross-Checking is the action of using the shaft of the stick between the two hands to forcefully check an opponent with no portion of the stick on the ice.

- (a) A minor or major plus a game misconduct penalty shall be assessed for cross-checking an opponent.
- (b) A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of cross-checking.
- (c) A match penalty for reckless endangerment may also be assessed for cross-checking.

Rule 610. Delaying the Game

- (a) A minor penalty shall be assessed to any player or goalkeeper who deliberately freezes the puck along the boards or goal frame for the purpose of delaying the game.
- (b) A minor penalty shall be assessed to a goalkeeper who has an opportunity to play the puck prior to being pressured by an attacking player, but instead intentionally causes a stoppage of play.

(Note) A goalkeeper may only cover the puck while in the act of playing goal (see Glossary), and any action that makes the puck unplayable without an immediate scoring opportunity must be penalized.

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

(Note 2) When a player (non-goalkeeper) in their defending zone directly shoots the puck outside of the playing area during play, except in a location that is not protected by glass or screen, their team shall not be permitted to make any player substitutions prior to the ensuing face-off.

- (d) A minor penalty shall be assessed to a goalkeeper who shoots the puck directly (non-deflected) outside of the playing area, except when the puck inadvertently leaves the playing area in a location that is not protected by glass or screen.
- (e) Play shall be stopped immediately when the goal frame has been displaced from its normal position. A minor penalty shall be assessed to any player (including a goalkeeper) who deliberately displaces the goal frame.

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

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

If the defending team deliberately displaces the goal frame during a breakaway (see Glossary) or deprives the attacking team of an immediate scoring opportunity, a penalty shot/optional minor penalty shall be awarded to the attacking player last in possession of the puck.

If the goal frame is deliberately displaced in the last two minutes of the game or any time in overtime, a penalty shot/optional minor penalty shall be assessed.

(Note 1) In order to award a goal in these situations, the goal must have been displaced by the actions (either deliberately or accidentally) of a defending player, the puck was shot (or attacking player in the act of shooting) prior to the goal being displaced and it was determined the puck would have entered the goal had the goal been in its normal position.

(Note 2) The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal.

- (f) If a goalkeeper deliberately removes their helmet/facemask during a breakaway (see Glossary), a penalty shot/optional minor penalty shall be awarded.

If a goalkeeper deliberately removes their helmet/facemask during the last two minutes of the game or any time during overtime, a penalty shot/optional minor penalty shall be assessed.

- (g) A minor penalty for delay of game shall be assessed to a goalkeeper who drops the puck into their pads or onto the goal net or deliberately piles up snow or obstacles near the goal that, in the opinion of the Referee, could prevent the scoring of a goal.

- (h) A bench minor penalty shall be assessed to any team, after warning by the Referee, that fails to place the correct number of players on the ice and commences play or that causes any delay by making additional substitutions or attempts to delay the game in any manner. This rule also applies, after a warning, when a team attempts to place players on the ice during an icing situation.

Rule 611. Elbowing

(Note) Elbowing is the use of an extended elbow as the point of contact with an opponent while delivering a check, or as a means to create separation with an opponent, and may include an attempted elbow.

- (a) A minor or major plus game misconduct penalty shall be assessed for elbowing or an attempt to elbow an opponent.
- (b) A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as the result of a foul committed by elbowing.
- (c) A match penalty for reckless endangerment may also be assessed for elbowing.

Rule 612. Face-Off Locations

- (a) The puck shall be dropped at the center ice face-off spot at the start of each period, after a goal is scored and in situations where a premature substitution of the goalkeeper has occurred when play has been stopped on the attacking side of the center red line.
- (b) A last play face-off will take place in any instance where a stoppage of play occurs as a result of the actions of both teams or if play is stopped for any reason other than what is specified in the rules.

A last play face-off is defined as the nearest end zone or neutral zone face-off spot where the puck was last played when the game is stopped.

When the play is stopped for any reason not specifically attributable to either team while the puck is in the neutral zone, the ensuing face-off shall be conducted at the nearest face-off spot.

When a stoppage of play occurs between the end zone face-off spots and the near end of the rink calling for a last play face-off, the face-off will take place at the nearest end zone face-off spot.

- (c) When a stoppage of play occurs as the result of any action by the attacking team in the attacking zone, the ensuing face-off will take place at the nearest neutral zone face-off spot, unless otherwise covered in these playing rules.
- (d) When a stoppage of play takes place in an end zone followed by a gathering of players, a face-off at the nearest neutral zone face-off spot shall occur if any attacking player enters the end zone further than the outer edge of the face-off circles nearest the blue line.
- (e) When a goal is disallowed as a result of the actions of the attacking team, the ensuing face-off will take place at the nearest neutral zone face-off spot, unless otherwise specified in these rules.
- (f) If the puck shall illegally enter the goal as a result of deflecting directly off an official anywhere on the ice, the resulting face-off shall take place at the nearest end zone face-off spot of the goal the puck entered.
- (g) A team causing a stoppage of play shall not gain a territorial advantage with the ensuing face-off. In this instance, the ensuing face-off shall be a last play face-off.
- (h) When a team has committed an infraction which will result in that team being shorthanded, the face-off will be conducted at an end zone face-off spot in the defending zone of the penalized team (with the attacking team able to choose the side in which the face-off will occur) except for the following:
 - (1) When a penalty is assessed after the scoring of a goal (center-ice face off).
 - (2) When a penalty is assessed at the end or start of a period (center-ice face off).
 - (3) When the non-penalized team ices the puck, the face off should be at the nearest neutral zone spot closest to the defending zone of the team that iced the puck.
 - (4) When the stoppage is in the attacking zone of the non-penalized team and any player from the attacking team, who was outside the top of the face-off circles, skates below the top of the circles when the whistle

was blown, the face-off shall be at the nearest neutral zone face-off dot to the defending zone of the offending team.

- (5) When play is stopped because of premature goalkeeper substitution the ensuing face-off shall be at center ice.
- (i) If the net is dislodged accidentally by a defending player, the face-off shall be at the nearest end-zone face-off spot. The offending team shall not be allowed to change its on-ice personnel, except in the case of an injury, before the next face-off.

Rule 613. Face-Off Procedures

- (a) Play shall start when one of the officials drops the puck between the sticks of two opposing players.

For face-offs occurring at a designated end zone face-off spot, the players facing-off will stand squarely facing their opponents' end of the rink and clear of the ice markings. The stick blades of both players shall be in contact with the nearest white area of the face-off spot and clear of the center red area.

For face-offs occurring at the center ice or neutral zone face-off spots, the players facing-off shall squarely face their opponent's end of the ice and stand approximately one stick length apart.

The defending player shall be the first to place their stick on the ice, except for a center ice face-off where the visiting team player shall be first to place their stick on the ice.

If either center wins a face-off by passing/directing the puck with a glove to a teammate (prior to any other player playing the puck with a stick) then play shall be stopped, the clock shall be reset, and the offending player will be assessed a minor penalty for a face-off violation.

If the center is back from the face-off dot, is "quarterbacking" or refuses to come into the face-off area when instructed to do so by the official, or the center is simply slow getting to the face-off dot, they are to be removed from the face-off and replaced, resulting in a face-off violation.

If the face-off is a result of an icing infraction and the center is back from the face-off dot, is "quarterbacking" or refuses to come into the face-off area when instructed to do so by the official, or the center is simply slow getting to the face-off dot, they shall not be removed from the face-off. The center will be warned by the official that they have committed a face-off violation. In the event the center then commits a second face-off violation, or the action actually is the second face-off violation, a bench minor penalty shall be assessed.

When an icing infraction occurs, the first face-off violation by either team will not result in the center being removed. The center will be warned by the Linesperson that the team has committed their first face-off violation, and any subsequent violation by that team will result in a bench minor penalty for delay of game - face-off violation being assessed.

- (b) No other player shall be allowed to enter the face-off circle or come within 15 feet of the players facing-off the puck.

All other players must position themselves behind the hash marks on the outer edge of the face-off circle or stand approximately one stick length apart from the opponent.

If a player other than the player taking the face-off moves into the face-off circle prior to the dropping of the puck, then the offending team's player taking the face-off shall be ejected from the face-off circle (non-icing) or warned (icing). This shall be considered a face-off violation.

Players on the attacking team must establish their position first and then the defending team may counter and hold its position until the puck is dropped. A violation of this procedure shall be treated as face-off encroachment and the Official shall order the center of the offending team replaced. Should an attacking player attempt to establish a new position prior to the face-off, and the defending center steps back from the face-off dot in order to reposition their teammates, the face-off violation shall be charged to the attacking team as they must establish their position first.

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

- (c) At the conclusion of the line change procedure (see *Rule 204(b) and Glossary*), the Official conducting the face-off shall blow their whistle. This will signal each team that they have no more than five seconds to line up for the ensuing face-off. Prior to the conclusion of five seconds, the Official shall conduct a proper face-off.

- (d) If a player facing-off fails to take their proper position immediately when directed by the Official, the Official may order them replaced by any teammate then on the ice (non-icing) or warned (icing) for that face-off.

If a player, other than the player facing off, fails to maintain their proper position, the official may order them replaced by a teammate then on the ice (non-icing) or warned (icing) for that face-off.

- i. Encroachment by any player other than the center into the face-off area prior to the puck being dropped. Players on the perimeter of the face-off circle must keep both skates outside the face-off circle (skate contact with the line is permitted). If a player's skate crosses the line into the face-off circle prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the face-off circle provided there is no physical contact with their opponent or their opponent's stick.
- ii. Encroachment by any player into the area between the hash marks on the outer edges of the face-off circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. The toe of the blade of their skates must not cross over into the area between the hash marks prior to the drop of the puck. If a player's toe crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the area between the hash marks provided there is no physical contact with their opponent or their opponent's stick.
- iii. Any physical contact with an opponent prior to the puck being dropped.
- iv. Failure by either center taking the face-off to properly position themselves behind the restraining lines or place their stick on the ice. "Properly position themselves behind the restraining lines" shall mean that the center must place their feet on either side of the restraining lines that are parallel to the side boards (contact with the lines is permissible), and the toe of the blade of their skates must not cross over the restraining lines that are perpendicular to the side boards as they approach the face-off spot. The blade of the stick must then be placed on the ice (at least the toe of the blade of the stick) in the designated white area of the face-off spot and must remain there until the puck is dropped.

Failure to comply with this positioning and face-off procedure will result in a face-off violation.

Whenever a team has committed two face-off violations during the same face-off, the Referee shall immediately assess the offending team a bench minor penalty for delay of game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Face-Off Violation."

Face-off encroachment may be applied during face-offs at any of the nine (9) face-off spots on the playing surface.

However, since no such lines are painted on the ice at the four (4) face-off spots adjacent to the blue lines, Officials shall use their judgment as to whether or not a violation has occurred. All players, other than the centers, shall be uniformly back from the face-off location similar to being outside the face-off circle for face-offs in the end zones.

However, a minor penalty for delay of game may be assessed to a defending player deemed to have deliberately caused a false face-off after an icing infraction.

- (e) A minor penalty for interference shall be assessed to any player facing-off who makes any physical contact with their opponent's body by means of their own body or by their stick except in the course of playing the puck after the face-off has been completed.

Rule 614. Falling on Puck

- (a) A minor penalty for delay of game shall be assessed to a player other than the goalkeeper who deliberately falls on or gathers the puck into their body, deeming the puck unplayable and causing a stoppage of play.

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

- (b) A penalty shot/optional minor penalty shall be assessed to the non-offending team when any player, except the goalkeeper, falls on the puck, gathers the puck into their body or uses the hands to hold the puck while in the goal crease. For application of this rule, the decision as to whether the puck is in the crease is made at the moment the infraction occurs.

A goal shall be awarded to the non-offending team if the goalkeeper has been removed from the ice at the time of the infraction and the action under this rule has prevented an obvious and imminent goal.

- (c) A minor penalty for delay of game shall be assessed to a goalkeeper who falls on or gathers the puck into their body and causes a stoppage of play when:
- (1) The puck is behind the goal line and their body is entirely outside of the goal crease.
 - (2) They fail to play the puck with their stick when provided the opportunity to do so prior to being pressured by an attacking player.
 - (3) The puck is outside the boundaries of the "goalkeeper's privileged" area.
 - (4) They hold or place the puck against any part of the goal frame or boards or intentionally drops the puck on the back of the netting.

(Note) The goalkeeper's "Privileged Area" is an area outlined by connecting the end zone face-off spots with an imaginary line and imaginary lines from each face-off spot running perpendicular to the end boards.

Rule 615. Fighting

- (a) **For Junior A Tier I and Tier II:** A major penalty plus a misconduct penalty shall be assessed to any player who engages in a fight. A minor, double minor or major penalty plus a misconduct penalty, at the discretion of the Referee, shall be assessed to any player who, having been struck, continues the altercation by retaliating.

For Junior A Tier III: A major penalty plus a game misconduct penalty shall be assessed to any player who engages in a fight. A minor, double minor or major penalty plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who, having been struck, continues the altercation by retaliating.

(Note) The referee is provided a very wide latitude in the penalties that they may impose under the rules, including Rule 601, "Abuse of Officials and Other Misconduct" in an effort to discourage fighting. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the fight or persisting in continuing the fight.

Any player or goalkeeper who receives a major penalty for fighting with less than five minutes remaining in regulation or at any time in overtime or a shoot-out shall be assessed a game misconduct penalty which carries an automatic suspension for the next two scheduled games.

For Junior A Tier I and Tier II: Any player who receives a second major penalty for fighting in the same game shall be assessed a game misconduct penalty in lieu of the misconduct penalty under this section.

Any player deemed to have participated in a staged fight shall be assessed a major plus an automatic game misconduct penalty.

(Note) A staged fight is one in which players enter the ice surface with the sole purpose of fighting and show no intention of participating in the regular flow of the game. An example of a staged fight would be one where a fight occurs immediately after the puck is dropped at a face-off.

Any player or players who engage in a fight during a line change and prior to the ensuing face-off shall receive an automatic game misconduct penalty.

- (b) A major plus game misconduct penalty shall be assessed to any player involved in a fight off the playing surface, before, during or after the game and any player assessed a game misconduct under this section shall also be suspended for the next two games their team plays.

Any team whose players are assessed a major and game misconduct for fighting off the playing surface may be assessed a fine of up to two thousand five hundred dollars (\$2,500) plus two hundred fifty dollars (\$250) per player, per occurrence in addition to any other supplemental discipline that may be deemed appropriate.

Any player involved in a fight that occurs either pre- or post-game or pre- or post-period shall be assessed a game misconduct penalty and suspended for the next two games.

Any team whose players become involved in an altercation other than during the periods of the game may be fined up to two thousand five hundred dollars (\$2,500), plus up to two hundred fifty dollars (\$250) per player, per occurrence in addition to any other supplemental discipline that may be deemed appropriate.

- (c) When an altercation occurs on the ice, all players (non-participants) excluding the goalkeepers, must return directly and immediately to their players' bench. Goalkeepers must remain in the vicinity of their goal crease.

Should a goalkeeper cross their defending blue line for the purpose of joining an altercation, they may be treated as an instigator and penalized as such based on their actions. At minimum, any goalkeeper who crosses their defending blue line for the purpose of joining an altercation will receive a double minor for leaving the goal crease. The Referee shall report to the league any player who does not return to their bench when so-ordered and a fine of up to two hundred fifty (\$250) per team plus a fine of up to fifty (\$50) per player.

If any player bangs their stick during or immediately following a fight, their team shall be assessed a fine of up to one hundred (\$100) and up to fifty (\$50) per player, per occurrence following one written warning from the League per season.

- (d) An additional minor penalty plus a game misconduct penalty shall be assessed to any player who is deemed to be the instigator of a fight. This game misconduct shall be in lieu of the misconduct that is assessed for fighting.

(Note 1) An instigator of an altercation shall be a player who is by their actions or demeanor demonstrates any or some of the following criteria: distance traveled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game incident.

(Note 2) A player who is assessed an instigator penalty will have said penalty noted on their record for statistical purposes. Players who are assessed two instigator penalties in one season shall be suspended one additional game. This suspension shall increase with every two instigator penalties by one game.

At the discretion of the referee, any player who is deemed to be an aggressor in a fight shall be assessed a game misconduct or match penalty. A match penalty shall be assessed in every instance when the aggressor recklessly endangers an opponent. This penalty shall be in addition to any other penalties assessed to the player.

(Note) A player is deemed to be an aggressor when they clearly gain an advantage but continue throwing punches in a further attempt to inflict punishment on their opponent who is no longer in a position to defend themselves. In addition, any player who by means of physical force lifts, grabs or holds an opponent and slams them to the ice shall be treated as an aggressor.

- (e) A game misconduct penalty shall be imposed on any player who is assessed a major penalty for fighting after an original fight (secondary fight) has started. In addition to the game misconduct a player involved in a secondary fight under this rule will automatically be suspended for the next two games. A team whose players or goalkeepers are assessed a game misconduct under this section may be fined up to two hundred fifty (\$250) per incident and one hundred (\$100) per player.
- (f) At the referee's discretion a game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in any altercation already in progress regardless of the time of the infraction. This penalty is in addition to any other penalty incurred in the same incident.

(Note) an altercation shall be defined as any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed.

- (g) A minor penalty shall be assessed to any player who drops their stick and/or removes their glove(s) and is not a participant in a fight.

A player who is involved in a fight and purposely removes their equipment other than their stick and gloves shall be assessed an automatic game misconduct penalty in addition to any other penalties incurred.

For Junior A Tier I and Tier II: Any player who deliberately removes their or opponent's helmet when no altercation is taking place and no other penalties have been assessed shall be assessed a minor penalty plus a game misconduct penalty.

For Junior A Tier III: Any player who deliberately removes their (or opponent's) helmet prior to an altercation shall be assessed a minor penalty plus a game misconduct penalty.

For Junior A Tier I, Tier II and Tier III: Any player who deliberately removes their helmet during an altercation shall be assessed an automatic game misconduct penalty. Any player who deliberately removes their opponent's helmet during the altercation shall be assessed a game misconduct penalty. If in the official's opinion, a player has purposely removed their opponent's helmet in order to recklessly endanger their opponent, then the officials must assess a match penalty.

(Note 1) Linespersons are instructed to intervene as quickly as possible to prevent fighting and or protect a player whose helmet has been dislodged or is in a vulnerable position.

(Note 2) This rule is meant to penalize players who deliberately remove their opponent's or their own helmet. Officials are instructed only to assess the game misconduct penalty in situations where it is clear that the offending player deliberately removed a helmet. Situations where a helmet comes off as a result of a scrum where players are wrestling and it is not clear that any action was intentional should not be penalized under this rule with a game misconduct.

- (h) A player who engages in a fight and whose jersey is not properly “tied-down” (jersey properly fastened to pants), and who loses their jersey (completely off their torso) in that altercation, shall receive a game misconduct penalty.

If the player loses their jersey despite the tie down remaining intact and attached to the pants, the game misconduct is not applicable, however this must be reported to the appropriate league. A player who is involved in an altercation, when the opponent has been identified as an instigator, shall not be assessed a game misconduct penalty if their jersey should be removed by an opponent or an official in the discharge of their duties, regardless as to whether or not they were properly “tied-down” (jersey properly fastened to pants).

(Note) If during any of the situations listed above, an instigator penalty is assessed to one of the players involved in a fight where an automatic game misconduct would normally be assessed (secondary fight, under five minutes, etc.) the game misconduct penalty shall be waived and a misconduct penalty shall be assessed to the non-offending player.

Rule 616. Fouled From Behind

(Note 1) For the purpose of this rule, fouled from behind is defined as any infraction committed to an opponent either directly or diagonally from behind (beyond the fouled player's peripheral vision), that would normally be deemed a penalty, including cross-checking, high sticking, holding, hooking, slashing and tripping.

(Note 2) For the purpose of this rule a “breakaway” is defined as a player who is in control of and is propelling the puck in a desired direction, or who would have obtained control of the puck, and is beyond their defending blue line with no opponent between them and the goalkeeper.

- (a) A penalty shot/optional minor penalty shall be awarded to the non-offending team any time a player is fouled from behind, or diagonally from behind by an opponent, and is denied a reasonable scoring opportunity during a breakaway.

(Note) The intent of this rule is to restore a reasonable scoring opportunity that has been lost by reason of a foul committed from behind during a breakaway situation. This penalty shall be assessed in the normal manner allowing for a “delayed penalty” and a change of possession prior to stopping play.

- (b) If the opposing goalkeeper has been removed from the ice and an obvious and imminent goal has been prevented by the fouled from behind provisions, then the Referee shall stop play and award a goal to the non-offending team.

Rule 617. Goals and Assists

(Note) It is the responsibility of the Referee to award goals and assists strictly in accordance with the provisions of this rule and their decision shall be final. In case of an obvious error in awarding a goal or an assist, corrections should be made promptly and no changes can be made to the official scoresheet once it has been signed by the Referee.

- (a) A goal shall be scored when the puck has completely crossed the goal line between the posts and under the cross bar. The player who has legally propelled the puck into the opponent's goal (or last attacking player to play the puck in cases where the puck entered the goal as a result of the actions of the defending team) shall be credited with the scoring of the goal.

Up to a maximum of two assists shall be awarded to those player(s) who had possession of the puck immediately prior to the goal being scored.

Only one point can be credited to any single player for a goal scored and each goal or assist shall count as one point in the respective player's record.

- (b) A goal shall be legally scored if:

- (1) The puck has been propelled into the goal by the stick of an attacking player provided it was done in accordance with rule 621 High Sticking.

- (2) The puck enters the goal as a result of any action by the defending team.
- (3) The puck shall have been deflected into the goal by striking any part of an attacking player.
- (4) The puck was legally propelled into the goal crease and not covered by the goalkeeper – making the puck available to another attacking player to propel into the goal.
- (5) The puck was directed into the goal using a skate as long as there was no distinct kicking motion.
- (c) A goal shall not be allowed if the following occurs:
 - (1) An attacking player kicks, using a distinct kicking motion, the puck directly into the goal or the kicked puck deflects off any player, including goalkeeper, prior to entering the goal.
 - (2) The puck has been thrown or deliberately directed into the goal by the attacking team by any means other than a stick, even if subsequently deflecting off any player, including goalkeeper, prior to entering the goal.
 - (3) The puck was deflected into the goal directly off an official.
 - (4) The puck entered the goal while an attacking player was positioned in the crease or interfering with the goalkeeper (see Rule 624 Interference).
 - (5) The puck has not completely crossed the goal line prior to the expiration of the period.
 - (6) The team scoring committed an infraction (prior to the goal scored) that is reported to the Referee by a Linesperson.
 - (7) No goal can be scored by a team who has a properly rostered player on the ice who has illegally entered the game, regardless as to how the goal is scored.
 - (8) The puck enters the attacking zone illegally.
 - (9) As otherwise specified in the Official Playing Rules.
- (d) During the delayed calling of a penalty, the offending team cannot score unless the non-offending team shoots the puck in their own net. This shall mean that a deflection off of an offending player or any physical actions by an offending player that may cause the puck to enter the non-offending team's goal, shall not be considered a legal goal. Whenever possible play shall be stopped before the puck enters the net and the signaled penalty assessed to the offending team.
- (e) It is the responsibility of the on-ice officials to determine if a goal has been scored at the end of a period regardless of the use of signaling devices.

Rule 618. Handling Puck with Hands

- (a) Play shall be stopped and a last play face-off shall occur any time a player (except the goalkeeper) closes their hand on the puck and does not immediately drop the puck to the ice.

A minor penalty for delay of game shall be assessed to any player, other than the goalkeeper, who picks the puck up from the ice with their hand(s) while play is in progress.

A penalty shot/optional minor penalty shall be awarded to the non-offending team any time a defending player, other than the goalkeeper, picks the puck up off the ice with their hand or holds the puck while play is in progress and the puck is in the goal crease. If this infraction occurs while the goalkeeper has been removed from the ice and prevents an obvious and imminent goal, a goal shall be awarded to the non-offending team.

(Note) For the purpose of this rule, the goal crease shall extend from the ice to the top of the cross-bar of the goal frame.

- (b) A player or goalkeeper shall not be allowed to “bat” the puck in the air, or push it along the ice with their hand, directly to a teammate unless the “hand pass” has been initiated and completed in their defending zone, in which case play shall be allowed to continue. If the “hand pass” occurs in the neutral or attacking zone, a stoppage of play will occur and a face-off will take place according to last play face-off rules provided no territorial advantage has been gained.

No goal can be scored as a result of the puck being propelled by the hand of an attacking player regardless if the puck enters the goal directly from the hand or deflects off of any player prior to entering the goal.

(Note) Should a player from one team attempt to “bat the puck” with a hand to a teammate and a member of the opposing team, having the opportunity to play the puck, chooses not to, the referee at their discretion may

stop play and the ensuing face-off will be at the nearest face-off location without giving the team who chose not to play the puck a territorial advantage.

- (c) Play shall be stopped and an end zone face-off taken when a goalkeeper holds the puck for more than three seconds while being pressured. If not pressured, after a warning by the Referee, a goalkeeper shall be assessed a minor penalty for delay of game.

If a goalkeeper catches the puck and throws it forward towards their opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be held at the nearest end face-off spot of the offending team.

Rule 619. Head-Butting

(Note) Head-butting shall be defined as the physical use of one's head in the course of delivering a body check (head first) in the chest, head, neck or back area or the physical use of the head to strike an opponent.

- (a) A minor plus misconduct penalty or a major plus a game misconduct penalty shall be assessed for head-butting an opponent.
- (b) A match penalty for reckless endangerment may also be assessed for head-butting.

Rule 620. Head Contact

(Note) Head Contact is the action of a player contacting an opponent in the head, face or neck with any part of the player's body, equipment or stick. The onus is on the player delivering the check to avoid placing a vulnerable or defenseless opponent in danger of potential injury.

- (a) A minor or major plus game misconduct penalty shall be assessed for head contact to an opponent.
- (b) A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of head contact or who intentionally or carelessly contacts an opponent in the head, face or neck.
- (c) A match penalty for reckless endangerment may also be assessed for head contact.

Rule 621. High Sticks

(Note) High sticking is the action where a player carries the stick above the normal height of the opponent's shoulders and makes contact with the opponent. A player must be accountable for being in control of their stick at all times.

- (a) A minor or major plus game misconduct penalty shall be assessed for high sticking an opponent.

No penalty shall be called if deemed to be accidental as the result of a normal wind-up or follow-through of a slap shot motion.
- (b) A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of high sticking, unless deemed to be accidental in which a double minor penalty may be assessed.
- (c) A match penalty for reckless endangerment may also be assessed for high sticking.
- (d) Batting the puck above the normal height of the shoulder with the stick is prohibited. When the puck is played above the height of the shoulders with the stick, play shall be immediately stopped and a face-off conducted at the spot that provides the least amount of territorial advantage to the team striking the puck, either where the puck was contacted illegally, or where it was last played by the offending team. If the attacking team is at fault and the play is stopped in the attacking zone, the ensuing face-off shall be moved to the nearest neutral zone face-off location unless:
 - (1) The puck is batted to an opponent who gains possession of the puck, in which case play shall continue, or
 - (2) A player of the defending team bats the puck into their own goal, in which case the goal is allowed.

(Note) Should the puck be batted above the height of the shoulders and a member of the opposing team, having the opportunity to play the puck, chooses not to, the referee at their discretion may stop play and the ensuing face-off will be at the nearest face-off location without giving the team who chose not to play the puck a territorial advantage.

- (e) When an attacking player causes the puck to enter the opponent's goal by contacting the puck above the height of the crossbar (four feet (4')), either directly or deflected off any player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick at or below the level of the crossbar and enters the goal, this goal shall be allowed. A goal scored as a result of a defending player striking the puck with their stick carried above the height of the crossbar of the goal frame into their own goal shall be allowed.

Cradling the puck on the blade of the stick (like lacrosse) above the normal height of the shoulders shall be prohibited and a stoppage of play shall result. If this is done by a player on a penalty shot or shoot-out attempt, the shot shall be stopped immediately and considered complete.

Rule 622. Holding an Opponent or Opponent's Facemask

(Note) Holding is the action of a player wrapping their arms around an opponent or uses a free hand to clutch, grab or hold the stick, jersey or body on the opponent. This includes wrapping one or both arms around the opponent along the boards in a manner that pins them against the boards and prevents them from playing the puck or skating, grabbing the opponent's body, stick or jersey with one or both hands, or using a free arm/hand to restrain or impede the opponent's progress.

- (a) A minor penalty shall be assessed for holding an opponent.
- (b) A minor penalty or a major plus game misconduct penalty shall be assessed to a player who grabs or holds the facemask of an opponent.

If the violation occurs during an altercation a major plus game misconduct penalty must be assessed.

- (c) A match penalty for reckless endangerment may also be assessed for grabbing or holding the facemask.

Rule 623. Hooking

(Note) Hooking is the action of impeding the progress of an opponent with a pulling or tugging motion by applying the blade of the stick to any part of an opponent's body or stick. A player cannot use their stick against an opponent's body (puck carrier or non-puck carrier) to gain a positional advantage.

Actions considered hooking include tugs or pulls on the body, arms or hands of the opponent that reduces space between the opponents; placing the stick in front of the opponent's body and locking on that impedes the opponent's progress or causes a loss of balance; a stick placed on the hand/arm that takes away the ability for the opponent to pass or shoot the puck with a normal amount of force.

- (a) A minor or major plus game misconduct penalty shall be assessed for hooking an opponent.
- (b) A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of hooking.
- (c) A match penalty for reckless endangerment may also be assessed for hooking.

Rule 624. Icing the Puck

(Note) For the purpose of this rule, the center line shall divide the rink in half and the point of last contact with the puck shall be used to determine whether a potential icing exists. "Icing the puck shall have been completed the instant the puck has completely crossed the goal line.

- (a) When a player of a team shoots, bats with the hand or stick or deflects the puck from their own half of the ice completely beyond the goal line of the opposing team, play shall be stopped and a face-off shall take place at an end zone face-off spot in the defending zone of the offending team with the attacking team choosing which side the face-off will be conducted.

(Note) If a team ices the puck during a delayed whistle as a result of a foul committed by the opposing team, the ensuing face-off shall take place at a neutral zone face-off spot nearest the defending zone of the team icing the puck.

However, if the puck has entered the goal as a result of a legal action by the team shooting the puck, the goal shall be allowed.

- (b) Icing shall be nullified if any of the following conditions have been met:
- (1) An attacking player, who is onside at the blue line and with no opponent between them and the goal line and who is clearly in a position to be the first player to touch the puck, icing shall not be called. This decision by the Official shall be made no later than the first player reaching the end zone face-off spot.
 - (2) A slow moving puck does not cross the goal line prior to opposing players in a tight foot race reaching the end zone face-off spots.
 - (3) Should the opposing goalkeeper leave their crease and/or feign playing the puck during a potential icing situation, icing shall not be called and play shall be allowed to continue.
(Note) The purpose of this section is to enforce continuous action and the On-Ice Officials should interpret and apply the rule to produce this result. Linespersons should NOT penalize a goalkeeper, who is in the act of playing goal.
 - (4) The offending team is shorthanded (below the on-ice numerical strength of their opponent) when the puck is shot. The determination is made at the time the penalty expires and if the puck was shot prior to the penalty time expiration, regardless as to the position of the penalized player, no icing shall be called.
 - (5) The puck is shot by an attacking player and rebounds off of the body or the stick of a defending player on their defensive half of the center red line.
 - (6) The puck travels the length of the ice as a result of either player participating in a face-off.
 - (7) The puck touches any part, including stick, skates or body, of an opposing player prior to crossing the goal line.
 - (8) If, in the opinion of the Linesperson, an opposing player – except the goalkeeper – has an opportunity to play the puck, and has not done so, prior to the puck crossing the goal line.
- (c) A team that is in violation of this rule shall not be permitted to make any player substitutions prior to the ensuing face-off. However a team shall be permitted to make a player substitution to replace a goalkeeper that had been substituted for an extra attacker, to replace an injured player or goalkeeper, or when a penalty had been assessed which affects the on-ice strength of either team. The determination of players on the ice will be made when the puck leaves the offending team's stick. If either team elects to call a time-out following an icing the offending team shall not be allowed to change any of the players that were on the ice at the time the icing occurred.
- (d) If the Officials shall have erred in calling an "icing the puck" infraction (regardless of whether either team is shorthanded) a face-off shall occur at the center ice face-off spot.
- (e) During an icing situation, any player who makes unnecessary contact with an opponent shall be assessed a minor or major penalty plus a game misconduct penalty. This may also be treated under Rule 602 (Attempt to Injure or Deliberate Injury of Opponents).

Rule 625. Interference

(Note) Interference is defined as when a player uses their body ("pick" or "block") to impede the progress of an opponent (non-puck carrier) with no effort to play the puck, maintain normal foot speed or maintain an established skating lane.

- (a) A minor penalty shall be assessed for interference. This includes the following actions which shall be penalized under this rule:
- (1) Providing a protective screen and limiting the opportunity for an opposing player to apply pressure to a teammate in possession or control of the puck.
 - (2) Making no attempt to play the puck while facing-off and instead plays the body of the opponent.
 - (3) An attacking player who no longer has possession or control of the puck initiates contact with the defending player in an effort to obstruct their ability to play the puck or an opponent.
 - (4) A defending player who changes their skating lane or foot speed in an effort to play the body of an opponent who is no longer in control of the puck.
 - (5) Deliberately knocking the stick out of an opponent's hand.
 - (6) Preventing an opponent who has dropped their stick or any other piece of equipment from retrieving it.
 - (7) Shooting, throwing or directing any object (equipment, broken stick, etc.) that may be on the ice in the direction of an opponent in an attempt to distract them.

- (8) Any player who makes physical contact, using their stick or body, in a manner that interferes with the movement of the goalkeeper, unless otherwise specified in the rules.
- (9) Any player on the players' or penalty bench who interferes, in any manner, with the movement of the puck or any opponent on the ice while play is in progress.
- (b) A face-off shall be conducted at the nearest neutral zone face-off spot any time an attacking player stands, holds their stick, or skates through the goal crease provided the puck is in the attacking zone, the attacking team has possession of the puck and the goalkeeper is in contact with the crease.

No goal may be scored with an attacking player in the goal crease unless the puck has preceded the player(s) into the goal crease or the goalkeeper is out of the goal crease area.

However, if the attacking player has been physically interfered with by the actions of a defending player that causes them to be in the goal crease, play shall not be stopped and any legal goal scored shall be allowed.

(Note) The goal crease area shall include all the space outlined by the semi-circular crease lines (including crease lines) and extending vertically to the level of the top of the goal frame.

- (c) A minor penalty shall be assessed to a goalkeeper who intentionally leaves their stick, or any portion of their stick, in front of the goal.

A goal shall be awarded to the non-offending team if the puck shall hit the stick and prevent an obvious and imminent goal, regardless as to whether the goalkeeper is on the ice, in the act of leaving the ice or off the ice.

Rule 626. Interference by or with Spectators

- (a) Play shall be stopped and a last play face-off will occur if any objects are thrown onto the ice that interferes with the progress of the game.
- (b) Play shall be stopped and a last play face-off will occur any time a player is being physically interfered with by a spectator, unless their team is in possession of the puck in which case play shall be stopped upon completion of the play.

(Note) The Referee shall report all incidents pertaining to this rule to the Proper Authorities who shall have full power to take further disciplinary action as deemed appropriate.

Rule 627. Kicking Opponent or Puck

(Note 1) Kicking is the action of a player deliberately using their skate(s) with a kicking motion to propel the puck or to contact an opponent.

(Note 2) A "push-off" with the skate is defined as the action where a player uses their skate(s) in a non-kicking motion to make contact with the opponent.

- (a) A major plus a game misconduct penalty shall be assessed to any player or goalkeeper who uses their skate to "push off" an opponent.
- (b) A Match penalty shall be assessed to any player or goalkeeper who kicks, attempts to kick or recklessly endangers an opponent by kicking.
- (c) Kicking the puck shall be permitted provided the puck is not kicked, using a distinct kicking motion, by an attacking player and entered the goal either directly or after deflecting of any player including the goalkeeper.

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

Rule 628. Kneeing

(Note) Kneeing is the act of a player leading with or extending their knee outwards for the purpose of making contact, or attempting to do so, with the opponent.

- (a) A minor or major plus game misconduct penalty shall be assessed for kneeing an opponent.
- (b) A major plus game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as the result of kneeing.
- (c) A match penalty for reckless endangerment may also be assessed for kneeing.

Rule 629. Leaving the Players' Bench or Penalty Bench

- (a) A major plus a game misconduct penalty shall be assessed to the first player who leaves the players' bench or the penalty bench during an altercation or for the purpose of starting an altercation. Any subsequent players who leave the player's or penalty bench during an altercation shall be assessed a game misconduct penalty. These penalties are in addition to any other penalties that may be assessed during the incident.

Substitutions made prior to the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.

For purposes of this rule, an altercation is considered to be concluded when the referee enters the referee's crease or, in the absence of penalties, signals a face-off location.

The first player of each team to leave the players' or penalty bench during an altercation or for the purpose of starting a fight or an altercation, shall incur an automatic one-game suspension. This penalty is in addition to any other penalty they may be assessed.

(Note 1) The automatic suspensions incurred under this sub-section in respect to regular-season games shall have no effect with respect to violations during play-off games.

(Note 2) This action is extremely detrimental to the game and players whose intent is to start an altercation or join an altercation that is in progress will receive significant supplemental discipline.

Any other players who are assessed a game misconduct penalty under this section shall incur an automatic two-game suspension. This penalty shall be doubled with each subsequent violation.

Any player who incurs a second penalty under this sub-section in the same season shall be suspended automatically for the next two games of their team. The suspension shall be doubled with each subsequent violation. In play-off games, any player receiving a game misconduct penalty shall be suspended for the next play-off game of their team.

In addition, any team whose players leave the players' bench or penalty bench during an altercation may be subject to a fine not to exceed one thousand dollars (\$1,000) per occurrence per team and may also be subject to a fine of up to two hundred fifty dollars (\$250) per player involved (up to a maximum of five per team).

If a team's player(s) leave the players' or penalty bench during an altercation, the head coach and assistant coaches of the offending team may be suspended for up to three games for the first offense during a season. This suspension shall double with each subsequent violation during the same season. In addition, the head coach and assistant coaches may also be fined up to one thousand dollars (\$1,000) per occurrence. This fine is in addition to any other fines that may be assessed.

In playoff games, any player under this subsection shall be automatically suspended for one game if they leave the players' or penalty bench during an altercation.

- (b) No penalized player may leave the penalty bench except on the expiration of their penalty or at the end of a period.

A minor penalty shall be assessed to any player who leaves the penalty bench before their penalty has expired, unless it resulted from an error by the Penalty Timekeeper. In all situations, the player shall serve the remaining penalty time. If a Penalty Timekeeper error occurred, no additional minor penalty assessed.

(Note) In all cases where a penalized player has left the penalty bench prematurely, whether the result of penalty timekeeper error or not, the penalty timekeeper shall note the time and verbally alert the officials who shall stop play when the offending team gains possession of the puck.

- (c) If a player illegally enters the game either from the players' bench or penalty bench (Timekeeper error or not), any goal that is scored by the offending team while they are illegally on the ice shall be disallowed. However, all penalties assessed to either team shall be served in the normal manner.

A penalty shot/optional minor penalty shall be awarded to the non-offending team any time a player who is on a breakaway (see Glossary) is interfered with, in any manner, by an opposing player who has illegally entered the game.

- (d) A bench minor penalty to the team, or a game misconduct penalty to the team official, or both, shall be assessed when any team official enters the ice surface after the start of the period and prior to its end without the permission of the Referee. If any club executive or manager gets on the ice after the start of a period and before that period has ended without the permission of the Referee, the offending team shall be subject to a fine up to three thousand dollars (\$3,000).

(Note) Any incident involving a team official entering the ice surface without permission during the course of a game shall be reported to the Proper Authorities for further disciplinary action.

Rule 630. Offside

- (a) Offside occurs when players of an attacking team precede the puck into the attacking zone.

The position of the player's skates and the position of the puck relative to the blue line are determining factors for an "offside" violation. The position of the player's stick shall not be considered in all instances deciding offside. A player is considered "offside" when the player does not have skate contact with any part of the Neutral Zone or the vertical plane of the blue line when the puck crosses the determining edge of the blue line. The "determining edge" of the blue line shall be defined by an invisible vertical plane, extending from the leading edge of the blue line indefinitely upwards. If an attacking player's skate does not completely cross the determining edge of the blue line prior to the puck, they shall be considered "on-side" for the purpose of this rule.

(Note) The blue line is always considered to be part of the zone in which the puck is in. Therefore, when the puck is entering the attacking zone, the "determining edge" of the blue line shall be the edge closest to the attacking goal. Therefore, the determination as to whether an "offside" has occurred will only take place at the moment the puck has completely crossed the determining edge into the attacking zone. A player only needs to have skate contact with one skate with the blue line to be considered "onside."

- (b) A player who is actually in control of the puck prior to entering the attacking zone and precedes the puck into the zone is not considered "offside."

Offside shall be waived if a player legally carries or passes the puck back into their own defending zone while a player of the opposing team is in the defending zone.

- (c) Any time the puck is carried into the attacking zone creating an offside play, play shall be stopped and a face-off conducted at the nearest neutral zone face-off spot.

Any time the puck was passed or shot into the attacking zone and creates an offside play, play will be stopped and the face-off will take place at the nearest last play face-off location where the pass or shot originated.

Any time, in the opinion of the official, a player has created an intentional offside play, play shall be stopped and a face-off conducted at the nearest end zone face-off spot in the defending zone of the offending team.

(Note) An intentional offside is one which is made for the purpose of deliberately securing an immediate stoppage of play or when an offside play is made under conditions where there is no effort made or possibility of completing a legal play.

- (d) The official shall signal a delayed offside if an attacking player proceeds the puck into the attacking zone and a defending player is able to play the puck at or near the blue line. The delayed offside will be nullified if:

- (1) The puck were to exit the attacking zone.
- (2) All attacking players are simultaneously clear of the attacking zone by making skate contact with the blue line, at the same instant.

(Note) The invisible vertical plane of the blue line is not a factor in simultaneously clearing the attacking zone. Skate contact with the blue line must be made.

If any of the following conditions are met, play shall be stopped and a face-off conducted according to sub-section (c) of this rule:

- (1) An attacking player touches the puck.
 - (2) An attacking player attempts to gain possession of the puck or continues to apply pressure to the defending puck carrier.
 - (3) The puck enters the goal.
- (e) If the official shall have erred in stopping play for an offside infraction, the face-off shall take place at the nearest neutral zone face-off spot to where play was stopped.

Rule 631. Puck Out of Bounds or Unplayable

- (a) Any time the puck goes outside the playing area, strikes any obstacles above the playing surface other than boards or shielding, or becomes unplayable due to a defect in the playing rink, play shall be stopped and a last play face-off conducted.
- (b) Play shall be stopped immediately if the puck comes to rest in the netting on top of the goal frame.

Play shall be stopped and deemed unplayable if the puck becomes lodged in the netting outside of either goal and neither team is able to dislodge the puck within three seconds.

- (c) Play shall not be stopped if the puck comes to rest on top of the boards surrounding the playing area and is legally played by a hand or stick or if the puck strikes an official anywhere on the rink.
- (d) If the puck is accidentally shot or deflected out of play, or onto the goal netting, a last play face-off will occur in the zone where the puck was shot or the deflection occurred.
- (e) Should the puck strike the curved glass located at the end of either players' bench, play shall be stopped when observed by any of the on-ice officials. The ensuing face-off shall be determined as if the puck went outside of the playing area.

Rule 632. Puck in Motion or Out of Sight

- (a) The puck must be kept in motion at all times and play shall not be stopped for a frozen puck (other than goalkeeper) unless a scramble takes place where a player falls on or is knocked down on the puck.

(Note) The Referee should be aware of all circumstances and may stop play along the boards to avoid any unnecessary contact surrounding the puck.

When a stoppage of play occurs, the face-off shall take place at the point where play was stopped according to the last play face-off rules.

- (b) A minor penalty for delay of game shall be assessed to any player who intentionally falls on the puck causing a stoppage of play.

A minor penalty for delay of game shall be assessed to any player(s), including a goalkeeper, who holds or freezes the puck along the boards or goal frame in any manner causing a stoppage of play.

- (c) Play shall be stopped immediately if a puck, other than the one officially in play, shall appear on the playing surface and interferes with the progress of the game.

Rule 633. Refusing to Start Play

- (a) With both teams on the ice, after the game has started, a team for any reason refuses to play after being ordered to do so by the Referee, the Referee shall warn the captain and allow the team 15 seconds to resume play.

A bench minor penalty for delay of game shall be assessed to the offending team who still refuses to start play and if the same team refuses to continue play, the Referee shall suspend the game and assess a gross misconduct penalty to the responsible team official(s).

- (b) A bench minor penalty for delay of game shall be assessed to the offending team if, prior to the start of the game or start of a period, one team fails to go onto the ice promptly when ordered to do so by the Referee.

A gross misconduct penalty shall be assessed to the responsible team official(s), and the game suspended, if the same team fails to go onto the ice and start play within five minutes.

(Note) In any instance when this rule is applied, the Referee is required to report the incident to the Proper Authorities for further disciplinary action. Any team refusing to start play may be subject to a fine not to exceed one thousand (\$1,000) plus financial losses incurred by the non-offending team.

Rule 634. Slashing

(Note) Slashing is the act of a player swinging their stick at an opponent, whether contact is made, or not. Any forceful chop with the stick on an opponent's body or opponent's stick, on or near the opponent's hands, shall be considered slashing.

- (a) A minor or major plus game misconduct penalty shall be assessed for slashing an opponent.
- (b) A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of slashing.

(Note) Referees are instructed to penalize any player who swings their stick at any opposing player (whether or not contact is made) or makes a wild swing at the puck with the intention of intimidating the opponent.

- (c) A match penalty for reckless endangerment may also be assessed for slashing.

- (d) Any player who swings their stick at another player in the course of an altercation shall be assessed a minor or major plus game misconduct or a match penalty. This is in addition to any other penalties that may be warranted under the fighting rule (Rule 615).
- (e) A minor penalty shall be assessed to any player who makes stick contact with an opposing goalkeeper while they are in their goal crease and who has covered or caught the puck, regardless of whether or not the Referee has stopped play.

Rule 635. Spearing

(Note) Spearing is the act of poking, stabbing, or attempting to poke or stab an opponent with the tip of the blade of the stick while holding the stick with one or both hands.

- (a) A minor plus misconduct penalty or a major plus a game misconduct penalty shall be assessed for spearing an opponent.

The minor plus misconduct penalty option may only be assessed for an attempted spear where no contact with the opponent is made.

- (b) A match penalty for recklessly endangering an opponent may also be assessed for spearing.

Rule 636. Start of Game and Time of Game/Time-Outs

- (a) The game shall start at the scheduled time with a face-off conducted at the center ice face-off spot. The maximum length of a game shall be three 20-minute periods with a 15-minute intermission, allowing for an ice resurface between each period. Each period shall start promptly at the end of the intermission with a face-off conducted at the center ice face-off spot.

No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation unless consented to reasonably in advance by the visiting team.

Should a game be delayed by two and one-half hours at the start of the game or by two hours during the actual playing time, because of conditions beyond control (i.e., bus problems, road conditions, playing conditions, etc.), the Referee shall have the authority to suspend the game after conferring with both teams. The circumstances surrounding the incident shall be immediately reported to the League. It is recommended that a Junior game not start after 9:45 p.m.

- (b) During the pre-game warm-up (not less than 12 and no more than 15 minutes – recommended time is 15 minutes) and before the commencement of play in any period, each team shall confine its activity to its own half of the rink. Any player crossing the center red line during warm-ups, or any player who shoots a puck at an opponent or in direction of the opponent's goal, before the game and between periods will receive a minor penalty. The Referee is instructed to strictly enforce this rule.

At the conclusion of the warm-up period and at the end of each period, all players are required to promptly leave the ice surface. A failure to exit at the conclusion of the warm-up period shall result in a bench minor penalty to the offending team. If the officials believe that players of both teams are purposely staying on the ice together in order for coincidental bench minor penalties to be assessed, then in lieu of the bench minor penalties, the officials may assess both offending players a misconduct penalty.

- (c) Three minutes prior to the start of the game and each period, each team shall be notified so they can return to the ice in time to start the game promptly at the conclusion of the intermission. It is recommended that the intermission time be placed on the game clock in an effort to keep teams and spectators informed.

Any team that has not returned to the ice, without proper justification, and is prepared to play at the conclusion of the intermission (0:00 on the clock) shall be assessed a bench minor penalty for delay of game.

- (d) Each team shall defend the goal closest to its bench for the start of the game unless the benches are on the opposite side of the ice. Then the home team shall choose which end to defend. The teams shall switch ends for the start of each subsequent period.

The home team shall enter the ice surface first and if both teams are to leave the ice through a common exit, it is recommended that the team whose players are closest to the exit shall leave the ice first.

- (e) If in the opinion of the Officials, conditions are more favorable at one end of the rink, the officials may have the teams change ends at the midway point of the third period and during each overtime period so each team has an equal opportunity to play with the advantage. This changing of ends should occur at the exact midpoint of the period.

If any unusual delay occurs in the first or second periods, the Officials may order the next regular intermission to be taken immediately. The remainder of the period will be completed upon the conclusion of the intermission with the teams defending the same goals. At the conclusion of that period, the teams will change ends and resume play for the next period without any delay.

If in the opinion of the officials, the playing conditions (such as ice conditions, broken boards/glass or weather) become unsatisfactory during the course of the game, the game may be suspended and the conditions reported to the Proper Authorities.

- (f) Each team is permitted one time-out of 60 seconds duration during the game whether in regulation play or overtime. For time curfew games, no time-outs shall be permitted.

Time-outs must be requested during a stoppage of play prior to the conclusion of the line change procedure. If a team were to request to use their time-out during the same stoppage of play, this request must be made prior to the conclusion of the first time-out.

Either team may use a time-out for the purpose of warming up their goalkeeper. However, no more than four pucks per team shall be allowed for this purpose.

Time-outs may only be used prior to a shoot-out or penalty shot to warm-up the goalkeeper who must face at least one shooter.

Non-penalized skaters and goalkeepers may proceed to their respective players' bench during any time-out.

- (g) There shall be no handshake at the end of any regular season or play-off game until the play-off series has been concluded.

Rule 637. Throwing Stick/Object

- (a) A minor penalty shall be assessed to any player on the ice who shoots or throws any portion of a stick or any other object in the direction of the puck.

(Note) When a player discards the broken portion of a stick by tossing it to the side of the rink (and not over the boards) in such a way as will not interfere with play or an opposing player, no penalty shall be assessed.

However, a penalty shot/optional minor penalty shall be awarded to the non-offending team if a stick or any other object is shot or thrown at the puck in the offending team's defending zone. The Referee shall allow the immediate play to be completed and provided no goal is scored, the penalty shot/optional minor is awarded to the player who was in possession or last in possession of the puck. If the player fouled is not readily identified, the Captain of the non-offending team shall select the player to take the penalty shot from those players who were on the ice at the time the infraction occurred.

- (b) A penalty shot/optional minor penalty shall be awarded to the non-offending team any time any portion of a stick or other object is shot or thrown from the playing surface or team bench at an opponent during a breakaway. The Referee shall allow the immediate play to be completed and provided no goal is scored, the penalty shot/optional minor is awarded to the player who was in possession of the puck.

For the purpose of this rule a "breakaway" is defined as follows: A player who is in control of the puck (see Glossary), is beyond their defending blue line with no opponent between them and the goalkeeper.

A goal shall be awarded to the non-offending team if the goalkeeper has been removed from the ice and the stick or other object is thrown or shot in the direction of the puck and prevents an obvious and imminent goal.

- (c) A misconduct penalty shall be assessed to any player who throws any portion of their stick or any other object outside of the playing area. A game misconduct penalty shall be assessed if done in protest of an official's decision or if thrown at or in the direction of a spectator.

Rule 638. Tied Games

- (a) During regular season, if the score is tied at the end of three periods and the game must be played until there is a winner, the following shall take place:

(Note) Each League may make their own rules regarding overtime during exhibition and regular season games.

- (1) A 2-minute rest period will occur.
- (2) The teams shall change ends.
- (3) A 5-minute period shall be played with each team having four skaters on the ice.

- (4) The game will be completed once either team scores a goal (sudden victory) and that team shall be declared the winner. If no goal is scored, the same procedure shall be repeated.
- (5) Should the score remain tied after the overtime period there shall be a shoot-out commencing one (1) minute following the overtime period.

(Note) Standard penalty shot rules shall govern the shots taken during the shoot-out.

- (6) Teams will not change ends.
- (7) Each individual league will pre-determine the number of shooters from each team that shall participate in the shoot-out, alternating with the home team shooting last until a decisive goal is scored. Should the score be tied at the end of the pre-determined number of players shooting, a sudden death shoot-out (each team attempting one shot) will continue until a winner is determined. All eligible players must shoot before a player can shoot a second time during the shoot-out.
- (8) Should a player shooting in a shoot out commit an infraction against the opposing team goalkeeper they shall be assessed a game misconduct and the goal shall not be allowed.
- (9) Should a player commit an infraction against a member of the opposing team they shall be assessed a game misconduct.
- (10) Should any player be found using illegal equipment during a shoot out, their team shall be fined up to three hundred dollars (\$300).

(Note) During any overtime period a team shall be permitted to pull its goalkeeper in favor of an additional skater. However, should the team lose the game during the time in which their goalkeeper has been removed from the ice, it forfeits the automatic point gained because of the tie at the end of regulation play, except if the goalkeeper has been removed during a delayed penalty signaled against their opponent. Should the goalkeeper proceed to their players bench for an extra attacker during a delayed penalty signaled against the opposing team, and should a player of the non-offending team shoot the puck directly into their own goal, the game shall be completed and the opposing team declared the winner.

- (b) During play-offs and National Championships, if at the end of three periods the score is tied, the following shall take place:
 - (1) Teams shall return to their dressing room and the ice shall be resurfaced.
 - (2) Teams shall change ends.
 - (3) A 20-minute period shall be played.
 - (4) The game shall terminate upon a goal being scored and the team scoring declared the winner. If no goal is scored, the same procedure as above shall be repeated until a winner has been determined.
- (c) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- (d) If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

(Note) USA Hockey sanctioned Junior Leagues may make their own rules regarding overtime for games under their jurisdiction.

Rule 639. Tripping/Clipping/Leg Checking/Slew Footing

(Note) Tripping is the act of placing a stick, knee, foot, arm, hand or elbow in such a manner that causes their opponent to lose balance or fall.

(Note 2) Clipping is the act of deliberately leaving the feet or lowering the body for the purpose of making contact with the opponent at or below the knees.

(Note 3) Leg Checking is the act of extending the leg from the front or from behind for the purpose of tripping the opponent.

(Note 4) Slew Footing is the act of a player using their leg or foot to knock or kick an opponent's feet from under them. This is done by pushing an opponent's upper body backward with an arm or elbow and at the same time using a forward motion of their leg causing the opponent to fall to the ice.

- (a) A minor or major plus game misconduct penalty shall be assessed under this rule for any actions described above.

(Note 1) However, no penalty shall be assessed under this rule if, in the opinion of the Referee, the player was clearly hook-checking or poke-checking the puck for the purpose of gaining possession.

(Note 2) When a player leaves their feet and slides into an opponent, thereby causing them to fall, a penalty for tripping must be called regardless of who gains possession of the puck. However, if an attacker is on a "breakaway" and the defender plays the puck prior to taking an attacker down, then tripping must be called and not a Penalty Shot. The only exception is when a player drops to their knees to block a shot and their momentum carries them into the player shooting the puck, causing the to fall. In that event, no penalty is to be assessed.

- (b) A major penalty plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of tripping, clipping, leg-checking or slew footing.

The minimum penalty to be assessed for slew footing is a major plus game misconduct penalty.

- (c) A match penalty for reckless endangerment may also be assessed under this rule.

Rule 640. Unnecessary Roughness (Roughing)

(Note 1) Roughing shall be considered any act where a player uses unnecessary force to push or shove an opponent or makes avoidable physical contact (non-body check) with an opponent after the whistle.

(Note 2) Under this rule, a penalty for roughing should also be assessed to a player who uses their hands, arms or stick in a careless or reckless manner while delivering a check, or delivers an avoidable body check to an opponent after the whistle or who is no longer in control of the puck. The onus is on the player delivering the check to avoid placing a vulnerable or defenseless opponent in danger of potential injury.

- (a) A minor or double minor penalty shall be assessed to any player who is deemed guilty of unnecessary roughness (roughing) as outlined in Note 1 above.

Any action warranting a major penalty under this rule shall be assessed under Rule 615 (Fighting).

- (b) A minor or major plus game misconduct penalty shall be assessed to any player who delivers an avoidable body check to a vulnerable or defenseless opponent who is no longer in control of the puck.

A player who has released a shot or pass is no longer considered to be in control of the puck. They are considered to be vulnerable or defenseless and are not eligible to be body checked.

- (c) A minor or major plus game misconduct penalty shall be assessed to any player who makes avoidable physical contact with an opponent after the whistle.
- (d) A minor or major plus game misconduct penalty shall be assessed to any goalkeeper who body checks an opponent.
- (e) A major plus game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of subsections (b), (c) or (d) of this rule.
- (e) A match penalty for reckless endangerment may also be assessed under sub-sections (b), (c) and (d) of this rule.
- (f) Should a goalkeeper use their blocker (waffle) to hit their opponent, they shall be assessed a match penalty.

Rule 641. Video Review

- (a) All Junior Leagues may, at their discretion, install and maintain a video review system that can be used for a multitude of purposes. Such purposes may include, but not be limited to, review of the legality of goals, corrections to the time of the game and review of penalties.



APPENDICES

Junior Hockey Casebook
Summary of Face-Off Locations
Rule References

⇒ Situation 1

What must a player on the ice do if their helmet comes off during play?

A player, on the ice, whose helmet comes off during play and continues to participate in play shall be assessed a minor penalty unless the player either:

- (a) Exits the playing surface immediately by returning to their players' bench, or
- (b) Immediately and properly replaces their helmet back on their head with the chin strap properly fastened.

If they go to their players' bench to be substituted for, they may not return to the playing surface unless they are wearing a properly fastened helmet (nor may a player exit the penalty bench during play unless they are wearing a properly fastened helmet).

If the goalkeeper's helmet comes off during play, the play shall be stopped immediately. A minor penalty shall be assessed to any goalkeeper who purposely removes their helmet during play unless in the course of a breakaway in which case a penalty shot/optional minor shall be awarded.

For violation of this rule a minor penalty shall be assessed. Rule Reference Junior Rulebook 304(e).

⇒ Situation 2

With both goalkeepers in goal, when should the Referee award a goal when the goal is displaced?

There are three conditions that must be met. They are:

- (1) The goal was either accidentally or deliberately displaced by a defending team player or goalkeeper.
- (2) There was not enough time for the Referee to stop play for a displaced goal before the shot was taken.
- (3) The puck would have undoubtedly entered the goal had the goal not been displaced.

This is usually a last ditch effort by the defending team to prevent a goal from being scored. If, in the judgment of the Referee, the attacking team would have scored had the goal not been displaced, a goal must be awarded. Rule Reference Junior Rulebook 610(e).

⇒ Situation 3

What action should the referee take when the goalkeeper loses one of their gloves during play?

Keeping safety as the primary consideration, the referee should stop play whenever the goalkeeper loses a glove and is in a vulnerable position UNLESS there is an imminent scoring opportunity in which play should be allowed to continue until the imminent scoring opportunity has passed.

If the Referee judges the goalkeeper has deliberately removed any equipment during play they should assess the offending goalkeeper a 'delay of game' minor penalty. Rule Reference Junior Rulebook 610(f).

⇒ Situation 4

In determining whether a legal goal has been scored as a result of 'playing the puck with a high stick', what is the determining factor?

When the puck is played with a high stick, the determining factor will be the point of puck contact with the stick. If the contact point is at a place on the stick that would be at or below the height of the crossbar (4 feet) then it shall be considered a legal play/goal. Rule Reference Junior Rulebook 621(d).

⇒ Situation 5

A white team player A1 shoots the puck from their defending side of the center red line into their attacking zone while one of their teammates, player A2, is offside at the top of the end zone face-off circle. The back linesperson raises their arm for a potential icing on the white team and the front linesperson raises their arm for the delayed offside at the blue line. What is the proper call?

The outcome of this situation rests with the actions of the offside white player A2. If white player A2 continues to pursue the puck or does not make any effort to tag-up and clear the zone then the play will be stopped when that determination is made and the offside infraction will be enforced. Remember that the white player A2 is illegally in the attacking zone and therefore is not eligible to play or pursue the puck until they tag-up and the delayed offside is nullified. Rule Reference Junior Rulebook 624(b.1) and 630(d.2).

If the offside white player A2 tags-up and clears the zone, then the delayed offside is nullified and play continues with the potential icing call using the hybrid icing criteria.

⇒ Situation 6

The puck/play is deep in the white team's end zone. A white team player shoots a hard shot down the ice. The back linesperson signals a potential icing situation. The front linesperson pursues the puck as it crosses the blue team's blue line towards the goal line. The puck crosses the goal line and deflects off the end wall and angles towards the crease. The blue team's goalkeeper, at that end, has dropped to their knees to protect the post that the puck is heading towards. The nearest players (defending or attacking) are just crossing the blue line when the blue team's goalkeeper freezes the puck in their crease because the puck has traveled into their crease and they see an attacking player converging on them. Is this icing under the hybrid icing rule?

This situation could be viewed as an exception to the hybrid icing rule. In this situation, when the blue team's goalkeeper decides to play the puck all of the conditions for hybrid icing to be called have not been met therefore there is no icing and a face-off should take place at the appropriate end zone face-off spot nearest the blue team's goalkeeper. Rule Reference Junior Rulebook 624(b).

⇒ Situation 7

Late in the third period, the losing team has established possession in their attacking zone (can be expecting the goalkeeper to be pulled soon for extra attacker). There is a quick turnover, and the puck is shot down the bench side for what would clearly be icing. As the back linesperson turns to look down ice (also on bench side), they see the goalkeeper is out of their crease and stopped at around their own end zone face-off spot. The Linesperson immediately waves off icing, and the goalkeeper goes back to their net. The linesperson quickly realizes that the goalkeeper was already on their way to the bench for the extra attacker and was not coming out for reason of playing the puck. Play is allowed to continue with the waved icing, because the goalkeeper was out of their crease. Is this the correct call?

What if the icing had been shot from the other side of the ice and the goalkeeper had been skating to the bench away from the puck?

In this situation no matter which side of the ice the puck is shot down, the back linesperson must have total ice surface awareness and understand the circumstances of the game. When the linesperson observes the goalkeeper leaving their crease they must use their judgment to determine if the goalkeeper is going to their bench for an additional attacker or to play the puck. If the linesperson determines that the goalkeeper is going to the bench to be substituted for another attacker then the icing should remain in effect. If the goalkeeper, on their way to the bench, makes any motion to play or feign playing the puck then the icing should be waved and play allowed to continue. Rule Reference Junior Rulebook 624(b).

⇒ Situation 8

Both teams are lined up ready to begin the game. The referee is preparing to drop the opening puck. The visiting team coach realizes that they have the wrong starting line up on the ice. To prevent a possible penalty, they call a time out to change the players. Can a team call this time out?

Yes, the team can use its one timeout to correct this error in the starting line-up. No more time outs shall be granted to that team during the game. Rule Reference Junior Rulebook 636(f).

⇒ Situation 9

After a mutually agreed upon fight, one of the players removes their helmet while leaving the ice (to the penalty bench or locker room). What is the correct penalty?

A Game Misconduct. Rule 615(g).

Even though the fight is over, all players must keep their helmets on their head for safety. The only exceptions to this rule are if a player is cut or injured in a way that leaving the helmet on makes it impossible to see or they take their helmet off because it is not sitting correctly on their head. In this case, the player must return the helmet to their head as quickly as possible.

⇒ Situation 10

A player, on the attacking side of the center red line, shoots the puck from the neutral zone into the attacking zone. However, the shot is high and without any sort of deflection leaves the ice surface over the defending team's goal. Where is the face-off?

Nearest Neutral Zone Face-off Spot. Rule 631(d).

In this situation the face-off will be held at the nearest neutral zone face-off location as determined by the rules. Even though the puck leaves the ice in the attacking zone, the last time the puck touched or deflected was in the neutral zone.

SUMMARY OF FACE-OFF LOCATIONS

Center Ice Spot

612(a), 205(c)	Premature goalkeeper substitution (normal)
612(a)	Goal scored
612(a)	Start of game and periods
612(b,g)	Last play face-off location – nearest spot
624(d)	Icing error by officials

Neutral Zone Spot

612(h3)	Coincident icing and delayed penalty
612(c)	Stoppage by attacking player in Attacking Zone
612(c)	Attacking team makes puck unplayable
612(d)	Gathering of players
621(d)	High-sticked puck by attacking team in attacking zone
625(b)	Goal crease violation
630(c)	Puck carried offside
630(e)	Offside error by officials

End Zone Face-Off Spot

406(c)	Unsuccessful penalty shot attempt
409(a), 612(h)	Penalty to offending team resulting in short-handed situation – attacking team chooses side
612(b)	Last play face-off between end spots and end boards
612(c)	Puck leaves rink in end zone
612(f)	Goal illegally scored off official
618(c)	Goalkeeper throws puck forward
621(d)	High-sticked puck by defending team in defending zone
624(a)	Icing – attacking team chooses side
630(c)	Intentional offside

Last Play Face-Off

205(c)	Premature goalkeeper substitution (exception)
612(b)	Fouls by players on both sides simultaneously
618(b)	Hand pass
621(d)	Playing puck with high-stick in neutral zone
626(b)	Interference by or with spectators
630(c)	Puck passed offside
631(a)	Puck strikes overhead obstruction/rink defect
632(a)	Stalled puck between opposing players
632(a)	Puck out of sight of Referee

RULE REFERENCES

Abuse of Officials and Other Misconduct	Section 6.....	Rule 601
Adjustment to Clothing and Equipment.....	Section 3.....	Rule 309
Aggressor.....	Section 6.....	Rule 615
Appointment of Officials.....	Section 5.....	Rule 501
Attempt to Injure/Reckless Endangerment.....	Section 6.....	Rule 602
Boarding	Section 6.....	Rule 603
Body Checking (Competitive Contact Categories.....	Section 6.....	Rule 604
Broken Stick	Section 6.....	Rule 605
Butt-Ending	Section 6.....	Rule 606
Calling of Penalties	Section 4.....	Rule 409
Captain of Team.....	Section 2.....	Rule 202
Change of Players.....	Section 2.....	Rule 205
Charging	Section 6.....	Rule 607
Checking from Behind.....	Section 6.....	Rule 608
Clipping.....	Section 6.....	Rule 639
Composition of Teams.....	Section 2.....	Rule 201
Cross-Checking	Section 6.....	Rule 609
Dangerous Equipment.....	Section 3.....	Rule 305
Delayed Penalties	Section 4.....	Rule 408
Delaying the Game.....	Section 6.....	Rule 610
Dimensions of Rink.....	Section 1.....	Rule 102
Division of Ice Surface	Section 1.....	Rule 103
Elbowing	Section 6.....	Rule 611
Electronic Devices	Section 3.....	Rule 308
Equipment Measurement.....	Section 3.....	Rule 307
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Falling on Puck	Section 6.....	Rule 614
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Game Timekeeper.....	Section 5.....	Rule 506
Goal Judge.....	Section 5.....	Rule 504
Goalkeeper's Equipment	Section 3.....	Rule 303
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Head-Butting	Section 6.....	Rule 619
Head Contact.....	Section 6.....	Rule 620
Helmet Removal	Section 6.....	Rule 615
High Sticks	Section 6.....	Rule 621
Holding an Opponent.....	Section 6.....	Rule 622
Hooking	Section 6.....	Rule 623
Icing the Puck.....	Section 6.....	Rule 624
Injured Players	Section 2.....	Rule 206
Instigator.....	Section 6.....	Rule 615
Interference	Section 6.....	Rule 625

Interference by or with Spectators.....	Section 6.....	Rule 626
Jersey Tie-Down	Section 6.....	Rule 615
Kicking Opponent or Puck	Section 6.....	Rule 627
Kneeing.....	Section 6.....	Rule 628
Leaving the Players' Bench or Penalty Bench.....	Section 6.....	Rule 629
Leg Checking	Section 6.....	Rule 639
Linesperson	Section 5.....	Rule 503
Major Penalties	Section 4.....	Rule 403
Match Penalties	Section 4.....	Rule 405
Minor Penalties	Section 4.....	Rule 402
Misconduct Penalties.....	Section 4.....	Rule 404
Official Scorer.....	Section 5.....	Rule 505
Offside.....	Section 6.....	Rule 630
Penalties	Section 4.....	Rule 401
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BEN ALLISON AWARD

Ben Allison, an official in USA Hockey's Junior Officiating Development Program, passed away in January 2015. Ben was dedicated to his craft and always gave 100% to represent the sport and USA Hockey while on the ice. In remembrance, the Junior Officiating Development Program created an award in his honor. The Ben Allison Award is presented annually to an official within the Junior Officiating Development Program who best represents Ben's attitude and work ethic, both on and off the ice.

BEN ALLISON AWARD WINNERS:

- 2024** Shawn Cornock (Marquette, Mich.)
- 2023** Jack McQuesten (Plainfield, Vt.)
- 2022** Tyler Hascall (Corona, Calif.)
- 2021** Kendall Hanley (Minneapolis, Minn.)
- 2020** Michael Miggans (Hurst, Texas)
- 2019** Bobby Esposito (Bridgewater, N.J.)
- 2018** Riley Yerkovich (Rock Springs, Wyo.)
- 2017** Sean MacFarlane (Otis Orchards, Wash.)
- 2016** Shane Gustafson (Lake in the Hills, Ill.)



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