



2017-21 PLAYING RULE CHANGE SUMMARY

The following is a summary of rule changes adopted by the USA Hockey Board of Directors on June 10, 2017. These changes will go into effect starting with the 2017-18 playing season through the 2020-21 playing season.

YOUTH EDITION RULE CHANGES

Rule #	Rule	Description
101	Rink	Cleans up Note that identifies where to find specific rink information and establishes the ice surface shall be white in color. Cleans up language and makes it consistent with United States Ice Rink Association (USIRA) documentation on rink specifications.
102	Dimensions of Rink	
103	Division of Ice Surface	
104	Face-Off Spots and Face-Off Circles	
105	Goals	
106	Players' Bench	
107	Penalty Bench	
108	Signal and Timing Devices	
204(b)	Playing Lineup	Moves language pertaining to substitution of GK from this rule to Rule 205 Change of Players.
205	Change of Players	Outlines the line change process during stoppages to distinguish between line change and face-off procedures.
205(a)	Change of Players	Adds language that identifies "gaining a competitive advantage" as a result of an illegal line change shall be penalized as "Too Many Players".
205	Change of Players	Cleans up language pertaining to substitution for a goalkeeper and when the GK can return.
304(c)	Protective Equipment	Add language that clarifies HECC helmets be worn in the manner intended by the manufacturer with no alterations.
304(d)	Protective Equipment	Specifies a player wearing improper equipment is removed from the game until corrected.
308	Electronic Devices	Deletes language requiring the electronic device being used illegally to be removed.
408(b)	Delayed Penalties	Corrects language as to when a player can return to the ice after a stoppage of play when a team has stacked penalties.
411(a)	Progressive Suspensions	Adds the infraction of grabbing/holding the facemask to the progressive suspension rule.
411(a)	Progressive Suspensions	Removes language referencing when the rule went into effect.
501(d)	Appointment of Officials	Adds provision for situation where an official in the four-official system becomes incapacitated.
601	Abuse of Officials and Other Misconduct	Adds language consistent to other rulebooks under the minor penalty option for unsportsmanlike conduct.
601(Note & b)	Abuse of Officials and Other Misconduct	Moves language from NOTE calling for bench minor to be assessed for a team official or unidentified player on the bench, for unsportsmanlike conduct or disputing the ruling of an official.
601(e)	Abuse of Officials and Other Misconduct	Clarifies that any misconduct penalty applies towards the 2 nd misconduct rule.
601(e.2)	Abuse of Officials and Other Misconduct	Changes language for racial/ethnic slur to include any language that is "offensive, hateful or discriminatory in nature".

Rule #	Rule	Description
603	Boarding	Adds Note at beginning of rule that clearly defines Boarding.
604	Body Checking (Body Contact Categories)	Adds Note at beginning of the rule that clearly defines Body Checking.
605	Broken Stick	Adds Note at beginning of rule defining a broken stick and language that allows a player reasonable time to drop a broken stick before being penalized.
606	Butt-Ending	Adds Note at beginning of rule that clearly defines Butt-ending.
607	Charging	Adds Note at beginning of rule that clearly defines Charging.
608	Checking from Behind	Adds Note at beginning of rule that clearly defines Checking from Behind. Adds language from casebook that outlines criteria for calling a match penalty for Checking from Behind.
609	Cross-Checking	Adds Note at beginning of rule that clearly defines Cross-Checking.
611	Elbowing	Adds Note at beginning of rule that clearly defines Elbowing.
612(b)	Face-Off Locations	All face-offs must be conducted at one of the nine designated face-off spots.
612(c)	Face-Off Locations	Calls for an attacking zone face-off when puck deflects out of play-off of post or crossbar.
613(c)	Face-Off Procedures	Cleans up language in conjunction with proposal dealing with Rule 205 Change of Players.
614(a)	Falling on Puck	Clarifies Note and the use of the hands in the process of blocking a shot.
615	Fighting	Adds Note at beginning of rule that clearly defines Fighting.
615(c)	Fighting	Cleans up language pertaining to helmet removal during an altercation and eliminates Adult exception. Allows for game misconduct (with two game suspension) to be assessed when opponent's helmet is removed (non-deliberately) by the actions of the player during an altercation
616	Fouled from Behind	Adds Note at beginning of rule that clearly defines Fouled from Behind.
617(c.6)	Goals and Assists	Clarifies disallowing a goal as result of an infraction reported to the Referee by a Linesman.
617	Goals and Assists	Includes language moved from Rule 108 that specifies Referee has final decision on goals scored at the end of each period.
619	Head-Butting	Adds Note at beginning of rule that clearly defines Head-Butting.
620	Head Contact	Adds Note at beginning of rule that clearly defines Head Contact.
621	High Sticks	Adds Note at beginning of rule that clearly defines High Sticking.
622	Holding an Opponent	Adds Note at beginning of rule that clearly defines Holding.
623	Hooking	Adds Note at beginning of rule that clearly defines Hooking.
624(b)	Icing the Puck	Eliminate the ability of a shorthanded team to legally ice the puck for 14&U age classifications and below.
624(c)	Icing the Puck	Cleans up language specifying where the face-off will take place after an error by the officials.
625	Interference	Adds Note at beginning of rule that clearly defines Interference.
627	Kicking Opponent or Puck	Adds Note at beginning of rule that clearly defines Kicking.
628	Kneeing	Adds Note at beginning of rule that clearly defines Kneeing.
629(a)	Leaving Players' Bench or Penalty Bench	Adds language that defines when an altercation is considered complete.
629(e)	Leaving Players' Bench or Penalty Bench	Adds Adults to language prohibiting a team from intentionally placing fewer players on the ice and the player coming off the bench is the first to play the puck.
630(a)	Off-Sides	Adds sentence clarifying that the position of the stick has no effect on an off-sides play.
630(d)	Off-Sides	Re-numbers subsection to emphasize two different sections of the rule.

Rule #	Rule	Description
631	Puck Out of Bounds or Unplayable	Modernizes language pertaining to protective shielding surrounding playing area.
634	Slashing	Adds Note at beginning of rule that clearly defines Slashing.
635	Spearing	Adds Note at beginning of rule that clearly defines Spearing.
638	Tied Games	Establishes the use of 5 v 5, 4 v 4 or 3 v 3 as viable overtime possibilities, but restricts the use of 2 v 2 or 1 v 1 in USA Hockey sanctioned games.
639	Tripping/Clipping/Leg Checking/Slew Footing	Adds Note at beginning of rule that clearly defines these actions. Adds “Slew Footing” to the title of the rule.
640	Unnecessary Roughness (Roughing)	Adds Note at beginning of rule that clearly defines Roughing.
Glossary	Altercation	Additional language added for clarity.
Glossary	Creases	Removes Referee Crease reference.
Glossary	Face-Off	Additional language that clarifies the start of the face-off procedure.
Glossary	Goalkeeper	New language to clarify role and privileges.
Glossary	HECC	Clarifies language to accurately reflect role of HECC.
Glossary	Injury Potential Penalties	Adds language pertaining to linesman responsibility.
Glossary	Line Change Procedure	Adds new term and definition outlining the proper procedure to be used for a change of players during stoppages.
Glossary	Off-Ice Official	Deletes word “Minor” in title and cleans up language.
Glossary	Penalty	Adds language that outlines the procedure for calling a penalty.
Glossary	Possession of the Puck	Adds term “puck touch” to definition.
Glossary	Possession and Control of the Puck	Cleans up and modernizes language.
Glossary	Proper Authorities (Proper Disciplinary Authority)	Adds term “sanctioned” to language regarding tournaments.
Glossary	Protective Equipment	Cleans up and modernizes language.
Glossary	Shorthanded	Cleans up and modernizes language.
Glossary	Substitute Goalkeeper	Clarifies their place on scoresheet, role and equipment needs.
Glossary	Team Official	Cleans up definition of Team Official.
Glossary	Time-Out (Curfew Definition)	Suggests that both team be notified prior to start of game of curfew clock.

Note: This document is a brief summary of playing rule changes and does not reflect the actual language used in the official rules. The purpose of this document is to provide a quick reference to the rule changes. For specific language related to each rule, please see the 2017-21 USA Hockey Official Playing Rules Book.



2017-21 PLAYING RULE CHANGE SUMMARY – JUNIOR EDITION

The following is a summary of rule changes adopted by the USA Hockey Board of Directors on June 10, 2017. These changes will go into effect starting with the 2017-18 playing season through the 2020-21 playing season.

JUNIOR EDITION RULE CHANGES

Rule #	Rule	Description
101 102 103 104 105 106 107 108	Rink Dimensions of Rink Division of Ice Surface Face-Off Spots and Face-Off Circles Goals Players' Bench Penalty Bench Signal and Timing Devices	Cleans up Note that identifies where to find specific rink information and establishes the ice surface shall be white in color. Cleans up language and makes it consistent with United States Ice Rink Association (USIRA) documentation on rink specifications.
105	Goals	Specifies additional language pertaining to padding and skirting that is recommended be part of the goal frame at the Junior level.
201(c)	Composition of Teams	Deletes language pertaining to a suspended player that is not enforceable or applicable to the rules.
204(b)	Playing Lineup	Moves language pertaining to substitution of GK from this rule to Rule 205 Change of Players.
204(c)	Playing Line-up	Adds language that clarifies process for appealing an incorrect starting line-up and the consequences.
205	Change of Players	Outlines the line change process during stoppages to distinguish between line change and face-off procedures.
205(a)	Change of Players	Adds language that identifies "gaining a competitive advantage" as a result of an illegal line change shall be penalized as "Too Many Players".
205	Change of Players	Cleans up language pertaining to substitution for a goalkeeper and when the GK can return.
304(c)	Protective Equipment	Add language that clarifies HECC helmets be worn in the manner intended by the manufacturer with no alterations.
304(c)	Protective Equipment	Would require Players to wear HECC approved helmets – eliminates waiver.
304(c)	Protective Equipment	Adds fine for players not having chin strap properly fastened at all times, except during anthem.
304(d)	Protective Equipment	Specifies a player wearing improper equipment is removed from the game until corrected.
304(e)	Protective Equipment	Strengthens language pertaining to player losing helmet during play-providing for a safer environment. Provides officials latitude to stop play immediately if deem dangerous situation.
304(h)	Protective Equipment	Adopts pilot program language pertaining to GK losing glove during play.
308	Electronic Devices	Deletes language requiring the electronic device being used illegally to be removed.
402(f)	Minor Penalties	Provides for 4 v 4 play when a single minor penalty is assessed to each team at the same stoppage of play.
404(c)	Misconduct Penalties	Specifies Gross Misconduct I.

Rule #	Rule	Description
406(c)	Penalty Shot	Clarifies penalty shot procedure and identifies LAX move as legal and spin-o-rama as illegal.
408(b)	Delayed Penalties	Corrects language as to when a player can return to the ice after a stoppage of play when a team has stacked penalties.
501(c)	Appointment of Officials	Allows league crest to be worn in lieu of USAH crest.
503(c)	Linesmen	Adds new language allowing linesman to stop play if notices GK loses helmet/glove.
601	Abuse of Officials and Other Misconduct	Adds language consistent to other rulebooks under the minor penalty option for unsportsmanlike conduct.
601(Note & b)	Abuse of Officials and Other Misconduct	Moves language from NOTE calling for bench minor to be assessed for a team official or unidentified player on the bench, for unsportsmanlike conduct or disputing the ruling of an official.
601(e)	Abuse of Officials and Other Misconduct	Clarifies that any misconduct penalty applies towards the 2 nd misconduct rule.
601(e.2)	Abuse of Officials and Other Misconduct	Changes language for racial/ethnic slur to include any language that is “offensive, hateful or discriminatory in nature”.
603	Boarding	Adds Note at beginning of rule that clearly defines Boarding.
Section Six	604-639	Add New Rule 604 Body Checking (Junior Classification) that defines a legal body check and outlines the purpose of a body check. This allows the other rules to be re-numbered to coincide with numbering in the youth rulebook.
605	Broken Stick	Adds Note at beginning of rule defining a broken stick and language that allows a player reasonable time to drop a broken stick before being penalized.
606	Butt-Ending	Adds Note at beginning of rule that clearly defines Butt-ending.
606	Butt-Ending	Eliminates double minor plus Game Ejection option.
607	Charging	Adds Note at beginning of rule that clearly defines Charging.
607(a)	Charging	Replaces Game Ejection with Game misconduct option to be consistent with other aggressive fouls.
608	Checking from Behind	Adds Note at beginning of rule that clearly defines Checking from Behind. Adds language from casebook that outlines criteria for calling a match penalty for Checking from Behind.
608(a)	Checking from Behind	Eliminates double minor plus Game Ejection option.
609	Cross-Checking	Adds Note at beginning of rule that clearly defines Cross-checking.
609(a)	Cross-Checking	Allows a major plus game misconduct penalty to be assessed to be consistent with other aggressive fouls.
610	Delaying the Game	Allows for awarded goal if net dislodged by defending team while attacking player in act of shooting.
610	Delaying the Game	Cleans up language pertaining to situations leading to potential misconduct penalties.
611	Elbowing	Adds Note at beginning of rule that clearly defines Elbowing.
611(a)	Elbowing	Allows a major plus game misconduct penalty to be assessed to be consistent with other aggressive fouls.
612	Face-Off Locations	Prohibits change of players, by defending team, if defending team accidentally displaces goal frame.
612(c)	Face-Off Locations	Calls for an attacking zone face-off when puck deflects out of play-off of post or crossbar.
613	Face-Off Procedures	Deletes reference to “other face-off locations” since they use the designated nine face-off spots.
613	Face-Off Procedure	Requires players to be stationary during face-off, prevents a center from playing puck with skate or hand and defending team center to place stick first.

Rule #	Rule	Description
613(c)	Face-Off Procedures	Cleans up language in conjunction with proposal dealing with Rule 205 Change of Players.
614(a)	Falling on Puck	Clarifies Note and the use of the hands in the process of blocking a shot.
615	Fighting	Cleans up current language for better flow and clarity.
615(c)	Fighting	Changes position of GK, in order to be considered an instigator of a fight, to the defending blue line (currently center red line).
615(g)	Fighting	Clarifies assessment of game misconduct or a match penalty for deliberately removing opponent's helmet during an altercation.
615(h)	Fighting	Requires game misconduct penalty for not having jersey properly tied down during a fight.
616	Fouled from Behind	Adds Note at beginning of rule that clearly defines Fouled from Behind.
617(c.6)	Goals and Assists	Clarifies disallowing a goal as result of an infraction reported to the Referee by a Linesman.
617	Goals and Assists	Includes language moved from Rule 108 that specifies Referee has final decision on goals scored at the end of each period.
619	Head-Butting	Adds Note at beginning of rule that clearly defines Head-Butting.
620	Head Contact	Adds Note at beginning of rule that clearly defines Head Contact.
620(a)	Head Contact	Eliminates major plus Game Ejection option.
621	High Sticks	Adds Note at beginning of rule that clearly defines High Sticking.
621(a)	High Sticks	Allows major plus game misconduct penalty to be assessed to be consistent with other aggressive fouls.
621(c.d)	High Sticks	Establishes height of cross bar and location of where puck hits the stick as determining factor for goal scored and allows for LAX style move.
622	Holding an Opponent	Adds Note at beginning of rule that clearly defines Holding.
622(b)	Holding an Opponent	Replaces Game Ejection with Game Misconduct option to be consistent with other physical fouls.
623	Hooking	Adds Note at beginning of rule that clearly defines Hooking.
623(a)	Hooking	Replaces Game Ejection with Game Misconduct option to be consistent with other physical fouls.
624(c)	Icing the Puck	Cleans up language specifying where the face-off will take place after an error by the officials.
625	Interference	Adds Note at beginning of rule that clearly defines Interference.
627	Kicking Opponent or Puck	Adds Note at beginning of rule that clearly defines Kicking.
628	Kneeing	Adds Note at beginning of rule that clearly defines Kneeing.
628(a)	Kneeing	Replaces Game Ejection with Game Misconduct option to be consistent with other aggressive fouls.
629	Leaving the Players' Bench or Penalty Bench	Allows penalty to be assessed for first off the bench even when a fight does not occur. Provides officials with latitude to address the player coming off bench with single purpose in mind.
629(a)	Leaving Players' Bench or Penalty Bench	Adds language that defines when an altercation is considered complete.
630(a)	Off-Sides	Adds sentence clarifying that the position of the stick has no effect on an off-sides play.
630(d)	Off-Sides	Re-numbers subsection to emphasize two different sections of the rule.
631	Puck Out of Bounds or Unplayable	Modernizes language pertaining to protective shielding surrounding playing area.

Rule #	Rule	Description
631(d)	Off-Sides	Re-numbers subsection to emphasize two different sections of the rule.
634	Slashing	Adds Note at beginning of rule that clearly defines Slashing.
634(a)	Slashing	Replaces Game Ejection with Game Misconduct option to be consistent with other aggressive fouls.
635	Spearing	Adds Note at beginning of rule that clearly defines Spearing.
635(a)	Spearing	Removes double minor plus Game Ejection option.
636(b)	Start of Game and Time of Match/Time-Outs	Deletes unnecessary language pertaining to player introductions.
639	Tripping/Clipping/Leg Checking/Slew Footing	Adds Note at beginning of rule that clearly defines these actions. Adds “Slew Footing” to the title of the rule.
639(a)	Tripping/Clipping/Leg Checking/Slew Footing	Replaces Game Ejection with Game Misconduct option to be consistent with other aggressive fouls.
640	Unnecessary Roughness (Roughing)	Adds Note at beginning of rule that clearly defines Roughing.
Glossary	Altercation	Additional language added for clarity.
Glossary	Creases	Removes Referee Crease reference.
Glossary	Face-Off	Additional language that clarifies the start of the face-off procedure.
Glossary	Goalkeeper	New language to clarify role and privileges.
Glossary	HECC	Clarifies language to accurately reflect role of HECC.
Glossary	Injury Potential Penalties	Adds language pertaining to linesman responsibility.
Glossary	Line Change Procedure	Adds new term and definition outlining the proper procedure used for a change of players during stoppages.
Glossary	Off-Ice (Minor) Official	Deletes word “Minor” in title and cleans up language.
Glossary	Penalty	Adds language that outlines the procedure for calling a penalty.
Glossary	Possession of the Puck	Adds term “puck touch” to definition.
Glossary	Possession and Control of the Puck	Cleans up and modernizes language.
Glossary	Proper Authorities (Proper Disciplinary Authority)	Adds term “sanctioned” to language regarding tournaments.
Glossary	Protective Equipment	Cleans up and modernizes language.
Glossary	Shorthanded	Cleans up and modernizes language.
Glossary	Substitute Goalkeeper	Clarifies their place on scoresheet, role and equipment needs.
Glossary	Team Official	Cleans up definition of Team Official.
Glossary	Time-Out (Curfew Definition)	Suggests that both team be notified prior to start of game of curfew clock.

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