
National
Hockey
League



**Official
Rules**

2005-06

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National Hockey League Official Rules 2005-06

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1800 McGill College Avenue, Suite 2600, Montreal, Quebec H3A 3J6
50 Bay Street, 11th Floor, Toronto, Ontario M5J 2X8

www.NHL.com

NATIONAL HOCKEY LEAGUE OFFICIAL RULES



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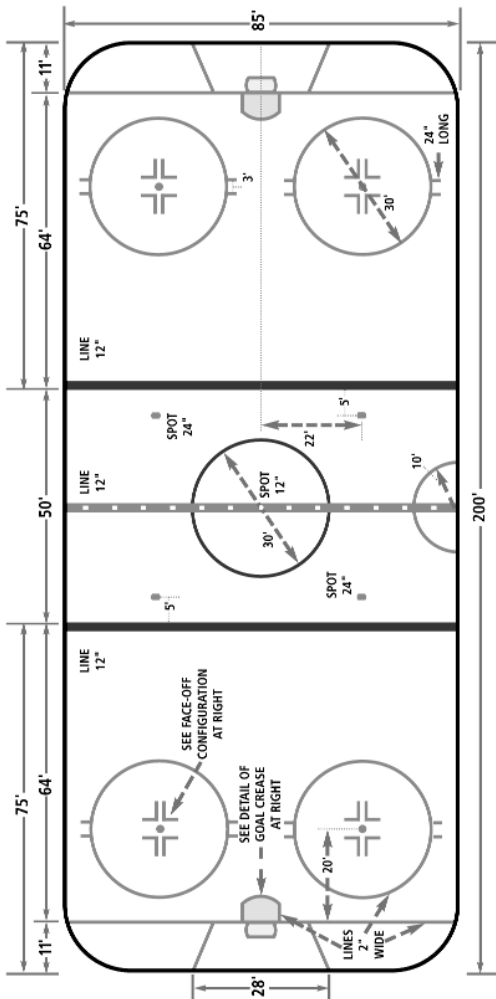
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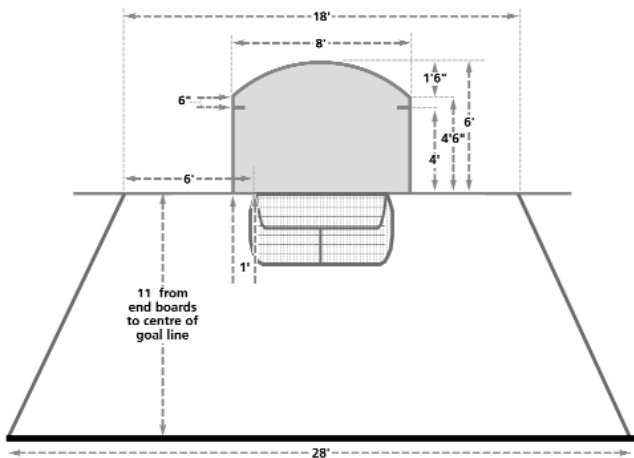
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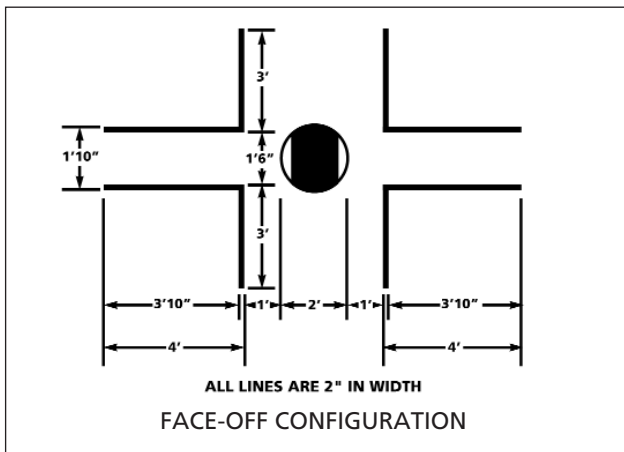
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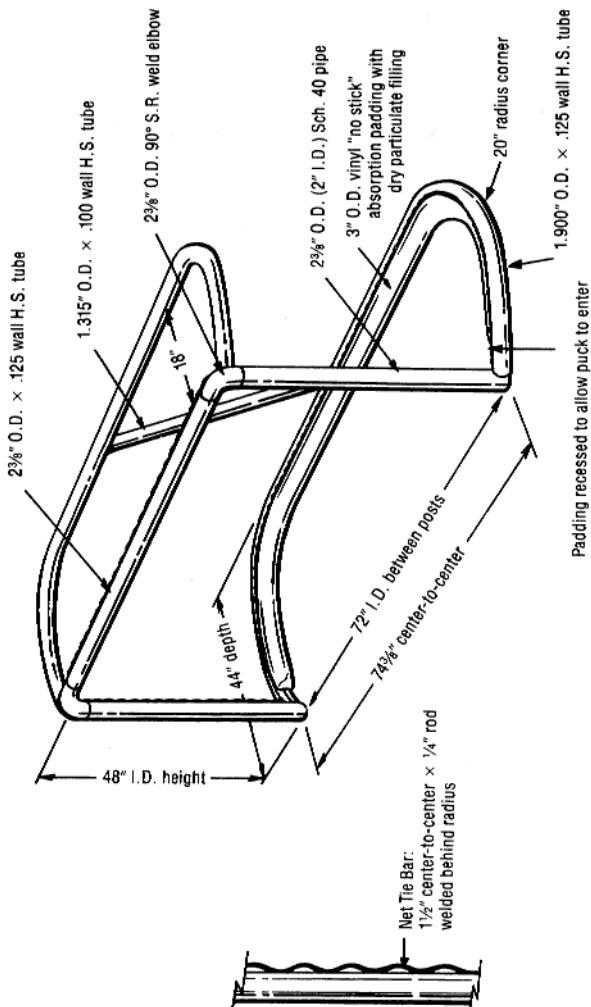


OFFICIAL DIMENSIONS OF RINK SURFACE



DETAIL OF GOAL CREASE





APPROVED GOAL FRAME

Rules Governing the Game of Ice Hockey

SECTION ONE – THE RINK

Rule 1. Rink

The game of "Ice Hockey" shall be played on an ice surface known as the "RINK".

(NOTE) There shall be no markings on the ice except as provided under these rules without the express written permission of the League. On-ice logos must not interfere with any official game markings.

Rule 2. Dimensions of Rink

- (a) The official size of the rink shall be two hundred feet (200') long and eighty-five feet (85') wide. The corners shall be rounded in the arc of a circle with a radius of twenty-eight feet (28').

The rink shall be surrounded by a wooden or fiberglass wall or fence known as the "boards" which shall extend not less than forty inches (40") and not more than forty-eight inches (48") above the level of the ice surface. The ideal height of the boards above the ice surface shall be forty-two inches (42"). Affixed to the boards and extending vertically shall be approved safety glass extending eight feet (8') above the boards at each end of the rink and not less than five feet (5') along both sides of the rink.

Except for the official markings provided for in these rules, the entire playing surface and the boards shall be white in color except the kick plate

at the bottom of the board which shall be light yellow in color.

Any variations from any of the foregoing dimensions shall require official authorization by the League.

- (b) The boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any obstruction or any object that could cause injury to players.

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

All glass or other types of protective screens and gear to hold them in position shall be properly padded or protected. Protective glass shall be required in front of the penalty benches to provide for the safety of the players on and off the ice. All equipment used to hold the glass or screens in position shall be mounted on the boards on the side away from the playing surface.

- (c) Spectator netting shall be hung in the ends and corners of the arena, of a height, type, and in a manner approved by the League.

Rule 3. Goal Posts and Nets

- (a) Eleven feet (11') from each end of the rink and in the center of a red line two inches (2") wide drawn completely across the width of the ice and continued vertically up the side of the boards, regulation goal posts and nets shall be set in such a manner as to remain stationary during the progress of a game. The goal posts shall be kept in position by means of flexible pegs affixed in the ice or floor. The flexible pegs shall be ten inches (10") in length

and light green in color.

- (b) The goal posts shall be of approved design and material, extending vertically four feet (4') above the surface of the ice and set six feet (6') apart measured from the inside of the posts. A cross bar of the same material as the goal posts shall extend from the top of one post to the top of the other.
- (c) There shall be attached to each goal frame a net of approved design made of white nylon cord which shall be draped in such a manner as to prevent the puck coming to rest on the outside of it, yet strung in a manner that will keep the puck in the net.

A skirt of heavy white nylon fabric or heavyweight white canvas shall be laced around the base plate of the goal frame in such a way as to protect the net from being cut or broken. This protective padding must be attached in a manner that will not restrict the puck from completely crossing the goal line. This padding must be set back a minimum of six inches (6") from the inside of the goal post. This skirt shall not project more than one inch (1") above the base plate.

(NOTE) The frame of the goal shall be draped with a nylon mesh net so as to completely enclose the back of the frame. The net shall be made of three-ply twisted twine (0.197 inch (5 mm) diameter) or equivalent braided twine of multifilament white nylon with an appropriate tensile strength of 700 pounds. The size of the mesh shall be two and one-half inches (2½") (inside measurement) from each knot to each diagonal knot when fully stretched. Knotting shall be made as to ensure no sliding of the twine. The net shall be laced to the frame with medium white nylon cord no smaller in size than No. 21.

- (d) The goal posts and cross bar shall be painted in red and all other exterior surfaces shall be painted in white.

The red line, two inches (2") wide, between the goal posts on the ice and extended completely across the rink, shall be known as the "GOAL LINE".

Rule 4. Goal Crease

- (a) In front of each goal, a "GOAL CREASE" area shall be marked by a red line two inches (2") in width.

The goal crease shall be laid out as follows: One foot (1') outside of each goal post a two inch (2") line shall be painted extending four feet, six inches (4'6") in length. These lines shall be at right angles to the goal line. A semi-circle line six feet (6') in radius and two inches (2") in width shall be drawn using the center of the goal line as the center point and connecting both ends of the side of the crease. On the side of the crease lines, four feet (4') from the goal line, extend a five-inch (5") line into the crease. *(see diagram on page 9)*

- (c) The goal crease area shall include all the space outlined by the crease lines and extending vertically four feet (4') to the level of the top of the goal frame. The area outlined by the crease line and the goal line shall be painted a light blue color. (Paint code PMS 298.)
- (d) The area inside the goal frame to the goal line shall be painted a gloss white color.
- (e) A restricted trapezoid shaped area behind the goal will be laid out as follows: Five feet (5') outside of each goal crease (six feet (6') from each goal post), a two inch (2") red line shall be painted extending from the goal line to a point on the end of the rink ten

feet (10') from the goal crease (eleven feet (11') from the goal post) and continuing vertically up the kick plate (see diagram on page 8). (Paint code PMS 186).

Rule 5. Division of Ice Surface

- (a) The ice area between the two goals shall be divided into three parts by lines, twelve inches (12") in width, and blue in color, drawn sixty-four feet (64') out from the goal lines, and extended completely across the rink, parallel with the goal lines, and continued vertically up the side of the boards. (Paint code PMS 286)
- (b) That portion of the ice surface in which the goal is situated shall be called the "DEFENDING ZONE" of the Team defending that goal; the central portion shall be known as the "NEUTRAL ZONE", and the portion farthest from the defended goal as the "ATTACKING ZONE".
- (c) There shall also be a line, twelve inches (12") in width and red in color, drawn completely across the rink in center ice, parallel with the goal lines and continued vertically up the side of the boards, known as the "CENTER LINE". This line shall contain regular interval markings of a uniform distinctive design, which will readily distinguish it from the two blue lines...the outer edges of which must be continuous. (Paint code PMS 186)

Rule 6. Center Ice Spot and Circle

A circular blue spot, twelve inches (12") in diameter, shall be marked exactly in the center of the rink; and with this spot as a center, a circle of fifteen feet (15') radius shall be marked with a blue line two inches (2") in width. (Paint code PMS 186)

Rule 7. Face-off Spots in Neutral Zone

Two red spots two feet (2') in diameter shall be marked on the ice in the neutral zone five feet (5') from each blue line. Within the face-off spot, draw two parallel lines three inches (3") from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white. The spots shall be forty-four feet (44') apart and each shall be a uniform distance from the adjacent boards.

Rule 8. End Zone Face-off Spots and Circles

- (a) In both end zones and on both sides of each goal, red face-off spots and circles shall be marked on the ice. The face-off spots shall be two feet (2') in diameter. Within the face-off spot, draw two parallel lines three inches (3") from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white.

The circles shall be two inches (2") wide with a radius of fifteen feet (15') from the center of the face-off spots. At the outer edge of both sides of each face-off circle and parallel to the goal line shall be marked two red lines, two inches (2") wide and two feet (2') in length and three feet (3') apart.

One foot away from the outer edge of the face-off spot, two lines shall be drawn parallel with the sideboards that shall be four feet (4') in length and eighteen inches (18") apart. Parallel to the end boards, commencing at the end of the line nearest to the face-off spot, a line shall extend two feet ten inches (2'10") in length. All lines shall be two inches (2") in width. (See diagram on page 9.)

- (b) The location of the face-off spots shall be fixed in the following manner:
- Along a line twenty feet (20') from each goal line and parallel to it, mark two points twenty-two feet (22') on both sides of the straight line joining the center of the two goals. Each such point shall be the center of a face-off spot and circle. (See diagram on page 8.)

Rule 9. Players' Benches

- (a) Each rink shall be provided with seats or benches for the use of players of both Teams. The accommodations provided, including benches and doors, MUST be uniform for both Teams. Such seats or benches shall have accommodation for at least fourteen (14) persons of each Team. The benches shall be placed immediately alongside the ice as near to the center of the rink as possible. Two doors for each bench must be uniform in location and size and as convenient to the dressing rooms as possible.

Each players' bench should be twenty-four feet (24') in length and when situated in the spectator area, they shall be separated from the spectators by a protective glass of sufficient height so as to afford the necessary protection for the players. The players' benches shall be on the same side of the playing surface opposite the penalty bench and should be separated by a substantial distance, if possible.

(NOTE) Each players' bench shall have two doors which must be uniform in location and size. ("Mirrored image benches") All doors opening to the playing surface shall be constructed so that they swing inward.

- (b) No one but players in uniform, the Manager, Coach

and Trainer shall be permitted to occupy the benches so provided.

(NOTE) One non-uniformed player shall be permitted on the players' bench in a coaching capacity. He must be indicated on the Roster Sheet submitted by the Coach to the Referee or Official Scorer prior to the start of the game in accordance with Rule 15 – Players in Uniform.

Rule 10. Penalty Bench

- (a) Each rink must be provided with benches or seats to be known as the "PENALTY BENCH". These benches or seats must be capable of accommodating a total of ten persons including the Penalty Timekeepers. Separate penalty benches shall be provided for each Team and they shall be situated on opposite sides of the Timekeeper's area, directly across the ice from the players' benches. The penalty bench(es) must be situated in the neutral zone.
- (b) On the ice immediately in front of the Penalty Timekeeper's seat there shall be marked in red on the ice a semi-circle of ten foot (10') radius and two inches (2") in width which shall be known as the "REFEREE'S CREASE".
- (c) Each Penalty Bench shall be protected from the spectator area by means of a glass partition which shall not be less than five feet (5') above the height of the boards.

Rule 11. Signal and Timing Devices

- (a) Each rink must be provided with a siren, or other suitable sound device, for the use of Timekeepers.
- (b) Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and game officials accurately informed as to all time elements at all stages of the game including the time remaining to be played in any period and the time remaining to be served by at least five penalized players on each Team.

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

The game time clock shall measure the time remaining in tenths of a second during the last minute of each period.

- (c) Behind each goal, electrical lights shall be set up for the use of the Goal Judges. A red light will signify the scoring of a goal and a green light will signify the end of a period or a game.

(NOTE) A goal cannot be scored when a green light is showing.

Rule 12. Police Protection

All clubs shall provide adequate police or other protection for all players and Officials at all times.

The Referee shall report to the Commissioner any failure of this protection observed by him or reported to him with particulars of such failure.

SECTION TWO – TEAMS

Rule 13. Composition of Team

- (a) A Team shall be composed of 20 players (18 skaters and two goalkeepers as per Rule 15 (a)(c)(d) – Players in Uniform) who shall be under contract to the Club they represent.
- (b) Each player and each goalkeeper listed in the line-up of each Team shall wear an individual identifying number at least ten inches (10") high on the back of his sweater. Sweater numbers such as 00, $\frac{1}{2}$ (fractions), .05 (decimals), 101 (three digit) are not permitted. In addition, each player and goalkeeper shall wear his surname in full, in block letters three inches (3") high, across the back of his sweater at shoulder height.

All players of each Team shall be dressed uniformly with approved design and color of their helmets, sweaters, short pants, stockings and skates.

Altered uniforms of any kind, i.e. velcro inserts, over-sized jerseys, altered collars, etc. will not be permitted. Any player or goalkeeper not complying with this Rule shall not be permitted to participate in the game. See also Rule 21 – Goalkeeper's Equipment

Each Member Club shall design and wear distinctive and contrasting uniforms for their home and road games, no parts of which shall be interchangeable except the pants.

Rule 14. Captain of Team

- (a) One Captain shall be appointed by each Team, and he alone shall have the privilege of discussing with

the Referee any questions relating to interpretation of rules which may arise during the progress of a game. He shall wear the letter "C", approximately three inches (3") in height and in contrasting color, in a conspicuous position on the front of his sweater.

In addition, if the permanent Captain is not on the ice, Alternate Captains (not more than two) shall be accorded the privileges of the Captain. Alternate Captains shall wear the letter "A" approximately three inches (3") in height and in contrasting color, in a conspicuous position on the front of their sweaters.

(NOTE) Only when the Captain is not in uniform, the Coach shall have the right to designate three Alternate Captains. This must be done prior to the start of the game.

- (b) The Referee and Official Scorer shall be advised prior to the start of each game, the name of the Captain and the Alternate Captains of both Teams.
- (c) Only the Captain, when invited to do so by the Referee, shall have the privilege of discussing any point relating to the interpretation of rules. Any Captain or player who comes off the bench and makes any protest or intervention with the Officials for any purpose shall be assessed a minor penalty for unsportsmanlike conduct under Rule 41(b) – Abuse of Officials. Should this protest continue, he may be assessed a misconduct penalty, and if it further continues, a game misconduct penalty shall be warranted.

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

- (d) No playing Coach or playing Manager or goalkeeper shall be permitted to act as Captain or Alternate Captain.

Rule 15. Players in Uniform

- (a) At the beginning 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. Not more than eighteen players, exclusive of goalkeepers, shall be permitted.

(NOTE) One non-uniformed player shall be permitted on the players' bench in a coaching capacity. He must be indicated on the Roster Sheet submitted by the Coach to the Referee or Official Scorer prior to the start of the game.

- (b) A list of names and numbers of all eligible players and goalkeepers must be handed to the Referee or Official Scorer before the game, and no change shall be permitted in the list or addition thereto shall be permitted after the commencement of the game.
 - i) If a goal is scored when an ineligible player is on the ice, the goal will be disallowed.
 - ii) The ineligible player will be removed from the game and the club shall not be able to substitute another player from its roster. Only players on the list submitted to the Referee or Official Scorer before the game may participate in the game.
 - iii) The determining factor when considering whether or not a player is ineligible is that his name and not necessarily his number must be correctly listed by the Manager or Coach of that Team.

- (c) Each Team shall be allowed one goalkeeper on the ice at one time. The goalkeeper may be removed and another player substituted. Such substitute shall not be permitted the privileges of the goalkeeper.
- (d) Each Team shall have on its bench, or on a chair immediately beside the bench, a substitute goalkeeper who shall, at all times, be fully dressed and equipped ready to play.

The substitute goalkeeper may enter the game at any time following a stoppage of play, but no warm-up shall be permitted.

- (e) Except when both goalkeepers are incapacitated, no player in the playing roster in that game shall be permitted to wear the equipment of the goalkeeper.
- (f) In regular League and Playoff games, if both listed goalkeepers are incapacitated, that Team shall be entitled to dress and play any available goalkeeper who is eligible. This goalkeeper is eligible to sit on the player's bench, in uniform. No delay shall be permitted in taking his position in the goal, and he shall be permitted a two-minute warm-up. However, the warm-up is not permitted in the event a goalkeeper is substituted for a penalty shot.

(NOTE) In the event that the two regular goalkeepers are injured in quick succession, the third goalkeeper shall be provided with a reasonable amount of time to get dressed, in addition to a two-minute warm-up.

- (g) The Referee shall report to the Commissioner for disciplinary action any delay in making a substitution of goalkeepers.

Rule 16. Starting Line-Up

- (a) Prior to the start of the game, at the request of the

Referee, the Manager or Coach of the visiting Team is required to name the starting line-up to the Referee or Official Scorer. At any time in the game, at the request of the Referee made to the Captain, the visiting Team must place a playing line-up on the ice and promptly commence play.

- (b) Prior to the start of the game, the Manager or Coach of the home Team, having been advised by the Official Scorer or the Referee the names of the starting line-up of the visiting Team, shall name the starting line-up of the home Team. This information shall be conveyed by the Official Scorer or the Referee to the Coach of the visiting Team.
- (c) No change in the starting line-up of either Team as given to the Referee or Official Scorer, or in the playing line-up on the ice, shall be made until the game is actually in progress. For an infraction of this Rule, a bench minor penalty shall be imposed upon the offending Team, provided such infraction is called to the attention of the Referee before the second face-off in the first period takes place.

Rule 17. Change of Players

- (a) Players may be changed at any time from the players' bench provided that the player or players leaving the ice shall be within five feet (5') of his players' bench and out of the play before the change is made.

(NOTE 1) A team that is in violation of Rule 65 – Icing the Puck 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 who had been substituted for an extra attacker or to replace an injured player. The

determination of players on ice will be made when the puck leaves the offending player's stick.

If in the course of making a substitution, either the player entering the game or the player retiring from the ice surface plays the puck with his stick, skates or hands or who checks or makes any physical contact with an opposing player while either the player entering the game or the retiring player is actually on the ice, then the infraction of "too many men on the ice" will be called.

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 will be called.

During the play, the player retiring from the ice must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

A goalkeeper may be changed for another player at any time under conditions set out in this section. The only exception to this provision is when a goalkeeper is removed for an extra attacker in regular season overtime. Any attempt by the goalkeeper to return to his position prior to the next stoppage of play (on the fly) shall be deemed to be an illegal substitution and a bench minor penalty shall be assessed for having an ineligible player. (See Rule 89(a) NOTE 5).

(NOTE 2) When a goalkeeper leaves his goal area and proceeds to his players' bench for the purpose of substituting another player, the skater cannot enter the playing surface before the goalkeeper is within five

feet (5') of the bench. If the substitution is made prematurely, the official shall stop the play immediately unless the non-offending Team has possession of the puck in which event the stoppage will be delayed until the puck changes hands.

There shall be no time penalty to the Team making the premature substitution, but the resulting face-off will take place at the center ice face-off spot when play is stopped beyond the center red line. When play is stopped prior to the center red line, the resulting face-off shall be conducted at the point where the play was stopped.

In all other situations not covered in the above, a minor penalty may result for "too many men on the ice."

(NOTE 3) The Referee shall request that the public address announcer make the following announcement: "Play has been stopped due to premature substitution for the goalkeeper."

(NOTE 4) Goalkeepers' substitution during a game will be conducted within the same time frame as a regular line change. No extra time will be allotted to the goalkeeper coming off the bench, except in the case where an injury to a goalkeeper occurs.

- (b) If by reason of insufficient playing time remaining, or by reason of penalties already imposed, a bench minor penalty is imposed for deliberate illegal substitution (too many men on the ice) which cannot be served in its entirety within the legal playing time, or at any time in overtime, a penalty shot shall be awarded against the offending Team.
- (c) A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be at his own players' bench before any change can be made.

For any violation of this Rule, a bench minor penalty shall be imposed.

- (d) Following the stoppage of play, the visiting Team shall promptly place a line-up on the ice ready for play and no substitution shall be made from that time until play has been resumed. The home Team may then make any desired substitution, except cases following an icing, which does not result in the delay of the game.

(NOTE 1) "Placing a line-up on the ice" shall mean that both teams shall place the full complement of players (and not exceed) to which they are entitled within the line change time frame.

If there is any undue delay by either Team in changing players, the Referee shall order the offending Team or Teams to take their positions immediately and not permit any further player changes.

(NOTE 2) When a substitution has been made under the above Rule, no additional substitution may be made until play commences.

(NOTE 3) A team who ices the puck will not be permitted to change/substitute any players. (See Rule 17(a)(NOTE 1) and Rule 65(h)).

- (e) Following a stoppage of play, the Referee will enforce the following line change procedure once he has determined that this procedure may begin:
- 1) The Referee shall give the visiting Team up to five (5) seconds to make their line change.
 - 2) The Referee shall raise his hand to indicate no further changes by the visiting Team and to commence the home Team's line change.

- 3) The Referee shall give the home Team up to eight (8) seconds to make their line change.
- 4) The Referee shall lower his hand to indicate no further changes by the home Team.
- 5) Any attempt by the either Team to make a change after the Referee's signal, attempt to place too many men on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the Referee will send the players who have attempted to change back to their players' bench. The Referee will then issue a warning to the offending Team (through the Coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Improper Line Change".
- 6) The Linesman conducting the face-off will blow his whistle (once the Referee has lowered his hand for the line changes) to indicate that all players must be in position and on-side for the face-off within five (5) seconds. The face-off will then be conducted in accordance with Rule 54 – Face-Offs.
- 7) Players who are slow (after the five second warning whistle given by the Linesman) getting to the face-off location or who are in an off-side position for the ensuing face-off will be warned once in the game by the Referee. This warning will also be given to the offending Team's

Coach. Any subsequent violation shall result in a bench minor penalty for delay of game being assessed to the offending Team.

- 8) In the last two (2) minutes of regulation time and anytime in the overtime period(s), points 6 and 7 above are not applicable. The Linesman shall give the teams a reasonable amount of time to set up for the ensuing face-off after points 1 through 5 above have been enforced.

Players must proceed directly to the location of the face-off to participate in the ensuing face-off. Any attempts to delay the game by stalling or otherwise unnecessary actions by either team shall result in the assessment of a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Slow Proceeding to Face-Off Location (or, Slow Proceeding to Players' Bench)".

Rule 18. Injured Players

- (a) When a player other than a goalkeeper is injured or compelled to leave the ice during a game, he may retire from the game and be replaced by a substitute, but play must continue without the Teams leaving the ice.

During the play, if an injured player wishes to retire from the ice and be replaced by a substitute, he must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

- (b) If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play immediately or be

replaced by a substitute goalkeeper and NO additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume his position. The substitute goalkeeper shall be allowed a two (2) minute warm-up during all pre-season games. No warm-up shall be permitted for a substitute goalkeeper in all regular League or playoff games. (See also Section (d).)

- (c) The Referee shall report to the Commissioner for disciplinary action any delay in making a goalkeeper substitution.

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

- (d) When a substitution for the regular goalkeeper has been made, such regular goalkeeper shall not resume his position until play has resumed.
- (e) If a penalized player has been injured, he 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 immediately put a substitute player on the penalty bench, who shall serve the penalty until such time as the injured player is able to return to the game. He would replace his teammate on the penalty bench at the next stoppage of play. If the injured player receives a major penalty, the penalized Team shall place a substitute player on the penalty bench before the penalty expires and no other replacement for the penalized player shall be permitted to enter the game except from the penalty bench. For violation of this Rule, a bench minor penalty shall be imposed.

Should the injured penalized player who has been replaced on the penalty bench return to his players' bench prior to the expiration of his penalty, he shall not be eligible to play until his penalty has expired. If, however, there is a stoppage of play prior to the expiration of his penalty, he must then replace his teammate on the penalty bench and return to play once his penalty has expired.

- (f) When a player is injured so that he cannot continue play or go to his bench, the play shall not be stopped until the injured player's Team has secured possession of the puck; if the player's Team is in possession of the puck at the time of injury, play shall be stopped immediately unless his Team is in a scoring position.

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

- (g) When play has been stopped by the Referee or Linesman due to an injured player, or whenever an injured player is attended to on the ice by the Trainer or medical personnel, such player must be substituted for immediately (except goalkeeper). This injured player cannot return to the ice until play has resumed.

If when the attacking Team has control of the puck in its attacking zone, play is stopped by reason of any injury to a player of the defending Team, the ensuing face-off shall take place at one of the defending Team's end zone face-off spots.

SECTION THREE – EQUIPMENT

(NOTE 1) A request for a stick measurement shall be limited to one request per Team during the course of any stoppage in play.

(NOTE 2) Altered uniforms of any kind, e.g. Velcro inserts, oversized jerseys, etc., will not be permitted. Any player or goalkeeper not complying with these Rules shall not be permitted to participate in the game.

(NOTE 3) These equipment regulations are written in the spirit of "fair play". If at any time the NHL feels that this spirit is being abused, the offending equipment will be deemed ineligible for play until a hearing has ruled on its eligibility.

(NOTE 4) At random during the season, goalkeepers' and players' equipment shall be checked by League staff.

Rule 19. Sticks

- (a) The sticks shall be made of wood or other material approved by the Rules Committee, and must not have any projections. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck. In the case of a goalkeeper's stick, there shall be a knob of white tape or some other protective material approved by the League. This knob must not be less than one-half inch ($\frac{1}{2}$ ") thick at the top of the shaft.

Failure to comply with this provision of the Rule will result in the goalkeeper's stick being deemed unfit for play. The goalkeeper's stick must be changed without the application of a minor penalty.

- (b) No stick shall exceed sixty-three inches (63") in length from the heel to the end of the shaft nor more than twelve and one-half inches ($12\frac{1}{2}$ ") from the heel to the end of the blade.

(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's Hockey Operations Department prior to any such stick being approved for use.

The blade of the stick shall not be more than three inches (3") in width at any point nor less than two inches (2"). All edges of the blade shall be beveled. The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade to the point of maximum curvature shall not exceed one-half inch ($\frac{1}{2}$ ").

- (c) The blade of the goalkeeper's stick shall not exceed three and one-half inches ($3\frac{1}{2}$ ") in width at any point except at the heel where it must not exceed four and one-half inches ($4\frac{1}{2}$ ") in width; nor shall the goalkeeper's stick exceed fifteen and one-half inches ($15\frac{1}{2}$ ") in length from the heel to the end of the blade.

There is to be no measurement of the curvature of the blade on the goalkeeper's stick. All other elements of the stick are subject to a measurement and the appropriate applicable penalty.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than twenty-six inches (26") from the heel and shall not exceed three and one-half inches ($3\frac{1}{2}$ ") in width.

- (d) A minor penalty plus a fine of two hundred dollars (\$200) shall be imposed on any player or goalkeeper who uses a stick not conforming to the provisions of this Rule.

(NOTE 1) When a formal complaint is made by the Captain or Alternate Captain of a Team, against the dimensions of any stick, the Referee shall take the stick to the Timekeeper's bench where the necessary measurement shall be made immediately. The result shall be reported to the Penalty Timekeeper who shall record it on the back of the penalty record.

If the complaint is not sustained, a bench minor penalty shall be imposed against the complaining club in addition to a fine of one hundred dollars (\$100).

(NOTE 2) A player who participates in the play, who checks or who intentionally prevents the movement of an opponent, or who intentionally plays the puck while carrying two sticks (including while taking a replacement stick to his goalkeeper) shall incur a minor penalty under this Rule but the automatic fine of two hundred dollars (\$200) shall not be imposed. If his participation causes a foul resulting in a penalty, the Referee shall report the incident to the Commissioner for disciplinary action.

(NOTE 3) A request for a stick measurement in regular playing time or overtime is permitted. A request for a stick measurement following a goal in overtime is not permitted. Stick measurements prior to or during the shoot out are not permitted.

- (e) Any player who deliberately breaks his stick or who refuses to surrender his stick for measurement when requested to do so by the Referee shall be assessed a minor penalty plus a ten (10) minute misconduct. In addition, this player shall be subject to a two hundred dollar (\$200) fine.
- (f) When a formal complaint is made by the Captain or Alternate Captain of a Team, against the dimensions of any stick of an opponent, that opponent must be on the ice at the time the request is made to the Referee. Once the request is made,

and as long as the Officials maintain visual contact with the stick, it can be measured. This means that if the player whose stick is about to be measured steps off the ice onto his players' bench, his stick may still be measured provided the request was received prior to him leaving the ice surface and the stick remains in the view of at least one of the on-ice Officials.

Rule 20. Skates

- (a) All hockey skates shall be of a design approved by the Rules Committee. All skates worn by players (but not goalkeepers) and by the Referee and Linesmen shall be equipped with an approved safety blade.

When the Referee becomes aware that any person is wearing a skate that does not have the approved safety blade, he shall direct that it be replaced immediately. If such replacement is not carried out, the Referee shall report the incident to the Commissioner for disciplinary action.

- (b) The use of speed skates or any skate so designed that it may cause injury is prohibited.

Rule 21. 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 he must not wear any garment or use any contrivance which would give him undue assistance in keeping goal.

(b) Leg Pads:

- (i) The leg guards worn by goalkeepers shall not exceed eleven inches (11") in extreme width when on the leg of the player.
- (ii) The maximum length from bottom mid-point to top mid-point of the pad is not to exceed thirty-eight inches (38").
- (iii) The minimum length of the boot of the pad is to be no less than seven inches (7"). The boot channel of the goal pad must be flat or concave in appearance.
- (iv) No attachments such as plastic puck foils are permitted.
- (v) Calf protectors must follow the contour of the calf and ankle and can have a thickness of no greater than one and a half inches (1½"). No raised ridges will be permitted on the calf protector that would be deemed to act as deflectors of pucks.
- (vi) The knee strap pad is not to exceed six inches (6") in length by five and one-half inches (5½") in width by one and one-half inches (1½") in thickness. The knee strap pad must be fastened to the inner risers. The total width measurement of the entire inner knee padding (pad risers) including the outer knee strap pad must not exceed two and a half inches (2½") in thickness. The inner kneepads are not to exceed seven inches (7") in length, five and a half inches (5½") in width. The length of seven inches (7") is measured from where the inner padding attaches to the leg pad and back to

the end of the inner padding. Medial rolls (raised seam ridges) will not be permitted. All knee protection must be worn under the thigh guard of the pant.

(NOTE) These inspections can take place any time, before, during, or after the game. A member of the League Staff (Hockey Operations and/or Security Departments) may obtain the equipment from any or all four participating goalkeepers. This equipment may be removed to a secure location for measuring.

Any violation of this Rule will result in an automatic two (2) game suspension for the next League game to the offending goalkeeper. Should both goalkeepers on a Club have illegal equipment, both will be suspended in sequence. The goalkeeper who played the day/night of the measurement will be suspended for the next two (2) games, and the back-up goalkeeper will be suspended for the following two (2) games.

Goalkeepers who play with equipment that has not been inspected and approved by the Hockey Operations Department, or who tampers with equipment after it has been inspected and approved by the Hockey Operations Department will be suspended for the next two (2) League games, his club will be fined \$25,000.00 and his equipment manager will be fined \$1000.00 (to be deducted from his pay), regardless of whether or not such equipment previously complied with NHL standards. Each additional violation will result in all game suspensions and fines to be doubled.

The recalling of minor league goalkeepers to ensure a complete lineup for subsequent games, shall be deemed to be an Emergency Recall, and subject to the twenty-three (23) man roster limitations.

Refusal to submit the equipment for League measurement will result in the same sanctions as that of a goalkeeper with illegal equipment.

Any violation of this Rule shall be reported to the

Club involved and to the Commissioner of the League.

- (c) Chest and Arm Pads:
 - (i) 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.
 - (ii) 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 seven inches (7").
 - (iii) 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 one inch (1") in thickness beyond the top ridge of the shoulder and shoulder cap.
 - (iv) On each side the Shoulder Clavicle Protectors are not to exceed seven inches (7") in width. Their maximum thickness is to be one inch (1"). 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.
 - (v) If, when the goalie assumes his 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. (See Rule 23 (a) – Dangerous Equipment)

d) Pants:

- (i) No internal or external or cheater padding is permitted on the pant leg or waist beyond what is required to provide protection (no outside or inside ridges).
- (ii) The maximum width (straight line) of the thigh pad across the front of the leg is ten inches (10"). If the groin and/or hip pads extend beyond the edge of the front thigh pad they are to be included in this ten-inch (10") measurement. This measurement is to be taken while the goalie is in an upright standing position. This measurement is to be made five inches (5") up from the bottom of the pant.
- (iii) All thigh pads must follow the contour of the leg. Square thigh pads are considered illegal.
- (iv) All knee protection must be strapped and fit under the thigh pad of the pant leg and not exceed the ten inches (10") allowed for the width of the thigh pad.

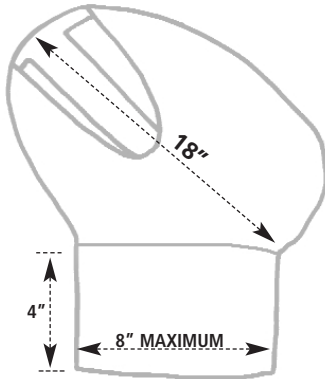
(e) Goalkeepers' Jerseys:

- (i) No inserts or additions are to be added to the standard goalie cut jersey as produced by the manufacturer. (Modifications at the manufacturer are not allowed unless approved in advance by the League) (see Rule 13(b) – Composition of Team)
- (ii) No "tying down" of the jersey is allowed at the wrists if it creates a tension across the jersey such that a "webbing effect" is created in the armpit area.

- (iii) No other tie downs are allowed that create a “webbing effect.”
- (iv) The length of a jersey is illegal if it covers any area between the goalies’ legs.

(f) Catching glove:

- (i) A maximum perimeter of forty-five inches (45”) is permitted. The perimeter of the glove is the distance around the glove. (See measurement procedures below)



- (ii) The wrist cuff must be four inches (4”) in width (height). The cuff of the glove is considered to be the portion of the glove protecting the wrist from the point where the thumb joint meets the wrist. Any protection joining/ enhancing the cuff to the glove will be considered part of the glove rather than the cuff.
- (iii) The wrist cuff is to be a maximum of eight inches (8”) in width (this includes the bindings). All measurements follow the contour of the cuff.
 - (iv) The distance from the heel of the glove along the pocket and following the contour of the inside of the trap of the glove to the top of the “T” trap must not exceed eighteen inches (18”). The heel is considered to be the point at

which the straight vertical line from the cuff meets the glove (see diagram).

(v) Measuring Procedures for Goalkeepers' Catching Glove

(a) Suggested Equipment - binder clip, pins and a $\frac{5}{8}$ " fiberglass cloth measuring tape that measures $\frac{1}{8}$ ^{ths} of an inch.

(b) Procedure:

(1) The tape is to be placed on the outside edge of the glove with the midway line of the tape following the top ridge of the edge/binding.



(2) At the "starting point" of the measurement, anchor the tape with a pin or binder clip.

(3) Ensure that the midpoint line of the measuring tape follows the outside top ridge of the edge/binding.

(4) If at the junction of the cuff and catch portions of the glove there is a "jagged point"; the measurement tape will follow the imaginary perpendicular line to the glove ridge above. (A "jagged joint" anywhere else on the glove will not be allowed this "straight line" privilege, i.e. where the trap joins the main glove).



(g) Blocking Glove:

(i) Protective padding attached to the back or forming part of the goalkeeper's blocking glove shall not exceed eight inches (8") in width nor more than fifteen inches (15") in length at any point (this includes the bindings). All measurements follow the contour of the

back of the glove.

- (ii) The blocking glove must be rectangular in shape.
- (iii) The flap protecting the thumb and wrist must be fastened to the blocker and must follow the contour of the thumb and wrist. This thumb protection must not exceed seven inches (7") in extreme length when measured from the top of the blocking surface.
- (iv) Raised ridges are not to be added to any portion of the blocking glove.

(NOTE) All goaltenders must use one of each a blocking glove and catching glove, meeting League approved sizing specifications.

- (h) Protective masks of a design approved by the Rules Committee may be worn by goalkeepers. Protective masks deemed to be worn only to increase stopping area will be considered illegal.

(NOTE) The Officiating Department is specifically authorized to make a check of each Teams' equipment to ensure the compliance with the Rule. It shall report its findings to the Commissioner for his disciplinary action.

Rule 22. Protective Equipment

- (a) All protective equipment, except gloves, headgear and goalkeepers' leg guards must be worn under the uniform. For violation of this Rule, after warning by the Referee, a minor penalty shall be imposed.

(NOTE) Players including the goalkeeper violating this Rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

- (b) All players of both Teams shall wear a helmet of design, material and construction approved by the Rules Committee at all times while participating in a game, either on the playing surface or the players' or penalty benches.

A player may continue to participate in the play without his helmet. However, if he goes to his players' bench to be substituted for, he may not return to the ice during play without a helmet. Should he do so, the play shall be stopped once his Team has gained possession of the puck. If the play is stopped for such an infraction in the attacking zone, the ensuing face-off will take place at the nearest face-off spot in the neutral zone of the non-offending Team. If the play is stopped for such an infraction in the defending or neutral zone, the ensuing face-off will take place at the location of the puck when the play was stopped.

When a goalkeeper has lost his helmet and/or face mask and his Team has possession of the puck, the play shall be stopped immediately to allow the goalkeeper the opportunity to regain his helmet and/or face mask. When the opposing Team has possession of the puck, play shall only be stopped if there is no immediate and impending scoring opportunity. This stoppage of play must be made by the Referee. When play is stopped in the defending zone because the goalkeeper has lost his helmet and/or face mask, the ensuing face-off shall take place at one of the defending Team's end zone face-off spots.

- (c) 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 and if any player wears such a glove in play, a minor penalty shall be imposed on him.

When a complaint is made under this Rule, and such complaint is not sustained, a bench minor penalty shall be imposed against the complaining Club under Rule 51 – Delaying the Game.

Rule 23. 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.

(NOTE) All elbow pads which do not have a soft protective outer covering of sponge rubber or similar material at least one-half inch (1/2") thick shall be considered dangerous equipment.

- (b) A mask or protector of a design approved by the Rules Committee may be worn by a player who has sustained a facial injury.

In the first instance, the injured player shall be entitled to wear any protective device prescribed by the club doctor. If any opposing club objects to the device, it may record its objection with the Commissioner.

(NOTE) The Officiating Department is specifically authorized to make a check of each Team's equipment to ensure the compliance with this Rule. It shall report its findings to the Commissioner for his disciplinary action.

Rule 24. Puck

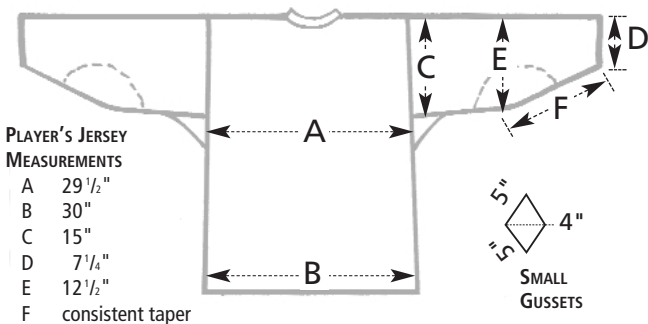
- (a) The puck shall be made of vulcanized rubber, or other approved material, one inch (1") thick and three inches (3") in diameter and shall weigh

between five and one-half ounces (5½ oz.) and six ounces (6 oz.). All pucks used in competition must be approved by the Rules Committee.

- (b) The home Team shall be responsible for providing an adequate supply of official pucks which shall be kept in a frozen condition. This supply of pucks shall be kept at the penalty bench under the control of one of the regular Off-Ice Officials or a special attendant.

Rule 24A. Players' Jerseys

- (a) The maximum jersey size is (see below).
- (b) No inserts or additions are to be added to the standard players' jersey as produced by the manufacturer. (Modifications at the manufacturer are not allowed unless approved in advance by the League) (see Rule 13(b) – Composition of Team).
- (c) No alteration of the neck opening is permitted.
- (d) Sleeves must extend into the cuff of the glove.
- (e) Jerseys must be "tied down" properly at all times.



SECTION FOUR – PENALTIES

Rule 25. Penalties

Penalties shall be actual playing time and shall be divided in the following classes:

- (1) Minor penalties
- (2) Bench minor penalties
- (3) Major penalties
- (4) Misconduct penalties
- (5) Match penalties
- (6) Penalty shot

When coincident penalties are imposed on players of both Teams, the penalized players of the visiting Team shall take their positions on the penalty bench first in the place designated for visiting players.

(NOTE) When play is not actually in progress and an offense is committed by any player, the same penalty shall apply as though play was actually in progress.

Rule 26. Minor Penalties

- (a) For a “MINOR PENALTY”, any player, other than a goalkeeper, shall be ruled off the ice for two (2) minutes during which time no substitute shall be permitted.
- (b) A “BENCH MINOR” penalty involves the removal from the ice of one player of the Team against which the penalty is assessed for a period of two (2) minutes. Any player except a goalkeeper of the Team may be designated to serve the penalty by the Manager or Coach through the playing Captain and such player shall take his place on the penalty bench promptly and serve the penalty as if it was a minor penalty imposed upon him.

- (c) If while a Team is "short-handed" by one or more minor or bench minor penalties, the opposing Team scores a goal, the first of such penalties shall automatically terminate.

(NOTE) "Short-handed" means that the Team must be below the numerical strength of its opponents on the ice at the time the goal is scored. The minor or bench minor penalty which terminates automatically is the one with the least amount of time on the clock. Thus coincident minor penalties to both Teams do NOT cause either side to be "short-handed".

This Rule shall also apply when a goal is awarded.

This Rule does not apply when a goal is scored on a penalty shot (i.e. offending team's penalized player(s) do not get released on the scoring of a goal on a penalty shot).

Minor penalty expiration criteria:

- i) *Is the Team scored against short handed?*
- ii) *Is the Team scored against serving a Minor Penalty on the clock?*

If both criteria are satisfied, the minor penalty with the least amount of time on the clock shall terminate except when coincidental penalties are being served.

When the minor penalties of two players of the same Team terminate at the same time, the Captain of that Team shall designate to the Referee which of such players will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly.

When one player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player, except under Rule 27(c) where coincidental major penalties are in effect in which case the minor penalty will be

recorded and served first.

- (d) When ONE minor penalty is assessed to ONE player of EACH Team at the same stoppage in play, these penalties will be served without substitution provided there are no other penalties in effect and visible on the penalty clocks. Both teams will therefore play four skaters against four skaters for the duration of the minor penalties.

(NOTE) Should one or either of these players also incur a misconduct penalty in addition to their ONE minor penalty, this rule shall apply and teams would still play four skaters against four skaters (the player incurring the misconduct penalty would have to serve the entire 12 minutes – minor plus misconduct – and his team would have to place an additional player on the penalty bench to serve the minor penalty and be able to return to the ice when the minor penalty expires).

When multiple penalties are assessed to both teams, equal numbers of minor and major penalties shall be eliminated using the coincident penalty rule and any differential in time penalties shall be served in the normal manner and displayed on the penalty time clock accordingly. If there is no differential in time penalties, all players will still serve their allotted penalty time, but will not be released until the first stoppage of play following the expiration of their respective penalties.

Rule 27. Major Penalties

- (a) For the first “MAJOR PENALTY” in any one game, the offender, except the goalkeeper, shall be ruled off the ice for five (5) minutes during which time no substitute shall be permitted.

An automatic fine of one hundred dollars (\$100) shall also be added when a major penalty is imposed for any foul causing injury to the face or head of an opponent by means of a stick.

- (b) For the third major penalty in the same game to the same player, or for a major for butt-ending (Rule 46), checking from behind (Rule 48), clipping (Rule 49), cross-checking (Rule 50), head-butting (Rule 60), hooking (Rule 64), kneeing (Rule 71), slashing (Rule 85) or spearing (Rule 86), he shall be ruled off the ice for the balance of the game, but a substitute shall be permitted to replace the player so suspended after five (5) minutes have elapsed. (Major penalty plus game misconduct with automatic fine of two hundred dollars (\$200).)

The substitute is not required to take his place on the penalty bench immediately, but must do so at a stoppage of play prior to the expiration of the major penalty. He may then legally exit the penalty bench when the major penalty has expired. Failure to place a player on the penalty bench prior to the expiration of the major penalty will result in that team having to continue playing one player short (but not officially considered shorthanded) until the next stoppage of play. Any replacement player who enters the game other than from the players' bench shall constitute an illegal substitution under Rule 17 – Change of Players calling for a bench minor penalty.

Furthermore, if the Team fails to place a player on the penalty bench to return to the ice at the end of the major penalty, they continue to play shorthanded but are NOT permitted to ice the puck

as they are no longer shorthanded by reason of a penalty.

- (c) When coincident major penalties or coincident penalties of equal duration, including a major penalty, are imposed against players of both Teams, the penalized players shall all take their places on the penalty benches and such penalized players shall not leave the penalty benches until the first stoppage of play following the expiry of their respective penalties. Immediate substitutions shall be made for an equal number of major penalties, or coincident penalties of equal duration including a major penalty to each Team so penalized, and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of the Delayed Penalty Rule, (Rule 32).

Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty under Rule 32 – Delayed Penalties, the penalized Team shall have the right to make such designation not in conflict with Rule 26 – Minor Penalties.

- (d) During the last five (5) minutes of regulation time, or at any time in overtime, when a minor penalty (or double minor penalty) is assessed to one player of Team A, and a major (or match) penalty is assessed to one player of Team B on the same stoppage of play, the three-minute (or one minute) differential shall be served immediately as a major penalty. This is also applicable when coincidental penalties are negated, leaving the aforementioned examples. In such instances, the Team of the player receiving the major penalty must place the replacement player in the

penalty bench prior to expiration of the penalty (in the case of a match penalty, the replacement player must enter the penalty bench immediately). The differential will be recorded on the penalty clock as a three (3) minute or a one (1) minute penalty (as applicable), and served in the same manner as a major penalty.

Rule 28. Misconduct Penalties

- (a) In the event of "MISCONDUCT" penalties to any players except the goalkeeper, the players shall be ruled off the ice for a period of ten (10) minutes each. A substitute player is permitted to immediately replace a player serving a misconduct penalty. A player whose misconduct penalty has expired shall remain in the penalty box until the next stoppage of play.



When a player receives a minor penalty and a misconduct penalty at the same time, the penalized Team shall immediately put a substitute player on the penalty bench and he shall serve the minor penalty without change.

When a player receives a major penalty and a misconduct penalty at the same time, the penalized Team shall place a substitute player on the penalty bench before the major penalty expires and no

replacement for the penalized player shall be permitted to enter the game except from the penalty bench. Any violation of this provision shall be treated as an illegal substitution under Rule 17 – Change of Players calling for a bench minor penalty.

- (b) A misconduct penalty imposed on any player at any time shall be accompanied with an automatic fine of one hundred dollars (\$100).
- (c) A “GAME MISCONDUCT” penalty involves the suspension of a player for the balance of the game but a substitute is permitted to replace immediately the player so removed. A player incurring a game misconduct penalty shall incur an automatic fine of two hundred dollars (\$200) and the case shall be reported to the Commissioner who shall have full power to impose such further penalties by way of suspension or fine on the penalized player or any other player involved in the altercation.
- (d) The Referee may impose a “GROSS MISCONDUCT” penalty on any player, Manager, Coach or Trainer who is guilty of gross misconduct of any kind. Any person incurring a “gross misconduct” penalty shall be suspended for the balance of the game and shall incur an automatic fine of two hundred dollars (\$200) and the case shall be referred to the Commissioner of the League for further disciplinary action.

(NOTE) For all game misconduct and gross misconduct penalties regardless of when imposed, a total of ten minutes shall be charged in the records against the offending player.

- (e) In regular League games, any player who incurs a total of three (3) game misconduct penalties in the

"General Category" and exclusive of other designated categories, shall be suspended for the next League game of his Team. For each subsequent game misconduct penalty, the automatic suspension shall be increased by one game. For each suspension of a player, his Club shall be fined one thousand dollars (\$1,000).

(NOTE) The "General Category" shall include the following infractions:

- i) Charging – Rule 47(b)(c)*
- ii) Clipping – Rule 49(b)*
- iii) Elbowing – Rule 53(b)*
- iv) Fighting off the playing surface - Rule 56(c)*
- v) Head-butting – Rule 60(b)*
- vi) Inciting an opponent into incurring a penalty – Rule 41(g)*
- vii) Intervening in an altercation – Rule 56(d)*
- viii) Kneeing – Rule 71*
- ix) Not properly tied down during altercation – Rule 56(a)*
- x) Obscene Language or Gestures – Rule 73(a)*
- xi) Persists in continuing an altercation – Rule 56(f)*
- xii) Removing jersey prior to altercation – Rule 56(a)*
- xiii) Resisting a Linesman in the discharge of his duties – Rule 41(f)*
- xiv) Secondary Altercation – Rule 56(a)(f)*
- xv) Third major penalty in a game – Rule 27(b)*
- xvi) Throwing stick outside the playing area – Rule 88(c)*

In Playoff games, any player who incurs a total of two game misconduct penalties in the "General Category" shall be suspended automatically for the next Playoff game of his Team. For each subsequent game misconduct penalty during the Playoffs, the

automatic suspension shall be increased by one game. For each suspension of a player during Playoffs, his club shall be fined one thousand dollars (\$1,000).

Any request by a Club to have a game misconduct reviewed and rescinded by the League must submit their request in writing to the Hockey Operations Department within 48 hours of the conclusion of the game in which the game misconduct was assessed. Failure to submit the written request within this time frame will automatically result in the game misconduct being upheld and no further review of the incident will be considered or entertained. This does not apply to infractions addressed under Rule 33A – Supplementary Discipline.

- (f) In regular League or Playoff games, any player who incurs a total of two (2) game misconduct penalties for Abuse of Officials related infractions penalized under Rule 41 (a), (b), or (c) – Abuse of Officials and other Misconduct, shall be suspended automatically for the next League or Playoff game of his Team. For each subsequent game misconduct penalty, the automatic suspension shall be increased by one game.
- (g) In regular League games, any player who incurs a total of two (2) game misconduct penalties for stick related infractions, Boarding – Rule 44(b), or Checking from Behind – Rule 48(a), shall be suspended automatically for the next League game of his Team. For each subsequent game misconduct penalty in this category, the automatic suspension shall be increased by one game.

(NOTE) Stick related infractions shall include the following infractions:

- i) Butt-ending – Rule 46(b)*
- ii) Cross-checking – Rule 50(a)*
- iii) Hooking – Rule 64(b)*
- iv) Slashing – Rule 85(b)*
- v) Spearing – Rule 86(b)*

In playoff games any player who incurs a total of two (2) game misconduct penalties for stick related infractions, Boarding – Rule 44(b), or Checking from Behind – Rule 48(a), shall be suspended automatically for the next Playoff game of his Team. For each subsequent game misconduct penalty in this category during the Playoffs the automatic suspension shall be increased by one game.

Prior to the commencement of each Stanley Cup Finals, a player will have his current stick-related, boarding and checking from behind game misconducts removed from his current playoff record. They will remain part of his historical record.

(NOTE 1) Any game misconduct penalty for which a player has been assessed an automatic suspension or supplementary discipline in the form of game suspension(s) by the Commissioner shall NOT be taken into account when calculating the total number of offenses under this subsection.

(NOTE 2) When a player has played in 41 consecutive regular League games without being assessed a stick-related major and a game misconduct according to Rule 27(b) – Major Penalties or Rule 28 (f) – Misconduct Penalties, he will have the previous game misconduct penalties removed from his current record. They will remain part of his historical record.

(NOTE 3) When a player has played in 41 consecutive regular League games without being assessed a boarding and/or a checking from behind major and a game misconduct according to Rule 44 – Boarding and Rule 48 – Checking from Behind, he will have the previous game misconduct penalties removed from his current record. They will remain part of his historical record.

(NOTE 4) A player's total games played will cover a two year time period from the date of the first game misconduct penalty for each category of foul.

(NOTE 5) The automatic suspensions incurred under this subsection in respect to League games shall have no effect with respect to violations during playoff games.

Rule 29. Match Penalties

A "MATCH" penalty involves the suspension of a player for the balance of the game and the offender shall be ordered to the dressing room immediately. A substitute player is permitted to replace the penalized player after five (5) minutes playing time has elapsed when the penalty is imposed under Rule 43 – Attempt to or Deliberate Injury of Opponents.

(NOTE 1) The Match penalty shall be served by a player to be designated by the Manager or Coach of the offending Team through the playing Captain, such player to take his place in the penalty box immediately.

For all match penalties, regardless of when imposed, or prescribed additional penalties, a total of ten minutes shall be charged in the records against the offending player.

(NOTE 2) When coincident match penalties have been imposed to a player on both Teams, Rule 27(c) covering coincident major penalties will be applicable with respect to

player substitution.

(NOTE 3) The Referee is required to report all match penalties and the surrounding circumstances to the Commissioner of the League immediately following the game in which they occur.

Rule 30. Penalty Shot

- (a) Any infraction of the rules which calls for a "PENALTY SHOT" shall be taken as follows:

The Referee shall ask to have announced over the public address system the name of the player designated by him or selected by the Team entitled to take the shot (as appropriate). He shall then place the puck on the center face-off spot and the player taking the shot will, on the instruction of the Referee, play the puck from there and shall attempt to score on the goalkeeper. The puck 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, then the goalkeeper and then directly into the goal), and any time the puck crosses the goal line, the shot shall be considered complete.

Only a player designated as a goalkeeper or alternate goalkeeper may defend against the penalty shot.

- (b) The goalkeeper must remain in his crease until the player taking the penalty shot has touched the puck and in the event of violation of this Rule or any foul committed by a goalkeeper, the Referee shall allow the shot to be taken and if the shot fails, he shall

permit the penalty shot to be taken over again.

The goalkeeper may attempt to stop the shot in any manner except by throwing his stick or any object, in which case a goal shall be awarded.

(NOTE) See Rule 88.

- (c) In cases where a penalty shot has been awarded under Rule 51(c), deliberately displacing goal post during course of a breakaway; under Rule 67(i), Interference; under Rule 72(m), illegal entry into the game; under Rule 88(a) for throwing a stick; and under Rule 91(b), fouling from behind, the Referee shall designate the player who has been fouled as the player who shall take the penalty shot.

In cases where a player is fouled from behind (Rule 91(b)), four criteria must be met in order for the Referee to award a penalty shot:

- 1) The infraction must have taken place in the opponent's half of the ice, i.e. over the center red line.
- 2) The infraction must have been committed from behind.
- 3) The player in possession and control (or, in the judgment of the Referee, clearly would have obtained possession and control of the puck) must have been denied a reasonable chance to score.

(NOTE) The fact that he got a shot off does not automatically eliminate this play from the penalty shot consideration criteria. If the foul was from behind and he was denied a "more" reasonable scoring opportunity due to the foul, then the penalty shot should be awarded.

- 4) The player in possession and control (or, in the

judgment of the Referee, clearly would have obtained possession and control of the puck) must have had no opposing player between himself and the goalkeeper.

In cases where a penalty shot has been awarded under Rule 17(b), deliberate illegal substitution with insufficient playing time remaining; under Rule 51(d), deliberately displacing goal post; under Rule 55(c), falling on the puck in the crease; under Rule 59(d), picking up the puck from the crease area, the penalty shot shall be taken by a player selected by the Captain of the non-offending Team from the players on the ice at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

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 when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

- (d) Should the player in respect to whom a penalty shot has been awarded himself commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, be designated to take the shot, he shall first be permitted to do so before being sent to the penalty bench to serve the penalty except when such penalty is for a game misconduct, gross misconduct or match penalty in which case the penalty shot shall be taken by a player selected by the Captain of the non-offending Team from the

players on the ice at the time when the foul was committed.

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.

- (e) While the penalty shot is being taken, players of both sides shall withdraw to the sides of the rink and in front of their own player's bench.
- (f) 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, because of such action, the shot should have failed, a second attempt shall be permitted and the Referee shall impose a misconduct penalty on the player so interfering or distracting.
- (g) If a goal is scored from a penalty shot, the puck shall be faced-off at center ice. If a goal is not scored, the puck shall be faced-off at either of the end face-off spots in the zone in which the penalty shot was tried.
- (h) Should a goal be scored from a penalty shot, a further penalty to the offending player shall not be applied unless the offense for which the penalty shot was awarded was such as to incur a major, match or misconduct penalty, in which case the penalty prescribed for the particular offense shall be imposed.

If the offense for which the penalty shot was awarded was such as to normally incur a minor penalty, then regardless of whether the penalty shot

results in a goal or not, no further minor penalty shall be served.

If the offense for which the penalty shot was awarded was such as to incur a double minor penalty, or where the offending team is assessed an additional minor penalty on the same play in which a penalty shot was awarded, the first minor penalty is not assessed since the penalty shot was awarded to restore the lost scoring opportunity. The second minor penalty would be assessed and served regardless of whether the penalty shot results in a goal or not. This will be announced as a double minor penalty for the appropriate foul and the player will serve two (2) minutes only.

- (i) If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a slow whistle by the Referee to allow play to continue until the attacking side has lost possession of the puck to the defending side, which delay results in the expiry of the regular playing time in any period.

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

- (j) If, after a player's stick has been ruled illegal, he attempts to take a penalty shot with a second stick that is also ruled illegal prior to taking the penalty shot, the opportunity to take the penalty shot shall be disallowed. The player shall be assessed one minor penalty for the first illegal stick.

Rule 31. Goalkeeper's Penalties

- (a) A goalkeeper shall not be sent to the penalty bench for an offense which incurs a minor penalty, but instead, the minor penalty shall be served by another member of his Team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending Team through the playing Captain and such substitute shall not be changed.

(NOTE) A penalized player may not serve a goalkeeper's penalty.

- (b) A goalkeeper shall not be sent to the penalty bench for an offense which incurs a major penalty, but instead, the major penalty shall be served by another member of his Team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending Team through the playing Captain and such substitute shall not be changed.
- (c) Should a goalkeeper incur three major penalties in one game, in accordance with Rule 27(b) – Major Penalties, he shall be ruled off the ice for the balance of the playing time and his place shall be taken by a member of his own club, or by a regular substitute goalkeeper who is available. Such player will be allowed the goalkeeper's equipment. (Major penalty plus game misconduct penalty and automatic fine of two hundred dollars (\$200).)
- (d) Should a goalkeeper on the ice incur a misconduct penalty, this penalty shall be served by another member of his Team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the

offending Team through the Captain and, in addition, the goalkeeper shall be fined one hundred dollars (\$100).

- (e) Should a goalkeeper incur a game misconduct penalty, his place will then be taken by a member of his own club, or by a regular substitute goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment. In addition, the goalkeeper shall be fined two hundred dollars (\$200).
- (f) Should a goalkeeper incur a match penalty, his place will then be taken by a member of his own club, or by a substitute goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment. However, any additional penalties as specifically called for by the individual rules covering match penalties will apply, and the offending Team shall be penalized accordingly. Such additional penalties will be served by other members of the Team on the ice when the offenses were committed. These players are to be designated by the Manager or Coach of the offending Team through the Captain. (See Rules 43, 52 and 69.)
- (g) Should a goalkeeper incur a match penalty, the case shall be investigated promptly by the Commissioner who shall have full power to fine or suspend the penalized goalkeeper or any other players in the altercation.
- (h) A minor penalty shall be imposed on a goalkeeper who leaves the immediate vicinity of his crease during an altercation. In addition, he shall be subject to a fine of two hundred dollars (\$200) and this incident shall be reported to the Commissioner

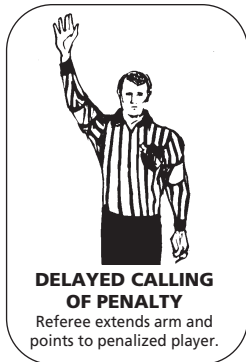
for such further disciplinary action as may be required.

(NOTE) All penalties imposed on a goalkeeper, regardless of who serves the penalty or any substitution, shall be charged in the records against the goalkeeper.

- (i) If a goalkeeper participates in the play in any manner when he is beyond the center red line, a minor penalty shall be imposed upon him.
- (j) A goalkeeper shall not play the puck outside of the designated area behind the net. This area shall be defined by lines that begin six feet (6') from either goal post and extend diagonally to points twenty-eight feet (28') apart at the end boards. Should the goalkeeper play the puck outside of the designated area behind the goal line, a minor penalty for delay of game shall be imposed. The determining factor shall be the position of the puck. The minor penalty will not be assessed when a goalkeeper plays the puck while still in his goal crease.

Rule 32. Delayed Penalties

- (a) If a third player of any Team shall be penalized while two players of the same Team are serving penalties, the penalty time of the third player shall not commence until the



penalty time of one of the two players already penalized has elapsed. Nevertheless, the third player penalized must at once proceed to the penalty bench but may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.

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

Provided however that the Penalty Timekeeper shall permit the return to the ice in the order of expiry of their penalties, of a player or players when, by reason of the expiration of their penalties, the penalized Team is entitled to have more than four players on the ice.

- (c) In the case of delayed penalties, the Referee shall instruct the Penalty Timekeeper that penalized players whose penalties have expired shall only be allowed to return to the ice when there is a stoppage of play.

When the penalties of two players of the same Team will expire at the same time, the Captain of that Team will designate to the Referee which of such players will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly.

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.

(NOTE) This applies to the case where the two penalties are imposed on DIFFERENT players of the same Team. See also Note to Rule 26 – Minor Penalties.

Rule 33. Calling of Penalties

- (a) Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct or match penalty be committed by a player of the side in possession of the puck, the Referee shall immediately blow his whistle and penalize the offending player.

The resulting face-off shall be made at the place where the play was stopped for the assessment of the penalty, unless the stoppage occurs in the attacking zone of the player penalized in which case the face-off shall be made at the nearest face-off spot in the neutral zone.

- (b) Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct or match penalty be committed by a player of the Team not in possession of the puck, the Referee will raise his arm to signal the delayed calling of a penalty. When the Team to be penalized gains control of the puck, the Referee will blow his whistle to stop play and impose the penalty on the offending player.

(NOTE) There shall be no signal given by the Referee for a misconduct or game misconduct penalty under

this section.

The resulting face-off shall be located where the play was stopped when the offending Team gained control of the puck, except when they do so in their attacking zone, to which the ensuing face-off will be conducted in the neutral zone near the defending Team's blue line.

If the stoppage of play is caused by the defending Team (puck frozen along boards, frozen by goalkeeper, shot out of play) and the attacking Team is to be penalized, the resulting face-off shall be made at the place where the play was stopped. The only exception to this face-off location is if, prior to the stoppage of play for the assessment of the penalty, the non-offending Team ices the puck, then the face-off following the stoppage shall take place in the neutral zone near the defending blue line of the Team shooting the puck.

If the penalty to be imposed is a minor penalty and a goal is scored on the play by the non-offending side, the minor penalty shall not be imposed but major and match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

Minor penalty expiration criteria:

- i) Is the Team scored against short handed?
- ii) Is the Team scored against serving a Minor Penalty on the clock?

If both criteria are satisfied, the minor penalty with the least amount of time on the clock shall terminate except when coincidental penalties are being served.

(NOTE) No penalty shall expire when a goal is scored against a Team on a penalty shot (Rule 26(c)).

When the penalty to be imposed is applicable under Rule 46 (a) – Butt-Ending; Rule 60(a) – Head-Butting; Rule 61(b)(1) – High Sticks or Rule 86(a) – Spearing, and a goal is scored, two minutes of the appropriate penalty will be assessed to the offending player. (This will be announced as a double minor for the appropriate foul and the player will serve two (2) minutes only.)

If when a Team is “short-handed” by reason of one or more minor or bench minor penalties, the Referee signals a further minor penalty or penalties against the “short-handed” Team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed. The penalty or penalties signaled shall be assessed and the first of the minor penalties already being served shall automatically terminate under Rule 26(c) – Minor Penalties. Major and match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

(NOTE 1) “Completion of the play by the Team in possession” in this Rule means that the puck must have come into the possession and control of an opposing player or has been “frozen”. This does not mean a rebound off the goalkeeper, the goal or the boards, or any accidental contact with the body or equipment of an opposing player. “Control of the puck” means the act of propelling the puck with the stick, hand or feet. If while it is being propelled, the puck is touched by another player or his equipment, or hits the goal or goes free, the player shall no longer be considered to be “in control of the puck”.

(NOTE 2) If after the Referee has signaled a penalty but before the whistle has been blown, the puck shall enter the goal of the non-offending Team as the direct result of a player of that Team, the goal shall be allowed and the penalty signaled shall be imposed in the normal manner. No goal may be scored by the offending team during the delayed calling of a penalty unless the non-offending team puts it directly into their own net. This shall mean that a deflection off an offending player or goalkeeper, or any physical action by an offending player that may cause the puck to enter the non-offending team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible), and the signaled penalty assessed to the offending team.

- (c) Should the same offending player commit other fouls on the same play, either before or after the Referee has blown his whistle, the offending player shall serve such penalties consecutively.

Rule 33A. Supplementary Discipline

In addition to the automatic fines and suspensions imposed under these Rules, the Commissioner may, at his discretion, investigate any incident that occurs in connection with any Pre-season, Exhibition, League or Playoff game and may assess additional fines and/or suspensions for any offense committed during the course of a game or any aftermath thereof by a player, Trainer, Manager, Coach or club executive, whether or not such offense has been penalized by the Referee.

(NOTE) If an investigation is requested by a Club or by the League on its own initiative, it must be initiated within twenty-four (24) hours following the completion of the game in which the incident occurred.

**Rule 33B. Suspensions Arising from
Pre-season and Exhibition Games**

Whenever suspensions are imposed as a result of infractions occurring during pre-season and exhibition games, the Commissioner shall exercise his discretion in scheduling the suspensions to ensure that no Team shall be short more players in any regular League game than it would have been had the infractions occurred in regular League games.

SECTION FIVE – OFFICIALS

Rule 34. Appointment of Officials

- (a) The Commissioner shall appoint two Referees, Linesmen, Video Goal Judge and all Off-Ice Officials for each game.
- (b) The Commissioner shall forward to all clubs a list of Referees, Linesmen, and Off-Ice Officials, all of whom must be treated with proper respect at all times during the season by all players and officials of clubs.

Rule 35. Referees

- (a) The Referees shall have general supervision of the game and shall have full control of all game officials and players during the game, including stoppages; and in case of any dispute, their decision shall be final.

(NOTE) As there is a human factor involved in blowing the whistle to stop play, the Referee may deem the play to be stopped slightly prior to the whistle actually being blown. The fact that the puck may come loose or cross the goal line prior to the sound of the whistle has no bearing if the Referee has ruled that the play had been stopped prior to this happening.

The Referees shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms.

- (b) All Referees and Linesmen shall be dressed in black trousers and official sweaters.

They shall be equipped with approved whistles, tape measure and an official stick measuring gauge.

- (c) The Referees shall order the Teams on the ice at the appointed time for the beginning of a game and at the commencement of each period. If for any reason, there is more than fifteen (15) minutes' delay in the commencement of the game or any undue delay in resuming play after the League-approved intermission length between periods, the Referees shall state in their report to the Commissioner the cause of the delay and the club or clubs which were at fault.
- (d) It shall be the duty of the Referees to see to it that all players are properly dressed, and that the approved regulation equipment (including the approved on-ice branded exposure program) is in use at all times during the game.
- (e) The Referees shall, before starting the game, see that the appointed off-ice officials, including the Game Timekeeper, and the Goal Judges are in their respective places and ensure that the timing and signaling equipment are in order.
- (f) It shall be the duty of the Referees to impose such penalties as are prescribed by the rules for infractions thereof and they shall give the final decision in matters of disputed goals. The Referees may consult with the Linesmen, Goal Judge or Video Goal Judge before making his decision.
- (g) The Referees shall have announced over the public address system information regarding the legality of an apparent goal. The Official Scorer, with the assistance of the Video Goal Judge, will confirm the goal scorer and any players deserving of an assist. See also Rule 57 (Note) – Goals and Assists.

The Referees shall have announced over the

public address system the reason for not allowing a goal every time the goal signal light is turned on in the course of play. This shall be done at the first stoppage of play regardless of any standard signal given by the Referees when the goal signal light was put on in error.

The Referees shall report to the Official Scorer the name or number of the goal scorer but he shall not give any information or advice with respect to the awarding of assists.

(NOTE) The name of the scorer and any player entitled to an assist will be announced over the public address system. In the event that the Referee disallows a goal for any violation of the rules, he shall report the reason for the disallowance to the Official Scorer who shall have announced the Referee's decision correctly over the public address system.

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

Where a penalty is imposed by the Referee which calls for a mandatory or automatic fine, only the time portion of the penalty will be reported by the Referee to the Official Scorer and announced over the public address system, and the fine will be collected through the League office.

- (h) The Referees shall see to it that players of opposing Teams are separated on the penalty bench to prevent feuding.
- (i) The Referees shall not halt the game for any

infractions of the rules concerning off-side play at the blue line or any violation of Rule 65, icing the puck. Determining infractions of these rules is the duty of the Linesmen unless, by virtue of some accident, the Linesman is prevented from doing so in which case the duties of the Linesman shall be assumed by the Referee until play is stopped.

- (j) Should a Referee accidentally leave the ice or receive an injury which incapacitates him from discharging his duties while play is in progress, the game shall be automatically stopped. If the Referee is unable to continue, the game shall continue using the one Referee, two Linesmen system.
- (k) If, through misadventure or sickness, the Referees and Linesmen appointed are prevented from appearing, the Managers or Coaches of the two clubs shall agree on a Referee(s) and Linesman(men). If they are unable to agree, they shall appoint a player from each side who shall act as Referee and Linesman; the player of the home club acting as Referee and the player of the visiting club as Linesman.
- (l) If the regularly appointed Officials appear during the progress of the game, they shall at once replace the temporary Officials.
- (m) Should a Linesman appointed be unable to act at the last minute or through sickness or accident be unable to finish the game, the Referees shall have the power to appoint another in his stead, if they deem it necessary, or if required to do so by the Manager or Coach of either of the competing Teams. If no replacement linesman is available, one

of the two Referees will perform the duties of the Linesman while still retaining his ability to assess penalties when deemed appropriate. The remaining Referee will skate end to end.

- (n) If, owing to illness or accident, one of the Referees is unable to continue to officiate, the remaining Referee shall perform the duties of the ill or injured Referee during the balance of the game. If a Linesman is to be assigned the Referee or Officiating Supervisor will select him. In the event that an NHL Supervisor is in attendance at a game where a spare Official is present, he shall have the authority to substitute the injured Referee with the spare Official.
- (o) The Referees shall check club rosters and all players in uniform before signing the Official Report of Match form.
- (p) The Referee shall report to the Commissioner promptly and in detail the circumstances of any of the following incidents:
 - (i) When a stick or part thereof is thrown outside the playing area – Rule 88(c) – Throwing Stick;
 - (ii) Every obscene gesture made by any person involved in the playing or conduct of the game whether as a participant or as an official of either Team or of the League, which gesture he has personally observed or which has been brought to his attention by any game official – Rule 73(a) – Obscene Language or Gestures;
 - (iii) When any player, Trainer, Coach or club executive becomes involved in an altercation with a spectator – Rule 68(b) – Interference

- by/with Spectators;
- (iv) Every infraction under Rule 27(b) – Major Penalties, whenever a major penalty and game misconduct is assessed.
 - (v) Anytime a player is deemed the instigator or the aggressor in a fight – Rule 56(a) – Fisticuffs.
- (q) In the event of failure by a club to comply with a provision of the League constitution, by-laws, resolutions, rules or regulations affecting the playing of a game, the Referee shall, if so directed by the Commissioner or his designee, refuse to permit the game to proceed until the offending club comes into compliance with such provision.

Should the offending club persist in its refusal to come into compliance, the Referee shall, with the prior approval of the Commissioner or his designee, declare the game forfeited and the non-offending club the winner. Should the Referee declare the game forfeited because both clubs have refused to comply with such a provision, the visiting club shall be declared the winner.

If the game is declared forfeited prior to its having commenced, the score shall be recorded as 1-0 and no player shall be credited with any personal statistics.

If the game was in progress at the time it is declared forfeited, the score shall be recorded as zero for the loser and 1, or such greater number of goals that had been scored by it, for the winner; however, the players on both clubs shall be credited with all personal statistics earned up to the time the

forfeit was declared.

- (r) In the event of any dispute regarding time or the expiration of penalties, the matter shall be referred to the Referees for adjudication and their decision shall be final. They may use the Video Goal Judge to assist in rendering their final decision. (See Rule 93 (g) – Video Goal Judge.

Rule 36. Linesman

- (a) The Linesman shall stop play:
- 1) When premature substitution of the goalkeeper has occurred: Rule 17(a) – Change of Players.
 - 2) When he deems that a player has sustained a serious injury and this has gone undetected by either of the referees: Rule 18(f) – Injured Players.
 - 3) For premature entry into the face-off area: Rule 54(a)(e) – Face-offs.
 - 4) When the puck has been deliberately hand passed to a Teammate in any zone other than the defensive zone and this has gone undetected by either of the referees: Rule 59(e) – Handling the Puck with Hands.
 - 5) When the puck is struck by a stick above the height of the shoulders and this has gone undetected by either of the referees: Rule 61(d) High Sticks.
 - 6) When either team ices the puck: Rule 65 – Icing the Puck.
 - 7) When there has been interference by/with

- spectators: Rule 68 – Interference by/with Spectators.
- 8) For any infraction of the rules concerning off-side at the blue line: Rule 74 – Off-side, and Rule 77 – Preceding Puck into Attacking Zone.
 - 9) When the puck is out of bounds or unplayable: Rule 80 – Puck Out of Bounds or Unplayable.
 - 10) When a goal has been scored that has not been observed by the Referee.
 - 11) When the puck is interfered with by an ineligible player/person.
 - 12) The calling of a penalty shot under Rule 88(a) – Throwing Stick.
- (b) The Linesman may stop play and report what he witnessed to the Referees when:
- 1) There are too many men on the ice: Rule 17 – Change of Players.
 - 2) Articles are thrown on the ice from the players' bench or penalty bench: Rule 41(k) – Abuse of Officials and Other Misconduct.
 - 3) When Team personnel interferes with a game official: Rule 41(l) – Abuse of Officials and Other Misconduct.
 - 4) When a player who has lost or broken his stick receives one illegally: Rule 45(c) – Broken Stick.
- (c) The Linesman must report upon completion of play, any circumstances pertaining to:
- 1) Match penalties: Rule 43 – Attempt to or Deliberate Injury of Opponents.
 - 2) Minor or bench minor penalties (Unsportsmanlike Conduct): Rule 41(a) –

Abuse of Officials.

- 3) Misconducts, Game Misconducts and Gross Misconducts: Rule 28 – Misconduct Penalties.
- (d) The Linesman shall face-off the puck at all times except at the start of each period and following the scoring of a goal.
- (e) The Linesman shall provide the Referees with his interpretation of any incident that may have taken place during the game.

Rule 37. Goal Judge

- (a) There shall be one Goal Judge situated behind each goal. They shall not be replaced during the game, except due to sickness or some other unforeseen circumstance.
- (b) Goal Judges shall be stationed behind the goals during the progress of play, in properly protected areas, if possible, so that there can be no interference with their activities. They shall not change goals during the game.
- (c) In the event of a goal being claimed, the Goal Judge of that goal shall decide whether or not the puck has passed between the goal posts and entirely over the goal line. When the puck is deemed to have completely crossed the goal line, between the goal posts, the Goal Judge shall turn on the red goal light and leave it on for a minimum of five (5) seconds.

Rule 38. Penalty Timekeeper

- (a) The Penalty Timekeeper shall keep, on the Penalty Record form, a correct record of all penalties

imposed by the Officials including the names of the players penalized, the penalties assessed, the duration of each penalty and the time at which each penalty was imposed. He shall report on the Penalty Record form each penalty shot awarded, the name of the player taking the penalty shot and the result of the shot. He shall also record on the Penalty Record form the details and the result of any stick measurement performed by the Referees during the game.

- (b) The Penalty Timekeeper shall check to ensure that the time served by all penalized players is correct. The Penalty Timekeeper shall be responsible for the correct posting of penalties on the scoreboard at all times and shall promptly call to the attention of the Referees any discrepancy between the time recorded on the clock and the official correct time and he shall be responsible for making any adjustments ordered by the Referees.

The Penalty Timekeeper shall upon request, give a penalized player correct information as to the unexpired time of his 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 at the same time, the penalty to the visiting player will be announced first.

(NOTE 2) Misconduct penalties and coincident major penalties should not be recorded on the timing device (penalty time clock) but such penalized players should be alerted and released at the first stoppage of play following the expiration of their penalties.

- (c) Upon the completion of each game, the Penalty Timekeeper shall complete and sign the Penalty Record form and forward same to the League office.
- (d) The Officiating Department shall be entitled to inspect, collect and forward to the League office the actual worksheets used by the Penalty Timekeeper in any game.
- (e) The Penalty Timekeeper shall have an official stick measuring gauge and tape measure available for the Officials' use during the game.

Rule 39. 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 and the starting line-up of each Team which information shall be made known to the opposing Manager or Coach before the start of play.

The Official Scorer shall secure the names of the Captain and Alternate Captains from the Manager or Coach at the time the line-ups are collected and will indicate those nominated by placing the letter "C" or "A" opposite their names on the Official Report of Match form.

- (b) The Official Scorer shall keep a record of the goals scored, the scorers, and players to whom assists have been credited and shall indicate those players on the lists who have actually taken part in the game.
- (c) The Official Scorer shall award the points for goals and assists and his decision shall be final. The

Official Scorer shall use the Video Goal Judge system to verify the proper awarding of goals and assists. The awards of points for goals and assists shall be announced twice over the public address system and all changes in such awards shall also be announced in the same manner.

No requests for changes in any award of points shall be considered unless they are made at or before the conclusion of actual play in the game by the Team Captain or immediately following the game by a Team representative.

- (d) At the conclusion of the game, the Official Scorer shall complete and sign the Score Sheet form and forward same to the League office.
- (e) The Official Scorer shall prepare the Official Report of Match form for signature by the Referees and forward it to the League office together with the Score Sheet and the Penalty Record forms.
- (f) The Official Scorer should view the game from an elevated position, well away from the players' benches, with house telephone communication to the public address announcer.

Rule 40. Game Timekeeper

- (a) The Game Timekeeper shall record the time of starting and finishing of each period in the game. During the game the Game Timekeeper will start the clock with the drop of the puck and stop the clock upon hearing the Officials' whistle or the scoring of a goal.

Any loss of time on the game or penalty clocks

due to a false face-off must be replaced as deemed appropriate. The Video Goal Judge may be consulted to ensure the time is accurately replaced.

- (b) The Game Timekeeper shall signal the Referee and the competing Teams for the start of the game and each succeeding period and the Referee shall start the play promptly in accordance with Rule 90 – Time of Match.

For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electric clock to record the length of intermissions. The clock will start for the intermission immediately at the conclusion of the period.

To assist in assuring the prompt return to the ice of the Teams and the Officials, the Game Timekeeper shall give preliminary warnings of five (5) minutes and two (2) minutes prior to the resumption of play in each period.

- (c) If the arena is not equipped with an automatic signalling device or, if such device fails to function, the Game Timekeeper shall signal the end of each period by blowing a whistle.
- (d) The Game Timekeeper shall cause to be announced over the public address system at the nineteenth minute in each period that there is one minute remaining to be played in the period.
- (e) In the event of any dispute regarding time, the matter shall be referred to the Referees for adjudication and their decision shall be final. The Game Timekeeper shall assist to verify game time using an additional timing device. (NHL approved stop watch)

- (f) The Game Timekeeper is required to synchronize his timing device with the Television Producer of the originating broadcast.
- (g) In accordance with Rule 93 – Video Goal Judge, the Officials may use the Video Goal Judge system to establish the correct time on the official game clock, provided the game time is visible on the Video Goal Judge’s monitors.

Rule 40A. Real Time Scorers

- (a) There shall be appointed for duty at every game played in the League the following Real Time Scorers:
 - (i) Shot Scorer
 - (ii) Action Scorer
 - (iii) Penalty Scorer
 - (iv) Time on Ice – Home
 - (v) Time on Ice – Visitor
 - (vi) Spotter
- (b) The duty of the Real Time Scorers is to correctly record electronically all of the required data concerning the performances of the individual players and the Teams.
- (c) This data shall be compiled and recorded in strict conformity with the instructions provided by the League.
- (d) Reports shall be generated at the end of each period and given to the Team Public Relations department by the Real Time Scorers Trainer for distribution to the media and the Coaches. These reports are known as the Event Summary and the Game Summary.