

ANNEX 1 - ADVERTISING REGULATIONS

Advertising and venue identification may be placed on the ice, the boards, protective glass, nets, goals or any other surface in and around the players benches, penalty benches, Goal Judge areas and off-ice officials area, on the players uniforms and/or equipment and the Referee and Linesmens uniforms and/or equipment, provided the specifications are provided to and written permission is given by:

- the International Ice Hockey Federation with regards to IIHF championships, and
- the National Associations with regards to all games, both national and international, played within their territory.

ANNEX 2 - GAME COUNTDOWN AND WARM-UP PROCEDURES

The following countdown procedure must be followed prior to all IIHF ice hockey championship game:

Time

- 60 min Teams provide the **Team Composition Forms** to the Scorekeeper.
- 40 min Teams appear on the ice for a **20 minute warm-up**.
Clock starts 20 minute countdown.
- 20 min Siren announces the **end of warm-up**. Teams leave the ice.
Ice is resurfaced.
Clock starts 20 minute countdown.
Managers provides their **starting line-up** to the **Scorekeeper**.
- 3 min **Referee and Linesmen appear on the ice.**
- 2 min **Teams appear on the ice.**
- 15 sec Referee calls the teams to face-off at the center ice face-off spot.
- 0 **Game starts.**

ANNOUNCEMENTS:

Goals and Assists:

Goal for Team A scored by number 98, Jean LEWIS; assisted by number 53, Peter POPOV; and number 16, Chris CHEN. Time; 36 minutes, 12 seconds.

Penalties:

At 42 minutes and 17 seconds, penalty for Team A; Number 98; two minutes for delaying the game; and Team B number 7; five minutes for slashing.

→ The penalty of the visiting team shall be announced first.

→ In a case where the penalized player cannot go to the penalty bench, or in case of goalkeeper penalty:

Penalty to be served by number 2, Paul JAMES.

End of Penalties:

End of penalty for Team A (if other penalties are being served that make this team short-handed), or

Team A playing at full strength (if no other penalties are being served that make this team short-handed), or

Both teams are playing at full strength (if no penalties remain for either team).

Review by Video Goal Judge:

Play is being reviewed.

Time Out:

Time out for Team A.

Time Remaining in Period/Game:

One minute remaining in the (first/second) period.

Two minutes remaining in the game (at the end of the third period).

ANNEX 3 - OFFICIAL ANNOUNCEMENTS

A3.1 - COMPULSORY ANNOUNCEMENTS

The following announcements are compulsory for the information of players, Coaches Referees and spectators:

- Goals and Assists
- Penalties
- End of Penalties
- Play Reviewed by the Video Goal Judge
- Time Out
- Time Remaining in Periods/Game

A3.2 - PUBLIC INFORMATION

- Offside
- Icing

ANNEX 4 - DUTIES OF THE OFFICIALS

A4.1 - INCAPACITATED REFEREE OR LINESMAN - BEFORE THE GAME

If, for any reason, the appointed Referees or Linesmen are prevented from appearing, the team leaders shall agree on a replacement Referee and/or Linesman.

If they are unable to agree, the Proper Authorities shall appoint the officials.

A4.2 - INCAPACITATED REFEREE OR LINESMAN - DURING THE GAME

If a **Referee** leaves the ice or is injured, the Linesman or other Referee shall stop the play, unless one team has a scoring opportunity.

If the Referee is unable to continue to officiate, one of the Linesmen shall perform the Referee's duties. He shall be selected by the Referee or, if necessary, by the **team leaders**.

If a **Linesman or the other Referee** is unable to officiate, the Referee shall have the power to appoint a replacement if he deems it necessary.

➤ If the appointed official reappears during the progress of the game, he shall replace the temporary official at once.

A4.3 - THREE OFFICIAL SYSTEM

➤ The Referee and Linesmen shall remain on the ice at the conclusion of each period and at the end of the game until all of the players have left the ice and are proceeding to their dressing rooms.

A4.4 - THREE OFFICIAL SYSTEM - REFEREE DUTIES BEFORE THE GAME

The Referee shall have **general supervision of the game**, full control of game officials and players, and **his decision shall be final in case of any dispute**.

Before starting the game the Referee shall assure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order.

He shall order the teams on the ice at the appointed time for the beginning of each period.

A4.5 - THREE OFFICIAL SYSTEM - REFEREE DUTIES DURING THE GAME

The Referee shall **impose and report** to the Scorekeeper such **penalties** as are prescribed by the playing rules for infractions thereof.

He shall **allow the goals scored**.

➤ The Referee may consult with the Linesmen and Goal Judge in matters of disputed goals before making his decision, which shall be final.

He shall **report** to the Scorekeeper the **name or number of the goal scorer** and any player entitled to **assists**.

► In IIHF A Pool championships, assists shall be determined by the Scorekeeper.

At the first stoppage of play he shall cause to be announced over the public address system the reason for not allowing a goal.

He will measure any equipment at his own discretion or if requested by the Captain of either team (Rule 260).

He shall order the teams on the ice at the appointed time for the beginning of any period.

He will face-off the puck at the beginning of each period and after a goal has been scored.

A4.6 - REFEREE DUTIES AFTER THE GAME

The Referee shall secure the Official Game Sheet from the Official Scorer immediately following the game. He shall verify and sign the sheet and return it to the Official Scorer.

The Referee shall report on the official game sheet immediately following the game, giving full details to the Proper Authorities for all:

- **Game Misconduct** penalties
- **Gross Misconduct** penalties
- **Match penalties**

► **Report** to the Proper Authorities any incident which could happen before, during and after the game.

A4.7 - LINESMEN DUTIES

The Linesmen shall determine and stop the play by blowing the whistle for any infraction of the rules concerning:

- offsides,
- icing,
- puck out of bounds, unplayable or interfered by an ineligible person,
- goal displaced from its normal position,
- offsides occurring during face-off,
- premature substitution of the goalkeeper,
- interference by spectators,
- injured players,
- pass with the hand from a player to a teammate,
- high sticking the puck.

► The linesman shall blow the whistle in case of a hand pass or high sticking the puck if it is obvious that the Referee did not observe the infraction.

The Linesman shall only **blow the whistle and report to the Referee penalties concerning:**

- too many players on the ice,
- sticks or anything thrown on the ice from the vicinity of the players or penalty benches.

The Linesman shall report to the Referee when requested to do so by the Referee and give his version of any incident that may have taken place during the playing of the game. He shall immediately give his version of the circumstances with respect to deliberately displacing the goal net from its normal position.

He shall immediately give his version in case of:

- **Bench Minor** penalties
- **Major** penalties
- **Misconduct** penalties
- **Game Misconduct** penalties
- **Gross Misconduct** penalties
- **Match** penalties

The Linesmen shall **conduct the face-offs at all times**, except at the start of each period and after a goal has been scored.

A4.8 - TWO OFFICIAL SYSTEM

The Referees will have general supervision of the game, full control of game officials and players, and their decision shall be final in case of any dispute.

A4.9 - TWO OFFICIAL SYSTEM - REFEREES DUTIES BEFORE THE GAME

Before starting the game the Referees shall ensure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order.

They shall order the teams on the ice at the appointed time for the beginning of each period.

A4.10 - TWO OFFICIAL SYSTEM - REFEREES DUTIES DURING THE GAME

The Referees shall **impose and report** to the official scorer such **penalties** as described by the playing rules for infractions thereof .

They shall **stop play for any other infractions to the rules.**

They shall **allow the goals scored.**

He shall **report** to the official scorer the **name or number of the goal scorer** and any player entitled to **assists.**

They shall cause to be announced over the public address system the reason for not allowing a goal.

They will measure any equipment at their own discretion or if requested by the Captain of either team (Rule 260).

They shall order the teams on the ice at the appointed time for the beginning of any period.

They will **face-off the puck** at any stoppage of play.

A4.11 - TWO OFFICIAL SYSTEM - REFEREES DUTIES AFTER THE GAME

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

Immediately following the game, they shall secure the Official Game Sheet from the Official Scorer, verify and sign the report and return it back to the Official Scorer.

Immediately following the game, they shall report on the Official Game Sheet and provide full details to the Proper Authorities on all:

- **Game Misconduct penalties**
- **Gross Misconduct penalties**
- **Match penalties**

A4.20 OFF-ICE OFFICIALS

A4.21 - SCOREKEEPER DUTIES BEFORE THE GAME

The Scorekeeper shall obtain from the Manager or Coach of both teams:

- the list of all eligible players,
- the starting line-up.

This information shall be made known to the opposing team's Manager or Coach (see Annex 2 - Game Countdown and Warm-up Procedure).

He shall complete the Official Game Sheet with the following information:

- name, position and number of the each player, indicating the Captain and Alternate Captain by placing the letters «C» and «A» in front of their names,
- starting line-up,
- all data concerning the game, such as location, date, names of the home and visiting team and names of the officials.

A4.22 - SCOREKEEPER DUTIES DURING THE GAME

The Scorekeeper shall record on the Official Game Sheet:

- the goals scored,
- the number of the scorers and players to whom assists have been allowed,
- the players of both teams who are on the ice when a goal is scored,
- all penalties imposed by the officials with the numbers of the penalized players, the infraction, the time at which it has been imposed, and the duration of each penalty,
- each Penalty Shot awarded with the name of the player taking the shot and the result of the shot,
- the time of entry into the game of any substitute goalkeeper.

► In the A Pool IIHF championships and Olympic tournament, the Scorekeeper shall determine the players entitled to receive assists.

► No request for changes in any award of points shall be considered unless they are made by the Captain before the conclusion of actual play in the game or before the Referee has signed the Official Game Sheet.

The Scorekeeper shall be responsible for:

- correct posting of the penalties and goals scored on the scoreboard,
- ensuring that the time served by all penalized players is correct,
- promptly calling to the attention of the Referee any discrepancy between the time recorded on the clock and the official correct time,
- making any adjustments as ordered by the Referee,
- advising the Referee when the same player has received his second Major or Misconduct penalty in the same game.

A4.23 - SCOREKEEPER DUTIES AFTER THE GAME

The Scorekeeper shall prepare the Official Game Sheet for signature by the Referee and forward it to the Proper Authorities.

A4.24 - TIMEKEEPER

The Timekeeper shall record:

- game countdown before the game (see Annex 2 - Game Countdown and Warm-up Procedures),
- time of starting and finishing of each period and game,
- 15 minute intermission between each period,
- all actual playing time during the game,
- time of the start and finish of all penalties,
- start and finish of time-outs.

In case no automatic buzzer or siren is provided, he will signal by a buzzer, siren or whistle the end of each period or overtime period.

- ▶ The Timekeeper shall give a preliminary warning to the officials and both teams three minutes before the start of second and third period.
- ▶ In the event of any dispute regarding time, the Referee's decision will be final.

A4.25 - ANNOUNCER

The Announcer will announce by means of a public address system:

- awarding of goals and assists.
 - penalties,
 - end of penalties,
 - when one minute remains in the first and second period.
 - when two minutes remains at the end of the game.
- ▶ See Annex 3 for the wording of the official announcements.

A4.26 - PENALTY BENCH ATTENDANTS

One Penalty Bench Attendant shall be appointed for each team penalty bench.

The Penalty Bench Attendant shall be responsible for:

- providing a penalized player, upon request, with the correct information as to the unexpired time of the penalty,
- allowing the penalized player to return to the ice at the appropriate time upon the completion of the penalty.
- notifying to the Scorekeeper if a player leaves the penalty box before the end of the penalty.

REFEREE SIGNALS

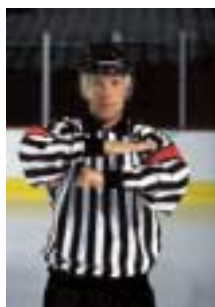
BOARDING - RULE 520

Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



BUTT-ENDING - RULE 521

A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist.



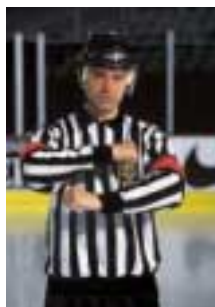
PLAYER CHANGE SIGNAL - RULE 412

The Referee allows a five second period to the visiting team to make a player(s) change. After the five seconds, the Referee will raise his arm which indicates that the visiting team may no longer change any player and the home team has five seconds to change players.



CHARGING - RULE 522

Rotating clenched fists around one another in front of the chest.



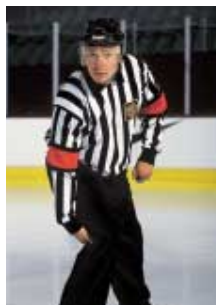
CHECKING FROM BEHIND - RULE 523

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



CLIPPING - RULE 524

Striking leg with either hand below the knee from behind, keeping both skates on the ice.



CROSS-CHECKING - RULE 525

A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about a half a meter.



DELAYED CALLING OF PENALTY - RULE 514

Extended the non-whistle arm fully above the head. It is acceptable to point at the player once and then extend the arm above the head.



ELBOWING - RULE 526

Tapping either elbow with the opposite hand.



GOAL SCORED - RULE 470

A single point directed at the goal in which the puck legally entered.



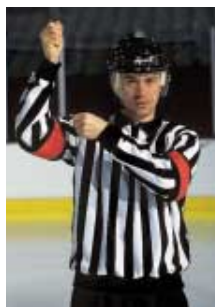
HAND PASS - RULE 490

Use open palm of hand in a pushing motion.



HIGH STICKING - RULE 530

Holding both fists clenched, one immediately above the other at the height of the forehead.



HOLDING - RULE 531

Clasping either wrist with the other hand in front of the chest.



HOLDING THE STICK - RULE 532

Two stage signal involving the holding signal followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



HOOING - RULE 533

A tugging motion with both arms as if pulling something from in front toward the stomach.



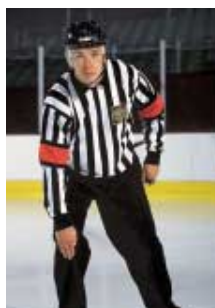
INTERFERENCE - RULE 534

Crossed arms with closed fists stationary in front of the chest.



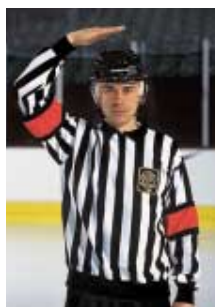
KNEEING - RULE 536

Tapping either knee with the palm of the hand, while keeping both skates on the ice.



MATCH PENALTY - RULE 507

Patting the flat of the hand on top of the head.



MISCONDUCT PENALTY - RULES 504, 550, 551, 552 553

Both hands on hips. The same signal for unsportsmanslike conduct, ten minute Misconduct, Game and Gross Misconduct.



PENALTY SHOT - RULE 508

Arms crossed above the head. Give the signal upon stoppage of play.



ROUGHING - RULE 528

Fist clenched and arm extended out to the side of the body.



SLASHING - RULE 537

A chopping motion with the edge of one hand across the opposite forearm.



SPEARING - RULE 538

Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body.



TIME OUT - RULE 422

Using both hands to form a "T" in front of the chest.



TOO MANY PLAYERS ON THE ICE - RULE 573

Indicate with six fingers (one hand open) in front of the chest.



TRIPPING - RULE 539

Striking leg with either hand below the knee, keeping both skates on the ice.



WASH OUT

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down;

- by the Referee to signal “no goal”, “no handpass”, “no highsticking the puck”.
- by the Linesman to signal “no icing” and, in certain situations, “no offside”.



LINESMAN'S SIGNALS

DELAYED OFFSIDE - RULE 451

Non-whistle arm fully extended above the head. To nullify a delayed offside the Linesman shall drop the arm to the side.



ICING THE PUCK - RULE 460

The back Linesman (or Referee in the two-man system) signals a possible icing by fully extending either arm over his head. The arm should remain raised until the front Linesman or Referee, either blows the whistle to indicate an icing, or until the icing is washed out. Once the icing has been completed, the back Linesman or Referee will first cross his arms in front of the chest and then will point to the appropriate face-off spot and skate to it.



OFFSIDE CALL - RULE 450

The official will first blow the whistle and then point toward the blue line.

