

SECTION 4 - PLAYING RULES

400 - PLAYERS ON THE ICE

A team shall not have more than **six players** on the ice at any time while the play is in progress.

➤ **Bench Minor penalty** for Too Many Players on the Ice (Rule 573).

The six players shall be:

	Goalkeeper	
Right Defense		Left Defense
Right Wing	Center	Left Wing

401 - STARTING LINE-UP

The Manager or Coach of the **visiting team** must provide the Referee or Scorekeeper with the starting line-up prior to the start of the game

The Manager or Coach of the **home team** *is required to provide the starting line-up* to the Referee or Scorekeeper prior to the start of the game and after being informed of the Visiting Team's starting line-up. The starting line-up shall then be conveyed to the visiting team.

After this procedure **no change** in the starting line-up can be made by either team until the game begins.

➤ **Bench Minor penalty** for Changing of the Starting Line-up (Rule 574).

402 - START OF GAME AND PERIODS

The game shall begin at the scheduled time with a *face-off at the center face-off spot*. A face-off conducted in the same manner shall take place at the start of each period.

The teams shall start the game defending the *goal nearest to their player bench*.

Teams shall change ends for each succeeding regular or overtime period.

410 - CHANGE OF PLAYERS AND GOALKEEPERS

Under the conditions set out in this section, the players and goalkeepers **may be changed at any time** during the play or during a stoppage of play.

If, during a substitution, the player *entering the game* plays the puck or makes any physical contact with an opponent while the retiring player is actually on the ice, there shall be a penalty.

➤ **Bench Minor penalty** for Too Many Players on the Ice (Rule 573).

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

411 - CHANGE OF PLAYERS FROM THE PLAYERS BENCH DURING PLAY

The *players may be changed at any time* from the players bench while the game is in progress provided that:

- the changing players are *within an imaginary area* limited by the length of the respective players bench and **3 m from the boards**, as illustrated on the opposite page,
- the *changing players are out of the play* before any change is made.

➤ **Bench Minor penalty** (see Rule 573)



PLAYER CHANGE SIGNAL
RULE 412

➤ When a team attempts to make a player change after its allotted period of time, the Referee shall send the player(s) back to the bench.

Any subsequent infraction of this procedure at any time during the course of the game shall result in the team receiving a:

➤ **Bench Minor penalty** (see Rule 575)

➤ **No warm-up** shall be permitted for a substitute goalkeeper.

412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY

Following a stoppage of play, the visiting team shall promptly place a line-up of players on the ice for play and no substitution shall be made until play has resumed. The home team may then make any desired substitution which does not result in the delay of the game.

If there is any undue delay by either team in changing lines, the Referee shall order the offending team or teams to take their positions immediately and shall not permit a line change.

The procedure shall be carried out as follows:

- The Referee or Linesman will assume the position for the face-off.
- The Referee shall allow the visiting team **five second** to make player changes.
- After the five seconds, the Referee shall raise his arm to indicate that the *visiting team may no longer make a player change*.
- With the arm still up, the Referee shall allow the home team **five second** to make player changes.
- After the five seconds, the Referee shall drop his arm to indicate that the *home team may no longer make a player change*.

413 - CHANGE OF PLAYERS FROM THE PENALTY BENCH

A player serving a penalty, 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 player's bench before any change can be made.

➤ **Bench Minor penalty (Rule 563).**

414 - CHANGE OF GOALKEEPERS DURING PLAY

During play, a goalkeeper may be changed for *another player and/or goalkeeper* at any time provided that:

- The changing player and/or goalkeeper shall be within an imaginary area limited by the length of the respective players bench and **three metres from the boards**.

The changing goalkeeper and player are out of the play before any change is made.

415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY

During a stoppage of play, goalkeepers shall not be permitted to go to the players bench except to be replaced or during a time out.

When a goalkeeper substitution has been made during a stoppage of play, the goalkeeper who left the game may not re-enter the game until the next stoppage of play.

➤ **Bench Minor penalty (Rule 592)**

416 - INJURED PLAYERS

If a player is injured and cannot continue to play or go to the bench, the play will continue until his team has secured possession of the puck, unless this team is in a scoring position.

If a player other than the goalkeeper is injured or compelled to leave the ice during the game, he may retire and be replaced by a substitute, but play must continue without the teams leaving the ice.

➤ 1. If it is obvious that a player has sustained a serious injury, the Referee and/or the Linesman shall stop the play immediately.

➤ 2. When play has been stopped due to an injured player, excluding the goalkeeper, the injured player shall leave the ice and may not return to the ice until after play has resumed.

➤ **Minor penalty** (see Rule 554e)

➤ 1. **No warm-up** shall be permitted for the substitute goalkeeper.

➤ 2. In this case, neither of the two regular goalkeepers may return to the game.

➤ **Minor penalty** (see Rule 571)

➤ 1. Playing time shall commence from the instant the puck is faced-off and shall stop when the whistle is blown.

➤ 2. If any unusual delay occurs within **five minutes** of the end of the first and second period, the Referee may order the next regular intermission to be taken immediately. When play resumes, the remaining time will be played with the teams defending the same goal as before the intermission, after which time the teams change ends and resume playing the ensuing period without delay.

➤ 3. In open air rinks, teams shall change ends at the midway point of the third and overtime periods.

➤ 4. During the intermissions the ice shall be resurfaced .



TIME OUT SIGNAL
RULE 422

If a penalized player has been injured he may proceed to the dressing room, and if he has been assessed a Minor, Major or Match penalty, the penalized team shall immediately put a substitute player on the penalty bench who shall serve the penalty without change, except by the injured penalized player.

The injured penalized player *shall not be eligible to play* until his penalty has expired.

417 - INJURED GOALKEEPERS

If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play *immediately* or be replaced by a substitute goalkeeper.

If both goalkeepers of the team are *incapacitated* and unable to play, the team shall have **ten minutes** to dress another player in uniform as a goalkeeper.

418 - PREVENTION OF INFECTIONS

A player bleeding or covered by the blood of an opposing player will be considered as an injured player and must leave the ice for treatment and/or clean-up.

Such player shall be permitted to return to the ice surface provided that:

- the cut is completely closed and sealed with appropriate bandages,
- any blood is removed from the player and his equipment and uniform are replaced or properly cleaned.

If the ice surface, ice rink facilities or any objects are stained with blood, the Referee shall ensure that the blood stains are removed by rink personnel after the first stoppage of play.

420 - TIMING OF GAME

The regular game shall consist of **three 20 minute actual time periods** and two 15 minute intermissions. The teams shall change ends for each period.

421 - OVERTIME PERIOD

In a play-off game where a winner must be declared, the game will be prolonged by a **ten minute** actual time «**sudden victory**» overtime period.

If no goal is scored, game winning penalty shots shall apply.

422 - TIME-OUT

Each team shall be permitted **one 30 second time-out** during the course of regular time or during overtime.

During a normal stoppage of play, any player designated by the Coach may ask the Referee for the time-out. The Referee shall report the time out to the Scorekeeper.

The players and goalkeepers of both teams, *except for penalized players*, are allowed to go to their respective benches.

Each team may take their time-out at the same stoppage of play, but the team taking the second time-out must notify the Referee before the end of the first time-out.

430 - DETERMINING THE OUTCOME OF THE GAME

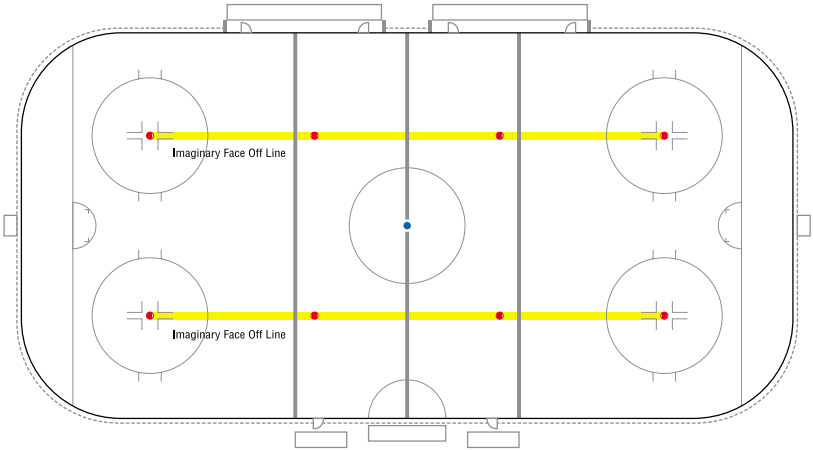
The team scoring the greatest number of goals during the three 20 minute periods shall be declared the winner and shall be credited with **two points** in the standings.

If, at the end of the game, the score for both teams is equal, the game shall be declared a tie with **one point** credited to each team.

► «Sudden victory» means that, during the overtime period, the team who scores the first goal is declared the winner.

► If the game is stopped for any reason that is not specifically covered in the rules, the puck will be faced-off at the nearest spot or imaginary line where it was last played.

FACE-OFF SPOTS AND IMAGINARY LINES



431 - DETERMINING THE OUTCOME OF A PLAY-OFF GAME

In a play-off game where a winner must be declared, the game will be prolonged by a **ten minute** actual time «**sudden victory**» *overtime period*.

If no goal is scored, game winning penalty shots shall apply.

440 - FACE-OFFS

A face-off shall be conducted **at the beginning of each period and after any stoppage of play**.

441 - GENERAL PRINCIPLE

All face-offs shall be conducted **exclusively**:

- at the nine designated **face-offs spots**, or
- on **two imaginary lines** parallel to the side boards and extending from one end zone spot to the other end zone spot.

The face-offs shall be conducted at the **center ice spot**:

- at the start of a period,
- after a goal scored,
- after an error of an official on icing,
- premature substitution of a goalkeeper.

Face-offs shall be conducted at the **end zone spots of the defending team**:

- when stoppage occurs between the end face-off spots and the near end of the rink (the puck shall be faced-off at the end face-off spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules),
- any infringement of a rule made by the defending team in his defending zone,
- a goal illegally scored as a result of a puck deflected by an official.

Face-offs shall be conducted at the **end zone spots of the attacking team**:

- when the puck is iced by the attacking team,
- after an intentional off-side by the attacking team,
- after high sticking the puck by the attacking team in any zone.

Face-offs shall be conducted at the **neutral zone spots**:

- after offsides,
- after any infringement of a rule made by the attacking team in his attacking zone.
- Following a stoppage of play, should one or both defencemen who are playing near their attacking blue line or any player coming from the bench of the attacking team enter into the attacking zone beyond the outer edge of the end zone face-off circles.

Face-offs shall be conducted at the **imaginary lines**:

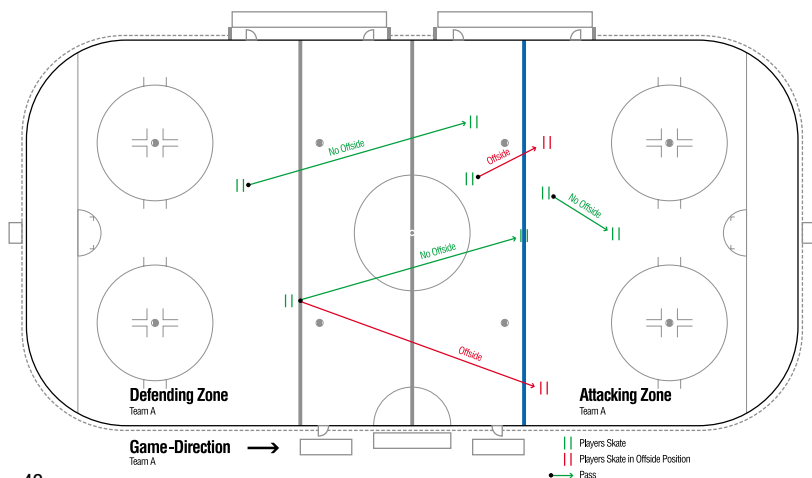
- after an offside pass,
- after any infringement of the rules by either team at the nearest point of the line where the play was stopped, unless otherwise expressly provided hereabove.
- after any infringement of a team in the neutral zone at the nearest point of the line where the play was stopped, unless otherwise expressly provided hereabove.



- 1. The whistle shall **not** be blown by the official to start play.
- 2. No substitution of players shall be permitted until the face-off has been conducted and play has resumed, except when a penalty is assessed.
- 3. If the player facing-off fails to take his proper position immediately when directed to do so by the official, the official may order him replaced for the face-off by another teammate on the ice.
- 4. If a player enters the face-off circle, the Referee or Linesman shall blow the whistle to re-face-off the puck, unless the non-offending team gains possession of the puck.
- 5. The Referee shall assess the corresponding **penalty(s)** to the offence made by the player.

- 1. A player actually propelling and in control of the puck, who crosses the line ahead of the puck, shall not be considered offside.
- 2. If a defending player carries or passes the puck into his defending zone while a player of the attacking team is in an offside position, no offside will be called.
- 3. An **intentional offside** is made for the purpose of securing a stoppage of play, regardless of the reason.

OFFSIDE PASS SITUATIONS



442 - PROCEDURE FOR CONDUCTING FACE-OFFS

The Referee or the Linesman will **drop the puck between the sticks of the two players «facing-off»**.

The players shall be positioned squarely *facing their opponent's end of the rink*, approximately *one stick length apart*, with the *blade of their stick on the ice* on the white part of the face-off spots.

The player of the attacking team in his attacking half of the rink shall place his stick on the ice *first* followed *immediately* by the player of the defending team.

At the end zone face-off spots, both players shall be positioned squarely and clear of the ice markings.

No other player shall be allowed to enter the face-off circles or come within **4.5 m** of the players facing-off and must stand «onside» on all face-offs.

No player facing-off shall make any physical contact (by body or stick) with his opponent's body except in the course of playing the puck after the face-off has been completed.

450 - OFFSIDES

Players of an attacking team **may not precede the puck** into their attacking zone.

The determining factors in deciding an offside are:

- the **player's skates position** - player is offside when both skates are completely over the blue line in his attacking zone before the puck completely crosses the line,
- the **puck position** - the puck must have *completely crossed the blue line* into the attacking zone.

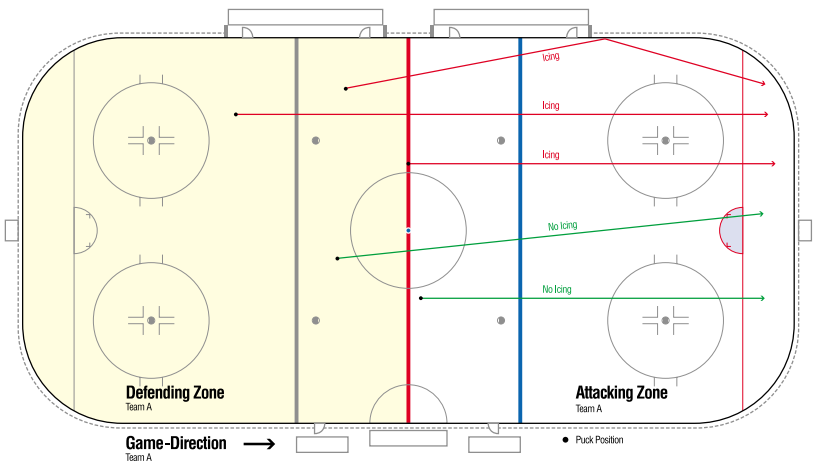
In violation of this rule, play shall be stopped and a face-off shall be conducted:

- at the nearest neutral zone face-off spot *if the puck was carried over the blue line* by the attacking player,
- at the place where the pass or shot originated when *the puck was passed or shot* over the blue line by an attacking player,
- at the end face-off spot in the defending zone of the offending team if, in the opinion of the Linesman or Referee, a player has **intentionally** caused an offside.

- > 1. The attacking zone must be **completely clear of attacking players** before the delayed offside can be nullified with the puck still in the attacking zone.
- > 2. **“Immediately”** means that the attacking players must not touch the puck, or attempt to gain possession of a loose puck, or force the defending puck carrier further back in the zone.
- > 3. In this second case, when the Linesman drops his arm, any attacking player may re-enter his attacking zone.

- > 1. If the Linesmen have erred in calling an icing, the puck shall be faced-off on the center ice face-off spot.
- > 2. The purpose of this section is to enforce continuous action and both Referee and Linesmen should interpret and apply the rule to produce this result.
- > 3. **“SHORT HANDED”** means that due to a penalty(s), the team must be below the numerical strength of its opponents on the ice at the time the goal is scored.

ICING THE PUCK



GOAL SCORED

451 DELAYED OFFSIDE PROCEDURE

If an attacking player precedes the puck into the attacking zone, but a defending player is able to play the puck, the Linesman shall raise his arm to signal by «**delayed offside**», *except* if the puck has been **shot on goal causing the goalkeeper to play the puck**.

The Linesman shall drop his arm to nullify the offside violation and allow the play to continue if:

- the defending team either passes or carries the puck into the neutral zone, or
- all attacking players **immediately** clear the attacking zone by making skate contact with the blue line.

460 - ICING THE PUCK

For the purpose of this rule, the center red line divides the ice rink into two halves.

The point of last contact with the puck by the team in possession shall be used to determine whether or not icing has occurred.

Should a *player of a team equal or superior in numerical strength* shoot, bat or deflect the puck from **his own half of the ice beyond the goal line** of the opposing team, play shall be stopped and icing shall be called.

A face-off will take place at the end zone face-off spot of the offending team nearest to where they last touched the puck.

No icing will be called:

- if the puck enters the goal - the **GOAL is allowed**,
- if the puck passes through the goal crease,
- if the offending team is «**short handed**» at the instant the puck is shot,
- if the puck touches any part of an opposing player, including the goalkeeper, before crossing the goal line,
- if the puck is iced directly from a player participating in a face-off,
- if, in the opinion of the Linesman, any player from the other team, except the goalkeeper, is able to play the puck before it crosses the goal line.

470 - DEFINITION OF A GOAL

A **goal** shall be scored:

- when the puck has been put between the goal posts below the crossbar and entirely across the goal line by the stick of a player of the attacking team,
- if the puck has been put into the goal in any way by a player of the defending team,
- if the puck has been deflected into the goal from the shot of an attacking player by striking any part of a team mate,
- If a player of the attacking team has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the puck enters the goal, unless if in the opinion of the Referee, he had sufficient time to get out of the crease,
- If the puck should become loose in the goal crease and then put into in the goal by the stick of the attacking player,
- When the puck deflects directly off the skate of an attacking or defending player.

➤ 1. No goal shall be disallowed after the face-off immediately following the scoring of that goal.

➤ 2. The goal crease is defined as a **volume**, extending from the crease area on the ice up to 1.27m above the ice surface.

➤ 1. Only one point may be awarded to any one player on a goal.

➤ 2. Only one assist may be awarded when a player scores after a rebound off of the goalkeeper.

➤ 3. In the case of an obvious error in awarding a goal or assist, the error should be corrected promptly, but changes shall not be made once the Referee has signed the Official Game Sheet.

471 - DISALLOWING A GOAL

No goal shall be scored:

- if an attacking player deliberately kicks, throws, bats with the hands or otherwise directs the puck by any means other than his stick into the goal even if the puck has been further deflected by any player, goalkeeper or official,
- if an attacking player contacted the puck with the stick above the cross bar,
- if the puck has been directly deflected into the goal off an official,
- If an attacking player stands or holds his stick in the goal crease when the puck enters the goal,
- If the goal has been displaced from its normal position.

472 - GOAL AND ASSIST AWARDED TO THE PLAYER

A «**goal**» shall be credited in the scoring records to the player who propelled the puck into the opponent's net.

Each goal shall count **one point** in the player's record.

When a goal has been scored, an «**assist**» shall be credited to the player(s) taking part in the play immediately preceding the action.

No more than two assists can be given to any goal.

Each assist shall account for **one point** in the player's record.

480 - PUCK OUT OF BOUNDS

When the puck goes outside the playing area or strikes any obstacles, other than the boards above the ice surface, the play will be stopped and the face-off will take place at the place from where the puck was shot or deflected, unless expressly provided in these rules.

481 - PUCK ON THE NET

When the puck is lodged in the outside netting of the goal for more than **three seconds** or frozen against the goal between opposing players, the Referee shall stop the play and face-off the puck:

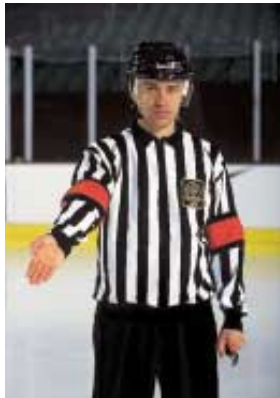
- at the nearest end zone face-off spot.
- at the nearest neutral zone face off-spot if, in the opinion of the Referee, the stoppage has been caused by an attacking player.

482 - PUCK OUT OF SIGHT

Should a scramble take place or a player accidentally fall on the puck and the puck is out of sight of the Referee, he shall immediately stop the play, and the puck shall be faced-off at the point where the play has been stopped, unless provided for in the rules.

483 - ILLEGAL PUCK

If, at any time, while play is in progress, a puck other than the one legally in play shall appear on the playing surface, the play shall not be stopped until the play then in progress is completed by change of **possession**.



HAND PASS SIGNAL
RULE 490



HIGH STICKING
THE PUCK SIGNAL
RULE 492



WASH-OUT SIGNAL

484 - PUCK STRIKING AN OFFICIAL

Play shall not be stopped because the puck touches an official except when the puck has entered the goal.

490 - STOPPING/PASSING THE PUCK WITH HANDS

*A player shall be **permitted to stop or bat the puck** in the air with the open hand or **push it along the ice** with his hand, unless in the opinion of the Referee, the player has **deliberately** directed the puck to a team-mate:

- If a team-mate of such a player obtains possession of the puck **in Neutral or Attacking zone, the Referee will stop the play.**
- If a teammate of such player obtains possession of the puck **in his Defending Zone, the Referee will not stop the play,** provided the hand pass is completed **before the player and puck leave the zone.**
- A goal shall be disallowed if the puck was batted by an attacking player even deflected into the goal by any player or his stick, goalkeeper or official into the goal.

491 - KICKING THE PUCK

Kicking the puck shall be permitted in all zones, but **a goal may not be scored by the kick of an attacking player** even if deflected by any player, goalkeeper or official.

492 - HIGH STICKING THE PUCK

- The **carrying of sticks above the height of the shoulder is prohibited.**
- **No goal** can be scored when the **stick of an attacking player above the height of the cross bar of the goal** contacts the puck.
- **Stopping or batting the puck with the stick above the height of the shoulders is prohibited,** the play will be stopped and face-off will be conducted at one of the end zone spots of the offending team, unless :
 - the puck is batted to an opponent in which case the play shall continue and the Referee shall give the «wash out» signal.
 - a player of the **defending team** bats the puck in his own goal, in which case the goal is allowed.

493 - INTERFERENCE BY SPECTATORS

In the event that objects are thrown on to the ice which interferes with the progress of the game, the Referee shall stop the play and the puck shall be faced-off at the spot the play was stopped.

In the event of a player being held or interfered with by a spectator, the Referee or the Linesman shall stop the play. If the team of the player interfered with is in possession of the puck, the play shall be allowed to be completed.

- **Report** to the Proper Authorities.