



SECTION 6 GAME FLOW

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Rule 6.1 Change of Players

- 6.1 (a) When play is in progress, not more than six players (including a goaltender) are permitted on the ice at any one time.

Players may be changed at any time from the Players' Bench, provided that the player or players leaving the ice will be at the Players' Bench (within 3.05m (10 ft.)) and out of play before any change is made.

A team that violates this rule will be penalized under Rule 10.7 (a) – Too Many Players.

- 6.1 (b) A player on the Penalty Bench who is to be substituted for after their penalty has been served must proceed by way of the ice and be at the Players' Bench before any change can be made. A player that violates this rule will be assessed a Minor penalty under Rule 10.4 (a) – Leaving the Players' or Penalty Bench.
- 6.1 (c) A team will be required to place the correct number of players on the ice when requested by the Referee. The Visiting Team must be the first to place any playing line- up on the ice to commence play at all times. Each team is allowed only one change of player(s) during a stoppage of play. A team that violates this rule will be assessed a Bench Minor penalty under Rule 10.1 (a) – Delay of Game.
- 6.1 (d) For player changes during stoppages in play, the Referee will begin the line change procedure as soon as it is safe to do so for the ensuing face-off and then allow a five-second period during which the Visiting Team may make a player change. After this five-second period has elapsed, the Referee will raise an arm to indicate that the Visiting Team may no longer change any player(s). With the arm still up, the Referee will allow a five-second period during which the Home Team may make a player change. After this five-second period has elapsed, the Referee will drop the arm to indicate that the Home Team may no longer change any player(s).

Where a team attempts to make a player change after their allotted period of time, the Referee will send the player(s) back to their bench. Any subsequent infraction to this procedure at any time during the course of the game will incur a Bench Minor penalty under Rule 10.1 (a)(vii) – Delay of Game.

- 6.1 (e) During a line change in a stoppage of play, if there is a scrum or gathering, the players coming on the ice must remain at their respective benches until the gathering is dispersed and the Referee has indicated for the line change to take place. Failure to remain at the team bench may result in a Bench Minor penalty under Rule 10.4 (a) – Leaving the Players' or Penalty Bench.
- 6.1 (f) In categories of U18AAA, Junior, and at the option of the Member in Senior, the 'no-change on-icing' rule will apply. Where this rule is enforced, teams who commit an icing violation will not be permitted to make a line change, as per Rule 6.7 (d) – Icing the Puck.

INTERPRETATIONS

Interpretation 1 Rule 6.1 (b)

Changing goaltenders "on the fly", while play is in progress, is governed by the same rules that apply to the changing of players.

Interpretation 2 Rule 6.1 (d)

Each team is only entitled to one change of players per stoppage. The only exception is where, following the change of players but prior to the resumption of play, a team is assessed a penalty that causes them to become shorthanded. In this case, they will be permitted to make an additional change of players on that stoppage.

Interpretation 3 Rule 6.1 (e)

Where a team is unable to place the exact number of players on the ice to which they are entitled whether due to penalties or injuries, the Referee will suspend the game and report this incident to the appropriate Member or league.

Interpretation 4 Rule 6.1 (f)

When a team attempts to make a player change after their allotted time during a stoppage of play and the Referee sends the player back to their bench, thereby giving a warning that any subsequent violation will result in a Bench Minor penalty. This warning applies only to the team committing the infraction. Each team is entitled to one warning during the course of the game, before being assessed a Bench Minor penalty.

Interpretation 5 Rule 6.1 (f)

A team may send its players to change at different times during a stoppage of play. This is acceptable as long as they respect the procedure and the time guidelines. Only one complete change is acceptable at any one stoppage of play. If a line change is made, and then a timeout is called, further changes can be made. If the Home Team wants to exercise its right of last change, then it must follow this procedure strictly.

Rule 6.2 Face-off Conduct

A face-off is where an Official drops the puck between the sticks of two opposing players to start or resume play. A face-off begins when the Official(s) indicate the location and the players take their appropriate positions. The face-off is considered complete when the puck has been legally and fairly dropped, meaning the puck contacts the ice surface before contacting the stick or any part of the body of the player taking the face-off. Should the puck accidentally contact the stick or any part of the body of a player taking the face-off, the official will stop play by blowing their whistle and conduct the face-off again.

The players between whose sticks the puck is dropped are considered to be “taking” the face-off. All other players on the ice, excluding the goaltenders, are considered to be “participating” in the face-off.

- 6.2 (a) The players taking the face-off will stand squarely facing their opponents' end of the rink, approximately one stick length apart with the toe of the blade of the sticks flat on the ice. All other players participating in the face-off must stand at least 4.57 m (15 ft.) from the players taking the face-off and they must be on-side, relative to the face-off spot at which the face-off is taking place. When the face-off takes place at any of the face-off spots in the end zones, the players taking part in the face-off will take their positions so that they will stand squarely on-side of the restraining lines, and clear of the face-off restraining lines.

The sticks of both players facing off will have the toe of the blade touching within the designated white area and the player of the Visiting Team will place their stick within the designated white area first. All other players on the ice must position themselves and their sticks on side. If a player, other

than the player taking the face-off, moves off-side, makes physical contact with an opponent or encroaches on the face-off circle prior to the dropping of the puck, then the offending team's player taking the face-off will be ejected from the face-off.

- 6.2 (b) No goaltender may participate in a face-off.
- 6.2 (c) In the conduct of a face-off anywhere on the playing surface, no player facing off will make any physical contact with their opponent's body by means of their own body or by their stick, except in the course of playing the puck, after the face-off has been completed. For a violation of this rule, the Referee will assess a Minor penalty or penalties to the player(s) whose action(s) caused the physical contact.
- 6.2 (d) When a player commits a face-off violation, the official will eject the player from the offending team who was taking the face-off. Any other player of that team, other than the goaltender, may now take the face-off. The player who encroached must be identified clearly as the player causing the violation and that player is not eligible to take the face-off.
- 6.2 (e) A team committing a second violation of any of the provisions of (a), (b), (c), or (d) during the same face-off may be assessed a Minor penalty by the Referee under Rule 10.1 (viii) – Delay of Game.
A team committing a second violation of any of the provisions of (a), (b), (c), or (d) during the same face-off, where the offending player subsequently contacts the Linesperson before the Linesperson has had reasonable time to vacate the face-off location will be assessed a Minor penalty by the Referee under Rule 10.1 (a) – Delay of Game.
- 6.2 (f) In the event of a “false start”, where the puck is dropped by the Official but the face-off has not occurred legally, the Official will stop play. No change of players may be made at this time, as the play did not officially start. If the game clock has begun counting down, it will be reset.

INTERPRETATIONS

Interpretation 1 Rule 6.2 (a)

In the case of player movement in preparing for end zone face-offs, the attacking team must be first to take their positions; the defending team has the right to set up its defence, subsequent to the attacking players taking their position and placing their stick in the face-off spot. For a violation of this rule, a warning will be issued to that team. A subsequent violation during the same stoppage of play may result in a Minor penalty for Rule 10.1 (a) – Delay of Game.

For face-offs in the neutral zone, The Visiting Team player should put their stick in the face-off spot first. If the Home Team player wishes to put their stick down first, they are allowed to do so, if it does not cause a problem. If there is a problem, then apply the rule strictly.

Interpretation 2 Rule 6.2 (d)

Where a “false start” has occurred, the Referee will not permit any player changes. As the rule states, no change of players is permitted until there has been a proper face-off and play has resumed. This applies to both teams, whether or not both players have been previously removed from participating in the face-off.

The only exception to the rule forbidding changes after a false start is when a penalty is assessed which will make a team shorthanded.

EXAMPLE 1: When the on-ice strength goes from 5-on-5, to 5-on-4 (or 4-on-4 to 4-on-3), both teams can change players.

EXAMPLE 2:

When the on-ice strength goes from 5-on-4 to 4-on-4 (or 4-on-3 to 3-on-3), no changes may be made by either team as they are now at equal strength.

EXAMPLE 3:

When the on-ice strength goes from 5-on-5 to 4-on-4 (or 4-on-4 to 3-on-3), no changes may be made by either team.

EXAMPLE 4:

Where one team is assessed a Misconduct, that team is allowed to substitute for that player, but only that team may substitute a player.

Rule 6.3 Face-off Location

Face-off locations are a key aspect of the game, as it often provides a competitive advantage to one team.

This rule is organized based upon the zone in which the face-off takes place.

- 6.3 (a) Centre ice face-offs will only be conducted at the start of each period, following the scoring of a goal, after a premature substitution of the goaltender (except when the centre-ice location would provide a territorial advantage to the offending team), or when the officials incorrectly stop play for an icing infraction.
- 6.3 (b) When an infringement of any rule has been committed by players of both teams, the ensuing face-off will take place at the face-off spot in the same zone that is nearest to where stoppage of play occurred, excluding centre ice, unless otherwise stated in the rules.
For any stoppage of play in any zone not caused by either team, the ensuing face-off will be at the nearest face-off spot, excluding the centre face-off spot.
- 6.3 (c) When this situation leads to a time penalty or multiple time penalties being placed on the penalty time clock to one team, the ensuing face-off will be conducted at one of the two end zone face-off locations in the offending team's defending zone. There are five exceptions:
 - i. When a penalty is assessed after a goal, the face-off will take place at centre ice.
 - ii. When a penalty is assessed at the end (or before the start) of a period, the face-off will take place at centre ice.
 - iii. When a gathering occurs and a penalty is being assessed to the defending team, and any players of the attacking team that were beyond the top of the end-zone circles upon the stoppage of play, enter deeply into the attacking zone, the ensuing face-off will take place in the neutral zone at one of the face-off spots outside the offending team's defending zone (see Rule 6.3 (e)).
 - iv. When the non-offending team commits an icing infraction, the ensuing face-off will take place at one of the face-off spots outside the zone of the team that iced the puck.
 - v. When play has been stopped due to a premature substitution of the goaltender. In this case, the face-off will take place at centre ice, except

in cases where the offending team would gain a territorial advantage, in which case the face-off would take place at the nearest face-off location that does not provide that advantage.

- 6.3 (d) All face-offs in the neutral zone will be conducted at one of the two face-off spots nearest the blue-line of the team that caused the stoppage, thus causing a loss of territorial advantage, except as dictated below:
- i. For violation of the off-side rule (see Rule 6.12 – Off-side) play will be stopped and the face-off will be in the neutral zone at the face-off spot nearest the attacking zone of the offending team, nearest to where the puck crossed over the blue-line.
 - ii. Notwithstanding the above, if the puck is passed to an attacking player who is already in an off-side position, creating an off-side violation, the face-off will be at the face-off spot nearest to where the pass originated, without giving the offending team a territorial advantage. This may result in a face-off in the defending zone of the offending team.
 - iii. Notwithstanding the above, if, in the opinion of the Officials, an intentional off-side play has been made, the face-off will take place in the defending zone of the offending team.
 - iv. When an infringement of a rule, other than a time penalty, has been committed by an attacking player in their attacking zone, the ensuing face-off will be in the neutral zone at the nearest face-off spot, except as covered under (e)(i) of this rule.
 - v. When a goal is illegally scored as the result of an action by the attacking player, the face-off will take place in the neutral zone.
 - vi. When a gathering is taking place in the end-zone, following a stoppage of play, and any player of the attacking team enters into the end-zone beyond the top of the face-off circles after play has stopped, the ensuing face-off will take place at the nearest face-off spot in the neutral zone, near the blue-line of the defending team.

6.3 (e) Face-off locations in the end-zone are determined as follows:

- i. Any stoppage of play occurring in the end-zone as the result of the puck going out of play or being unplayable will result in the ensuing face-off taking place in that end-zone at the face-off spot nearest to where the puck was last legally played, regardless of whether the defending or attacking team causes the stoppage.

Note 1: Notwithstanding the previous, Referees must penalize any player of either team who deliberately shoots, bats, or throws the puck outside the playing surface, as per Rule 10.1 (ii) — Delay of Game.
- ii. When a team commits an icing violation, play will be stopped and the face-off will take place at the end zone face-off spot of the offending team, nearest to where the puck was shot.
- iii. When a goal is illegally scored as a result of the puck being deflected off an Official DIRECTLY into the net, the face-off will take place at the nearest end zone face-off spot.
- iv. When a team commits an intentional offside violation, play will be stopped and the face-off will take place at the end-zone face-off spot of the offending team, nearest to where the play was stopped.

INTERPRETATIONS

Interpretation 1 Rule 6.3 (b)

When the puck strikes an official and goes out of the playing surface, the face-off takes place at the nearest face-off spot in the zone in which the official was located when struck with the puck.

Interpretation 2 Rule 6.3 (d)(e)

QUESTION:

The Linesperson signals a delayed off-side.

- i. The defending player shoots the puck directly out of the playing surface from their defending zone over the boards in the neutral zone. Where does the face-off take place?*
- ii. The defending team shoots the puck directly out of the playing area in the defending zone. Where does the face-off take place?*
- iii. The defending goaltender makes a save and deflects the pucks out of the playing surface, on a puck that is shot in while a player is off-side. The zone has been cleared and the Linesperson has lowered their arm prior to the puck leaving the playing surface. Where does the face-off take place?*

ANSWER:

- i. The face-off takes place at the end zone face-off spot nearest to where the puck was shot.*
- ii. The face-off takes place at the face-off spot outside the defending team's blue-line. The delayed off-side takes precedence in this case as the puck is already illegally in the zone.*
- iii. The face-off takes place at the end zone face-off spot, as the delayed off-side was no longer in effect.*

Interpretation 3 Rule 6.3 (d)

QUESTION:

The puck is shot by a player from behind their own blue-line down the ice. A teammate precedes the puck across the attacking blue-line and touches the puck in the attacking zone. Off-side is called. Where does the face-off take place?

ANSWER:

The puck will be faced-off at the end zone face-off location nearest to where the puck was shot.

Interpretation 4 Rule 6.3 (d)

The Linesperson signals a delayed off-side. Despite the Linesperson's clear call, the offending player continues and goes directly to the net and forces the goaltender to freeze the puck. Where does the face-off take place?

RULING:

The face-off takes place at the face-off spot outside the defending team's blue-line.

Interpretation 5 Rule 6.3 (e)

The determining factor as to what end zone face-off spot a face-off will take place is determined by the side of the ice on which the puck is shot, unless it is frozen on the ice by the goaltender, in which case the face-off will take place on the side of the ice that the goaltender froze the puck.

Rule 6.4 Face-off Location – Junior & Senior

- 6.4 (a) In Junior and Senior divisions, where a player of the defending team, excluding the goaltender, unintentionally shoots, bats, throws, kicks, or otherwise directs the puck outside the playing surface, no penalty will be assessed, but the defending team may not make a line change.

Note 1: If the player deliberately shoots, bats, or throws the puck outside the playing surface, they must be penalized, as per Rule 10.1 (ii) – Delay of Game.

- 6.4 (b) In Junior and Senior divisions, where a face-off is occurring in the end-zone, following the calling of an icing or a time penalty, the attacking (non-offending) team will have the authority to choose the face-off location.

The attacking team must indicate their desired face-off location to the Referee prior to the start of the line change procedure. If they fail to do so, then the face-off will take place at the location prescribed by Rule 6.3 – Face-off Location.

INTERPRETATIONS

Interpretation 1 Rule 6.4 (a)

This rule applies to situations in which the puck was last legally touched in the end-zone. All other situations would be determined according to Rule 6.3.

Example 1: A player of the defending team shoots the puck, which travels into the neutral zone and goes directly out of play. The face-off would remain in the defending team's end-zone. No change would be permitted.

Example 2: A player of the defending team shoots the puck, which travels into the neutral zone, deflects off a teammate and goes out of play. The face-off would take place at the nearest neutral-zone face-off spot to where the deflection occurred that does not give the defending team a territorial advantage. A line change would be permitted.

Example 3: A player in the neutral zone shoots the puck towards the opposing team's goal. The puck hits the goal frame and goes directly out of play. The face-off would take place at the nearest end zone face-off location.

Rule 6.5 Face-off Violation – Junior

- 6.5 (a) In Junior divisions, on a face-off following an icing, any face-off violation, including but not limited to late arrival, encroachment, or early movement, will result in a warning. The warning will be delivered by the Lineperson blowing their whistle and raising their arm in the air with their index finger extended, to indicate a violation has occurred and a warning has been issued.
- 6.5 (b) Any subsequent violation by the same team on the same stoppage of play will result in a minor penalty under Rule 10.1 (vii) – Delay of Game.

Rule 6.6 Goals and Assists

- 6.6 (a) A goal will be scored when the entire puck has legally passed between the goal posts, below the cross bar, and completely across the goal line.
- 6.6 (b) A goal will be scored if the puck is put into the goal in any manner by a player of the defending team. The player of the attacking team who last played the puck will be credited with the goal, but no assist will be given.
- 6.6 (c) A goal will NOT be allowed if the puck has been directed into the net as a result of a distinct kicking motion by an attacking player or, after being kicked, the puck deflects off any player or object into the net. Additionally, a goal will not be allowed if an attacking player deliberately directs the puck into the net with any part of their body other than the skate.
- 6.6 (d) If the shot of an attacking player has been deflected into the goal by striking the stick, skates or any part of the body of an attacking player, the goal will be allowed and the player off whom the puck deflected will be credited with the goal and the player making the shot will be credited with the assist.
- 6.6 (e) If a goal is scored as the result of a puck deflecting directly into the goal off an Official, the goal will not be allowed. After striking an official, the puck must be propelled into the goal.
- 6.6 (f) Should a player propel the puck into the goal crease of the opposing team and the puck becomes loose and available to an attacking player, the puck will be considered in the crease legally and any goal scored on this play will be a legal goal.
- 6.6 (g) Each goal and assist will count one point in the scoring records. A maximum of two assists will be credited on any one goal.

INTERPRETATIONS**Interpretation 1 Rule 6.6 (a)**

Team A shoots the puck at the goal of Team B. The puck enters the net but immediately bounces out again without the Referee seeing the goal. The Referee suspects there may have been a goal scored but allows play to continue. At the first stoppage of play the Referee checks with their Linespersons and Goal Judge (if appropriate). At least one of them saw the puck enter the net and the Referee awards a goal to Team A.

QUESTION 1:

Should the Linesperson who saw the puck enter the net have blown the play immediately?

ANSWER:

No. The Linesperson must wait for the first stoppage of play and report what they saw to the Referee, who may then award the goal.

QUESTION 2:

Should the clock be reset to the time the goal was scored (or as near as can be estimated by the officials)?

ANSWER:

Yes. The clock should be reset as accurately as possible.

QUESTION 3:

If Team B had scored before the play was stopped, would the Team B goal count?

ANSWER:

No. The Team B goal would not count as the play should have been stopped when Team A scored.

QUESTION 4:

If, prior to the next stoppage of play, the Referee signaled a delayed penalty to either team, would the penalty still be assessed?

ANSWER:

Yes.

Interpretation 2 Rule 6.6 (a)

A goal is scored. On checking, the Referee is notified that the clock had stopped and was not running when the goal was scored.

RULING:

Providing the time of the period was not over, the goal will count. The Referee, in discussion with the Linespersons and Timekeeper, should try to determine what length of time the clock was not running, then make the necessary adjustments. If neither the Referee, Linespersons or Off-Ice Officials can determine this adjustment, then the game should continue using the time on the clock.

Interpretation 3 Rule 6.6 (a)

No goal is to be allowed if the goal is off its mooring, regardless of whether or not the goal may have been deliberately knocked from its mooring, except under Rule 4.11 (b)(vi) - Penalty Shot, when the goaltender has deliberately dislodged the goal from its mooring during a Penalty Shot or in accordance with Rule 4.12 (a) & (b) - Awarded Goals, when the goaltender has been removed and they or any teammate has deliberately dislodged the goal from its mooring and such action has prevented a goal from being scored.

Interpretation 4 Rule 6.6 (a)

A goal is scored. However, the back of the net is lifted when the puck crosses the goal line. Is the goal allowed?

RULING:

Yes, if the net is still on its moorings.

Interpretation 5 Rule 6.6 (g)

Goals which have been awarded, scored from Penalty Shots or scored by the defending team into their own net will be recorded as unassisted goals.

Rule 6.7 Icing the Puck

Icing the puck is the action of a player shooting, batting, kicking, or deflecting the puck from their own half of the ice, as divided by the centre red line, down and across the goal line in the opposing team's defending zone. If the puck enters the net on such a play, then it is not icing.

- 6.7 (a) When any player of a team, equal or superior in numerical strength to the opposing team, shoots, bats, kicks, or deflects the puck from their own half of the ice, beyond the goal line of the opposing team, icing will be called.
- 6.7 (b) Icing will not be called and play will continue if the team shooting the puck is below the numerical strength of the opposing team at the instant the puck is shot.

Note 1: A team will no longer be considered shorthanded once the penalty time expires, irrespective of whether or not the penalized player has left the Penalty Bench.

6.7 (c) Icing will not be called under the following circumstances:

- i. If the puck touches any part of an opposing player's body, stick, or skates at any time prior to crossing the goal line.
- ii. If the puck touches any part of any player's body, stick, or skates, between the time the puck crosses the centre red line and the time it crosses the goal line.
- iii. If, in the opinion of the Official, a player of the opposing team, except the goaltender, is able to play the puck but chooses not to do so.
- iv. If the action that causes the icing is directly from a player taking the face-off.
- v. When the puck is shot and rebounds from the body or stick of an opponent in their own half of the ice and crosses the goal line of the player shooting.

6.7 (d) In categories of U18AAA, Junior, and at the option of the Member in Senior, the following 'no-change on icing' rule will apply:

- i. A team that commits an icing violation will not be permitted to make any player substitutions prior to the ensuing face-off, with the following exceptions:
 - (1) To replace a Goaltender that has been substituted for an extra attacker.
 - (2) To replace an injured player.
 - (3) When a penalty or penalties have been assessed to either team, a change of players will be permitted.
- ii. The determination of players on the ice will be made when the puck leaves the offending player's stick.
- iii. Either team is permitted to take their time-out, as per Rule 6.18 – Time of Game, following an icing, but during that time out, the team in violation of icing will not be permitted to make player substitutions.

6.7 (e) In categories of U18AAA, Junior, and at the option of the Member in Senior, the following 'hybrid icing' rule will apply:

- i. When there is no 'race' for the puck on an icing, icing will not be called until a Defending player (excluding the Goaltender) crosses the threshold of defending zone face-off spot(s) and the puck has completely crossed the goal line.
- ii. Should there be a 'race' for the puck during an icing, there are two (2) judgements a Linesperson must make when applying the 'hybrid-icing' rule.
 - (1) First, the Linesperson's must determine if the puck will in fact cross the goal line in the attacking zone. If it is determined that the puck will NOT cross the goal line then the icing will be waved off. However, if it is determined that the puck will cross the goal line the Linesperson should proceed to the second judgment for hybrid-icing.
 - (2) The Linesperson's second judgment is to determine whether a defending skater or attacking skater would be first to potentially touch the puck after crossing the goal line. This decision must be made no later than the instant the first of the players crosses the threshold of the end zone faceoff spot(s), although the decision may be made earlier. If a defending skater is determined to be the first player to potentially touch the puck, then hybrid-icing will be called and play should be stopped. If an Attacking skater

is determined to be the first to potentially touch the puck, then hybrid icing will be waved off and play will continue.

Note 1: Should icing be called, the Linesperson that stops play should blow the whistle and then raise their non-whistle arm to indicate that icing has occurred.

- iii. Should the puck be shot or propelled in such a manner that it travels around the boards or bounces off the end zone boards (behind the goal line), the Linesperson must determine which player would be potentially first to touch the puck, under these new conditions. If the puck comes above the goal line, the Linesperson will not stop play unless a defending player is the first to actually touch the puck. If the attacking team is first to touch the puck, the icing will be waved off.
- iv. If a race for the puck is too close to determine which player would potentially touch the puck first, then hybrid-icing must be called. Linespersons must err on the side of player safety with close plays, in the favour of stopping play for icing.
- v. During a hybrid-icing situation where play has been stopped, there must be strict enforcement of rules regarding avoidable contact between players, leading up to or after the icing call has been made. Referees must penalize unnecessary contact.
- vi. If a Goaltender leaves their crease with both skates, moving in the direction of the puck, the Linesperson will wave off the hybrid-icing. However, if the Goaltender is out of the crease prior to icing being initiated (e.g. retrieving a stick or leaving for an extra attacker etc.) and the Goaltender skates back toward their crease, the hybrid-icing will remain in effect.

INTERPRETATIONS

Interpretation 1 Rule 6.7 (a)

The puck, which is sitting on the centre red line, is shot down over the goal line. It is NOT ICING if the stick was still in contact with the centre red line when the puck was shot. It is NOT ICING if the stick is over the centre red line when the puck leaves the stick.

Interpretation 2 Rule 6.7 (b)

Where a penalty is being served which makes a team shorthanded, and that team shoots the puck from behind the centre red line down over the opponents' goal line, NO ICING will be called and play will be allowed to continue unless the penalty terminates before the puck is shot. If the team returns to full strength following the shot by one of its players, NO ICING can be called. The determining factor is based on the numerical strength at the instant the puck is shot.

Interpretation 3 Rule 6.7 (b)

When the time of a penalty is up, the Off-Ice Official should open the gate of the Penalty Bench. If an icing situation is involved, as soon as the penalty time expires (0:00), the player is considered to have completed their penalty and is on the ice, for the purpose of equal numbers (or not).

Interpretation 4 Rule 6.7 (c)(ii)

The puck is shot by a player behind their blue-line, hits a teammate's body or stick behind the centre red line, then goes down over the goal line. ICING

Interpretation 5 Rule 6.7 (c)(ii)

The puck is passed from behind the blue-line to a teammate who is standing with both skates back of the centre red line. The puck hits the stick of that player, which is over the centre red line, then goes down over the opponents' goal line. NO ICING. The key point is where the puck was last contacted, relative to the centre red line, prior to crossing the goal line.

Interpretation 6 Rule 6.7 (c)(iii)

Team A shoots the puck from their defending zone down the ice. The puck deflects off a Team B player then deflects off a Team A player prior to crossing the centre red line. The puck then goes down the ice, crossing the goal line and meeting all the criteria of icing. NO ICING. As soon as the puck deflects off a Team B player, the icing is negated.

Interpretation 7 Rule 6.7 (c)(iii)

The puck is shot by a player behind their blue-line and a potential icing is signaled by the back Linesperson. An opposing team player is within 10 feet of their Players' Bench and their substitute comes onto the ice as the puck passes within reach of these two players. Playing the puck would constitute a Bench Minor penalty under Rule 10.7 – Too Many Players. The opposing players make no attempt to play the puck in this situation, with the puck continuing down over the goal line. NO ICING. The team shooting the puck should not be penalized because a line change was being made.

Interpretation 8 Rule 6.7 (c)(iii)

In Minor and female hockey (excluding where Rule 6.7 (e) – Hybrid Icing is in effect), Team A ices the puck, and the goaltender from Team B comes out of their crease to potentially play the puck. The goaltender does not play the puck.

RULING

ICING. Unless the goaltender prevents an attacking player from playing the puck, in which case icing would be washed out.

Interpretation 9 Rule 6.7 (c)(iii)

The puck is shot by a player standing behind the centre red line. The puck goes down the ice, through the goal crease and then over the goal line. ICING. The goaltender is not obligated to play the puck in a delayed icing situation.

Rule 6.8 Interference by Spectators

This rule pertains to spectators who cause an actual, physical impediment to the players or the play.

- 6.8 (a) The Referee will stop play if a player is being held or interfered with by a spectator, unless that player's team is in possession of the puck and in scoring position at the time. In this case, play will be allowed to be completed before the stoppage. In any case, the face-off will be where the stoppage took place, unless otherwise stated in the rules.
- 6.8 (b) The Referee will stop play if any objects are thrown on the playing surface which interfere with the progress of the play. When the play resumes, the face-off will be where the stoppage took place, unless otherwise stated in the rules.

INTERPRETATIONS

Interpretation 1 Rule 6.8 (a)

In the event that a player is on a breakaway in the neutral or attacking zone, with no defending players between them and the goal, with possession and control of the puck, and a spectator interferes with the play, so that the Referee is forced to stop play, a Penalty Shot will be awarded to that player.

Rule 6.9 High-Sticking the Puck

Players may not contact the puck with their stick, above the normal height of the shoulders.

- 6.9 (a) Players may not contact the puck with their stick, above the normal height of the shoulders. When this occurs, play will be stopped if the offending player, or a teammate, gains possession and control of the puck.

The play will not be stopped if, after the puck is high-sticked, a player of the non-offending team gains possession and control of the puck.

Note 1: The “normal” height of the shoulders refers to when a player is standing fully upright.

- 6.9 (b) No goal may be scored as the result of High-Sticking the Puck, unless a player of the offending team bats the puck into their own goal, in which case the goal will be allowed.
- 6.9 (c) In Minor of Female divisions, any player who high-sticks or attempts to high-stick the puck and, in doing so, contacts an opposing player with their stick, will be penalized under Rule 7.6 – Head Contact.

INTERPRETATIONS

Interpretation 1 Rule 6.9 (a)(i)

Where the puck is contacted with a high stick, deflects off an opposing player and is taken by a player of the offending team, play will be stopped. A deflection results in possession but not control of the puck.

Interpretation 2 Rule 6.9 (a)(i)

Where a player contacts the puck with a high stick, the Referee will delay the call. If it becomes obvious that both teams are refraining from playing the puck, the Referee should stop play immediately. The ensuing face-off would occur at the location nearest to where the stoppage of play occurred, unless otherwise stated in the rules.

Play is stopped because both teams have committed an infraction of the rules - one team contacted the puck with a high stick; the other, by not pursuing possession and control, has failed to keep the puck in motion.

Interpretation 3 Rule 6.9 (a)(i)

A defending player high-sticks the puck, which drops in the goal crease and an attacking player shoots the puck into the goal. GOAL.

Interpretation 4 Rule 6.9 (a)(i)

A player has their stick above the normal height of the shoulder. The puck, however, hits the butt-end of the stick below the level of the shoulder and goes into the goal. GOAL. The determining factor is the height at which the puck makes contact with the stick.

Interpretation 5 Rule 6.9 (a)(i)

A player of Team A contacts the puck with a high stick and while the puck is still in the air, a player of Team B contacts the puck with a high stick. STOP PLAY IMMEDIATELY. Immediate stoppage of play, with the face-off at the location nearest where the second infraction occurred, unless otherwise covered in the rules. If the player of Team B was an attacking player in the attacking zone, the face-off will take place in the neutral zone. No goal may be scored in this situation.

Rule 6.10 High-Sticking the Puck – Junior/Senior

Players may not contact the puck with their stick, above the normal height of the shoulders.

- 6.10 (a) Players may not contact the puck with their stick, above the normal height of the shoulders. When this occurs, play will be stopped if the offending player, or a teammate, gains possession and control of the puck.

The play will not be stopped if, after the puck is high-sticked, a player of the non-offending team gains possession and control of the puck.

Note 1: The “normal” height of the shoulders refers to when a player is standing fully upright.

- 6.10 (b) No goal may be scored as the result of High-Sticking the Puck, unless a player of the offending team bats the puck into their own goal, in which case the goal will be allowed.
- 6.10 (c) In Junior and Senior divisions, any player who high-sticks or attempts to high-stick the puck and, in doing so, contacts an opposing player with their stick, will be penalized under Rule 9.5 – High-Sticking – Junior/Senior.
- 6.10 (d) When an attacking player causes the puck to enter the opponent’s goal by contacting the puck above the height of the cross bar, either directly or deflected off any player, the goal will not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick at or below the level of the cross bar and enters the goal, the goal will be allowed.

INTERPRETATIONS

Interpretation 1 Rule 6.10 (b)

A goal scored as a result of a defending player striking the puck with their stick, carried above the height of the cross bar of the goal frame into their own net will be allowed.

Rule 6.11 Kicking the Puck

Kicking refers to a player propelling the puck by way of a deliberate action with their foot. A puck that deflects off a player’s skate, without a deliberate kicking action on the part of that player, will not be considered kicking.

- 6.11 (a) Kicking the puck will be permitted in all zones.
- 6.11 (b) Kicking the puck cannot result in a goal, unless a defending player kicks the puck into their own goal. This includes when an attacking player kicks the puck and it deflects off any other player or object and goes into the goal. The key principle of this rule is that no goal can be scored as the result of a kicking motion by an attacking player.
- 6.11 (c) No goal can be scored when an attacking player kicks another object which, in turn, propels the puck directly or indirectly into the goal.

INTERPRETATIONS

Interpretation 1 Rule 6.11 (b)(c)

Any attacking player that kicks a puck to a teammate and:

- i. it deflects off the teammate's skate, body or stick – no goal.*
- ii. it is deliberately directed into the goal by a teammate's stick, but not clearly shot – no goal.*
- iii. it is deflected or deliberately directed (but not kicked) into the goal by a teammate's skate – no goal.*

Rule 6.12 Off-side

An off-side violation occurs when players of the attacking team precede the puck into the attacking zone.

Once the puck has completely crossed the blue-line, it is the position of the player's skates, and not that of their stick or any other part of their body, will be the determining factor in all instances in deciding an off-side. Only the player's skate(s) that are in physical contact with the ice surface will be used in determining an off-side.

The question of an off-side never arises until the puck has completely crossed the blueline.

- 6.12 (a) A player is off-side when both skates are completely over the edge closest to the defending zone of the blue-line involved in the play, prior to the puck crossing that blue-line.

If a pass deflects off a defending player, their skates or their stick, causing an attacking player to precede the puck into the attacking zone, the off-side rule will apply.

Note 1: A player is NOT off-side when any part of either of their skates, are in physical contact with, or on their own side of the line at the instant the puck completely crosses the edge closest to the defending zone of the blue-line involved in the play, regardless of the position of their stick.

- 6.12 (b) If an attacking player precedes a puck that is shot, passed or deflected into the attacking zone by a teammate, or deflected into the attacking zone by a defending player or On-Ice Official, the Linesperson will signal a delayed off-side.

The Linesperson will drop their arm to nullify the off-side violation and allow play to continue if:

- i. the defending team passes or carries the puck into the neutral zone, or*
- ii. all attacking players clear the attacking zone by making skate contact with the blue-line, so that the attacking zone is completely clear of attacking players.*

During a delayed offside, if:

- i. the puck enters the net, either directly or as a deflection, the goal will not be allowed as the original shot was off-side.*

Note 1: This applies even if, after the puck is shot, the attacking team clears the attacking zone and the linesperson drops their arm to nullify the delayed off-side, prior to the puck entering the net.

- ii. If any attacking player touches the puck or attempts to gain possession of a loose puck while the puck is still in the attacking zone, the Linesperson will stop play.*

- 6.12 (c) An attacking player who precedes the puck into the attacking zone will not be considered off-side if:
- i. a player propelling the puck crosses the attacking blue-line ahead of the puck but is maintaining possession and control of the puck, which was gained prior to both skates crossing the blue-line.
 - ii. a player legally carries or passes the puck from the neutral zone back into their own defending zone while a player of the opposing team is in the defending zone.
- 6.12 (d) An attacking player may be called for an intentional off-side, under the following circumstances:
- i. A player deliberately plays or attempts to make a play on the puck or against an opposing player in a delayed off-side situation, knowing that they are off-side.
 - ii. A player deliberately carries the puck into the attacking zone when they know that players from their team are in an off-side position.
- When this occurs, play will be stopped immediately and the face-off will occur at an end zone face-off spot, in the defending zone of the offending team.

INTERPRETATIONS

Interpretation 1 Rule 6.12 (a)

A player has one skate on the blue-line and one skate over the blue-line at the instant the puck completely crosses the blue-line. ON-SIDE.

Interpretation 2 Rule 6.12 (a)

A player has both skates in the neutral zone, with their stick over the blue-line at the instant that the puck completely crosses the blue-line. ON-SIDE.

Interpretation 3 Rule 6.12 (a)

A player has one skate above the blue-line (not touching the ice) and one skate over the blue-line at the instant the puck completely crosses the blue-line. OFF-SIDE.

Interpretation 4 Rule 6.12 (a)

A player has both skates over the blue-line, but the puck is still on the blue-line. Potential OFF-SIDE, but not until the puck completely crosses the blue-line.

Interpretation 5 Rule 6.12 (a)

An attacking player has both skates over the blue-line. A teammate in the neutral zone shoots the puck. The puck deflects off an opponent and then the puck crosses the blue-line. DELAYED OFF-SIDE.

Interpretation 6 Rule 6.12 (a)

The puck is in the possession of the attacking team in the attacking zone. The puck is passed back to the blue-line. The puck comes halfway over the blue-line (half on the line and half over the line) then is shot deep in the zone again. ON-SIDE.

Interpretation 7 Rule 6.12 (a)

The puck is in possession of an attacking player with both skates over the attacking blue-line. Using their stick, they bring the puck over the blue-line into the neutral zone, with their skates remaining in the attacking zone, and then bring

the puck back into the attacking zone. OFF-SIDE.

Interpretation 8 Rule 6.12 (b)

Where icing occurs with an attacking player in an off-side position, the infraction that is called is icing and the ensuing face-off will take place in the offending team's end zone.

Interpretation 9 Rule 6.12 (b)

When a penalty is over, the Penalty Timekeeper should open the Penalty Bench door. If the Penalty Bench door is inside the attacking zone, the player is considered to be in an off-side position. Even if they wait until the puck crosses the blue-line to come on the ice, that would not change the fact that they are still off-side. As soon as the Penalty Timekeeper opens the Penalty Bench door, the player is considered on the ice.

Interpretation 10 Rule 6.12 (b)

GUIDELINES FOR DELAYED OFF-SIDE SITUATIONS

- i. The attacking zone must be completely clear of all attacking players before the off-side is nullified.*
- ii. Attacking players who were not off-side when the delayed off-side went into effect must wait until the delayed off-side is nullified before they can enter their attacking zone.*
- iii. If the puck is shot from behind the center red line (an icing situation) with attacking players in their attacking zone, and the puck is not able to be played by a defending player before it crosses the goal line, then the icing call would be made in lieu of the off-side. If the play is stopped because of the off-side, the ensuing face-off would go to the face-off spot nearest to where the shot originated.*

Interpretation 11 Rule 6.12 (b)

A delayed off-side is signaled by a Linesperson. Attacking players A5 and A8 leave the attacking zone into the neutral zone ("tagging up"). Attacking player A10 leaves the ice inside the attacking zone and goes into their Players' Bench. The puck is still in the attacking zone.

ON-SIDE. The Linesperson would drop their arm, thereby nullifying the delayed off-side, provided that the substitute for player A10 does not enter the attacking zone until such time as the delayed off-side has been nullified (the instant the zone is completely free of attacking players). If the substituting player enters the zone before the Linesperson drops their arm, the delayed off-side would remain in effect.

Interpretation 12 Rule 6.12 (c)

A player with both skates over the blue-line in the attacking zone receives a pass from a teammate. They stop the puck with their stick in the neutral zone and then bring it into the attacking zone. OFF-SIDE.

The player must have control of the puck with one foot touching the blue-line or in the neutral zone, for the propelling-the-puck rule to be applicable.

Interpretation 13 Rule 6.12 (c)

A defending player shoots the puck over their defending blue-line into the neutral zone. It then deflects off another defending player back into their defending zone while an attacking player is in that zone. DELAYED OFF-SIDE.

Rule 6.13 Puck Out of Bounds or Unplayable

The puck will be considered out of bounds when it goes outside the playing surface or strikes obstacles above the playing surface, boards, or glass.

The puck will be considered unplayable when the puck becomes trapped along the boards or under a player or it is shot onto the back of the goal netting and cannot be immediately dislodged.

- 6.13 (a) When the puck goes out of bounds or becomes unplayable, play will be stopped and a face-off will be conducted in accordance with Rule 6.3 – Face-off Location.
- 6.13 (b) If any player deliberately puts the puck out of bounds or makes it unplayable in order to gain a stoppage of play, the offending player should be penalized under Rule 10.1 – Delay of Game.
- 6.13 (c) If the puck is shot on the back of the goal netting and comes off without any delay, or if a player knocks the puck off the back of the goal netting without unnecessary delay, play will continue. If the puck is frozen between opposing players or cannot be removed from the back of the net, the Referee will stop play and the face-off will take place as per Rule 6.3 – Face-off Location.
- 6.13 (d) A penalty will be assessed to a goaltender who deliberately drops or throws the puck on the goal netting to cause a stoppage of play, as per Rule 10.1 – Delay of Game.

INTERPRETATIONS

Interpretation 1 Rule 6.13 (a)

The puck is shot from behind the net and goes under the base plate or through the goal netting to a position in front of the net. In this case play will be stopped and the face-off will take place at a spot in accordance with Rule 6.3 – Face-off Location.

Rule 6.14 Puck Out of Sight and Illegal Puck

A puck is considered out of sight when the Official can no longer see the puck.

An illegal puck refers to any puck other than the one legally faced-off by the Official to start or resume the play.

- 6.14 (a) At any time where the Referee loses sight of the puck, play will be stopped.
- 6.14 (b) If, while play is in progress, a puck other than the one legally in play appears, the play will not be stopped, unless the illegal puck interferes with the play. If the illegal puck cannot be removed from the ice, the game will be stopped when it appears that the illegal puck will interfere with the play.

Note 1: If a player deliberately shoots the second puck at an opposing player in possession and control of the legal puck, they should be penalized under Rule 10.5 – Throwing or Shooting Stick or Object.

Rule 6.15 Puck Striking Official

- 6.15 (a) Play will not be stopped if the puck touches an Official anywhere on the rink, except when the puck is deflected directly off an Official into the goal, out of the playing area, or if it appears the Official is injured. (See also: Rule 6.6 (e) – Goals and Assists, Rule 6.3 (b) – Face-off Location (Interpretation 1), and Rule 5.2 (j) – Referees and Linespersons).

Rule 6.16 Start of Game or Periods

- 6.16 (a) The game will commence at the scheduled time with a face-off at the centre ice face-off spot. It will be restarted promptly at the conclusion of each intermission in the same manner. No delay will be permitted by reason of any ceremony, exhibition, demonstration or presentation, unless consented to reasonably in advance by the Visiting Team.
- 6.16 (b) To start the game, at the beginning of each period (including any overtime periods) and following the scoring of a goal, the Referee will conduct a face-off at the centre ice spot.
- 6.16 (c) At the beginning of each period, only the players participating in the actual face-off will be allowed on the ice. All other players not taking part in the face-off will go directly to their benches. Teams who fail to comply with this rule will be penalized under Rule 10.1 – Delay of Game.

INTERPRETATIONS**Interpretation 1 Rule 6.16 (c)**

This section would not apply when teams come on the ice for their pre-game warm-up and stay on the ice for the start of the game (no ice flooding after the warm-up period). The Referee would simply blow their whistle and the players would then go to their benches. Likewise, do not apply the rule during the time lapse between the end of the third period and the start of the first overtime period, unless the teams leave the ice and go to their dressing rooms. When there is a flood between the pre-game warm-up and the actual start of the game or where a team leaves the ice prior to the start of the game, apply the rule.

Interpretation 2 Rule 6.16 (c)

Where this rule is applied at the beginning of a period, this entails that NO player change can take place before the puck is dropped to start the period. The players on the ice must be the ones starting the period, unless a penalty is assessed at that time which will make a team shorthanded.

Rule 6.17 Tied Game

A game is considered tied if, at the end of the three regulation periods, both teams have scored an equal number of goals.

Overtime periods will always be sudden-victory, meaning that the game will end as soon as a goal is scored.

Members and leagues may make their own rules regarding overtime for games under their jurisdiction.

- 6.17 (a) If the game is tied, the following will occur:
- i. If the Official feels it is necessary, they may order the ice to be resurfaced at the end of the three regulation periods.
 - ii. The puck will be faced-off at centre ice and the play will continue with a 10-minute sudden-victory overtime period;
 - iii. If the score is still tied after the 10-minute sudden-victory overtime period, the teams would take the normal between period break and return to play a 20-minute sudden-victory period.

Note 1: The teams will only switch ends if the ice is resurfaced.

- 6.17 (b) Any overtime period will be considered part of the game and all unexpired penalties will remain in effect.

- 6.17 (c) If either team declines to play in the necessary overtime period(s), the Referee will follow Rule 10.8 – Refusing to Start Play and report the matter to the appropriate Member or league.

If a game is suspended under Rule 10.8 – Refusing to Start Play because a team has refused to play the necessary overtime period(s), the Member or league will declare the game as a loss for the offending team.

Rule 6.18 Time of Game

Members and leagues may make their own rules regarding time of game for games under their jurisdiction. However, this rule must be applied in inter-Member or national competition.

Members may implement their own policy with regard to games that must be suspended due to factors beyond the control of the teams or Officials (e.g. power outage).

- 6.18 (a) Three 20-minute periods of regulation playing time, with approximately a 10-minute intermission (when the ice is flooded) between each period, will be the maximum time allowed for each game.

Note 1: Members and leagues may make their own rules regarding regulation time for games played under their jurisdiction, granted that it does not exceed the guidelines of this rule.

- 6.18 (b) The team scoring the greater number of goals during the three regulation playing time periods will be the winner and will be credited with a “win” in the league standings.
- 6.18 (c) Teams will change ends after the completion of each regulation period and each overtime period (except as stated in Rule 6.17 – Tied Game).
In the interval between periods, the ice surface will be resurfaced, unless mutually agreed to by the competing clubs or unless the facilities are not available.
- 6.18 (d) If any unusual delay occurs within five minutes prior to the end of the first or second period, the Referee may order the next regular intermission to be taken immediately. The balance of the period will be completed on the resumption of play with the teams defending the same goals, after which the teams will change ends and resume play of the ensuing period without delay.

- 6.18 (e) Each team will be permitted to take one time-out of 30 seconds during the course of regular playing time or overtime. This time-out must be taken during a normal stoppage of play. Any player designated by the Coach may indicate to the Referee that their team is exercising their option and the Referee will report the time-out to the Game Timekeeper who will be responsible for signaling the termination of the time-out.

The Referee will allow the calling of a time-out during a stoppage of play, at any time up to the point that the official blows the whistle to initiate the face-off procedure.

Note 1: All players, including goaltenders, on the ice at the time of the time-out will be allowed to go to their respective benches.

Note 2: Both teams may take their respective time-outs during the same stoppage of play. However, once a team has called its time-out, the second team must indicate its intentions to take a time-out during the same stoppage of play before the initial 30 seconds are over.

Note 3: The time-out rule is permitted in minor and female hockey stop-time games wherever the local Member gives approval. In Hockey Canada minor and female hockey regional and national championships, the time-out rule is to be used.

PART II: GAMEPLAY FOULS – FORMATTING NOTES

The following sections of the Playing Rules have been reorganized for ease of reference and understanding. There has also been a concerted effort to better align playing rules and remove contradictions or situations lacking clarity. Therefore, while there are no rules changes (other than where noted by bolded text and the “new” flag), there may be updated situations or text that clarify rules which were previously unclear or left to the officials’ discretion.

Officials are encouraged to review the updated Playing Rules to familiarize themselves with the new format.

All rules in Sections 7-11 are organized as follows:

Rule # Rule Name

Definition of the foul and any key terms associated with this rule.

- (a) Minor or double Minor penalty option/criteria
- (b) Major penalty option/criteria
- (c) Match penalty option/criteria
- (d) Misconduct penalty option/criteria
- (e) Game Misconduct penalty option/criteria
- (f) Gross Misconduct penalty option/criteria (only if applicable)

INTERPRETATIONS

Interpretations are listed in order of how they appear in the rule. For example, interpretations involving a Minor penalty (a) would be first, followed by Major penalties, etc.

Note 1: All rules follow this formatting, even if there is no option to assess a particular penalty for that rule. (e.g. there is no Major penalty for Spearing, but there is still a sub-section (b) within Rule 9.4).