

Hockey Canada Rulebook Summary

Section 1 - Playing Area

Rule	Title	Description	Additional Notes/Interpretation
1.1	Rink	Ice hockey will be played on an area of ice called a Rink.	
1.2(a)	Rink Dimensions	Dimensions of a new rink should be 60.96m (200 ft.) long and between 25.91m (85 ft.) and 30.48m (100 ft.) wide, with rounded corners in the arc of a circle with 8.53m (28 ft.) radius.	
1.2(b)	Boards	Boards should be 1.02-1.22m (3'4"-4') high from ice surface, white facing, with a light (yellow) base plate of maximum 30.48cm (12") height.	
1.2(c)	Glass/Protection	Glass or plexiglass should be mounted on boards to prevent pucks going into spectator areas.	
1.2(d)	Logos	Logos must not disrupt official ice markings. No logos recommended in end zones.	
1.3(a)	Goal Line	Red line, 5.08cm (2") wide, 3.35m (11') from each end of rink, parallel to end boards.	
1.3(b)	Blue Lines	Blue lines, 30.48cm (12") wide, 19.51m (64') from each goal line on 56.39m+ (185'+) rinks; on shorter rinks, dividing distance into three equal areas.	
1.3(c)	Centre Red Line	Red line, 30.48cm (12") wide, midway between goal lines.	
1.3(d)	Zone Definitions	Defending Zone (where team's goal is located), Neutral Zone (central area), Attacking Zone (where opposing team's goal is located).	
1.4(a)	Goal Posts and Nets	Regulation goal posts and nets to be placed in centre of goal lines, remaining stationary during play.	
1.4(b)	Goal Dimensions	1.83m (6') between posts, 1.22m (4') high, with crossbar connecting posts. Posts and crossbar 5.08cm (2") in diameter.	
1.4(c)	Net	Approved design and material attached to back of goal.	
1.4(d)	Goal Color	Goal posts, crossbar, and exterior framework painted red.	
1.5(a)	Goal Crease Line	Goal crease area marked by red line 5.08cm (2") wide.	

Rule	Title	Description	Additional Notes/Interpretation
1.5(b)	Goal Crease Dimensions	Semi-circle 1.82m (6') radius, 5.08cm (2") width, with L-shaped markings 12.7cm (5") long at front corners. Interior colored light blue.	
1.5(c)	Goal Crease Area	Includes space outlined by crease lines, extending vertically to top of goal frame.	
1.6(a)	Centre Ice Spot and Circle	Circular blue spot 30.48cm (12") diameter at exact center of rink, surrounded by circular blue line 5.08cm (2") wide with 4.57m (15') radius.	
1.7(a)	Face-off Spots in Neutral Zone	Two red spots 60.96cm (2') diameter in Neutral Zone, 1.52m (5') from each blue line, with specific markings.	
1.8(a)	End Zone Face-off Spots and Circles	Red face-off spots and circles in both end zones with 4.57m (15') radius from center of face-off spots, with detailed markings.	
1.8(b)	End Zone Face-off Spot Location	Face-off spots located 6.71m (22') on both sides of plane running 6.09m (20') from goal lines.	
1.8(c)	Face-off Circle Adjustments	Reduced circumference for rinks under 22.90m (75') width to prevent overlap.	
1.9(a)	Players' Bench	Seats/bench for each team in neutral zone near center of rink, accommodating at least 14 players.	
1.9(b)	Players' Bench Gates	Gates should open away from ice surface.	
1.9(c)	Players' Bench Occupants	Only players in uniform and maximum five team officials permitted on Players' Bench.	
1.9(d)	Restriction to Bench Area	Team officials restricted to area of their Players' Bench during game.	Violation results in Bench Minor penalty.
1.9(e)	Home Team Choice	Home team chooses end to start game and must take Players' Bench corresponding to that end.	Teams alternate ends each period but don't change benches.
1.10(a)	Penalty Bench	Penalty Bench area with seats for eight people, substantially distant from Players' Bench.	
1.10(b)	Penalty Bench Gates	Gates should open away from ice surface, outside Referee's crease, with two separate benches.	
1.10(c)	Unequal Penalty Gates	If gates are at unequal distances from center ice, gate closest to center designated for Visiting Team.	

Rule	Title	Description	Additional Notes/Interpretation
1.11(a)	Referee's Crease	Red semi-circle with 3.05m (10') radius in front of Penalty Timekeeper's seat.	During stoppages, players not allowed to enter unless directed by official.
1.12(a)	Sound Device	Each rink must have suitable sound device for Timekeeper.	
1.12(b)	Clock	Each rink must have a clock for accurate time information.	
1.12(c)	Goal Light	Red light behind each goal, with additional electronic buzzer/bell and green light recommended.	Goal cannot be scored when green light is showing.
1.13(a)	Visiting Team Dressing Room	Suitable dressing room with toilet and shower for Visiting Team.	
1.13(b)	Officials' Dressing Room	Separate dressing room with toilet and shower for officials.	
1.13(c)	Discussions with Officials	No inappropriate discussions with officials during or after games.	
1.13(d)	Officials' Room Access	Only Member or league representatives allowed in Officials' dressing room.	
1.14(a)	Rink Lighting	All rinks to be adequately lit for players and spectators.	

Section 2 - Teams

Rule	Title	Description	Additional Notes/Interpretation
2.1(a)	Team Composition	Maximum six players on ice during play.	Violations penalized under Too Many Players rule.
2.1(b)	Team Officials	Maximum five team officials on Players' Bench, including at least one Hockey Canada Safety Person.	
2.2(a)	Players in Uniform	Maximum 20 players in uniform (18 skaters, 2 goaltenders), minimum 6 players required to start game.	
2.2(b)	Team Lineup	Team Official must provide list of eligible players before game. Visiting Team must list lineup first.	Changes permitted if player inadvertently omitted or player requires treatment for blood.
2.2(c)	False Statements	Team officials giving false statements regarding eligible players will be disciplined.	
2.2(d)	Identification Requirements	Players must remove helmet/facial protection if requested for identification.	Refusal results in Illegal Equipment penalty.
2.2(e)	Player Numbers	Each player must wear individual number at least 25.40cm (10") high on back of sweater.	
2.2(f)	Goaltender Limitations	One goaltender allowed on ice at one time, may be substituted for additional skater.	Substitute player not permitted goaltender privileges.
2.2(g)	Goaltender Equipment Restriction	Only a goaltender or replacement may wear goaltender equipment.	
2.2(h)	Alternate Goaltender	Alternate goaltender must take position immediately with no warm-up.	
2.2(i)	Pre-game Warm-up	Teams restricted to own half of ice during warm-up.	
2.2(j)	Penalties During Warm-up	Referee will penalize rules violations during warm-up, served at game start.	
2.2(k)	Warm-up Participants	Maximum 20 players may participate in warm-up, not necessarily on Official Game Report.	
2.2(l)	Suspended Players	No suspended player may participate in warm-up or occupy Players' Bench.	
2.2(m)	Injured Players on Bench	Injured players registered to team but unable to play may be on bench if wearing minimum protective equipment.	Applies to Minor and Female hockey.

Rule	Title	Description	Additional Notes/Interpretation
2.3(a)	Team Captains	Each team may appoint Captain and maximum three Alternate Captains, noted on Game Report.	
2.3(b)	Captain's Designation	Captain wears "C" and Alternates wear "A" on jersey front, approximately 7.62cm (3") high in contrasting color.	Without letters, Captain and Alternate privileges not permitted.
2.3(c)	Captain's Penalties	Captains/Alternates lose privileges while serving penalties.	
2.3(d)	Captain Restrictions	Goaltenders, replacements, coaches, or managers cannot be Captains/Alternates.	
2.4(a)	Player Substitution	Injured players (except goaltender) must be replaced by substitute with play continuing.	
2.4(b)	Injury Stoppage	Play stops for injured player only when their team has puck possession.	Stoppage immediate if serious injury suspected. Player must leave ice until play resumes.
2.4(c)	Injured Goaltender	Injured goaltender in crease must be replaced by alternate goaltender.	If alternate not dressed, 10 minutes to recuperate or 15 minutes total for replacement.
2.4(d)	Goaltender Replacement	Player replacing goaltender must use helmet, facial protection, and goaltender's stick.	In U13+ divisions, goaltender's leg pads mandatory.
2.4(e)	Serious Injury	For serious injuries, Referee may permit players to leave ice.	
2.4(f)	Injured Penalized Player	Injured penalized player may go to dressing room if replaced on Penalty Bench.	Must return to Penalty Bench when recovered before penalty expires.

Section 3 - Equipment

Rule	Title	Description	Additional Notes/Interpretation
3.1(a)	Equipment Measurement	Measurements conducted at Referee's crease when requested by Captain/Alternate.	
3.1(b)	Unsuccessful Measurement	Complaining team penalized for Delay of Game if measurement complaint not sustained.	
3.1(c)	Measurement Limitations	Only one measurement allowed per stoppage.	
3.1(d)	Illegal Equipment Procedure	Illegal equipment removed/corrected without unnecessary delay.	
3.1(e)	Stick Measurement Specifics	Captain/Alternate must specify which part of stick to measure.	
3.1(f)	Goals and Measurements	No goal disallowed due to measurements.	
3.1(g)	Measurement Violations	Violations penalized under Illegal Equipment rule.	
3.2(a)	Broken Sticks	Players must drop broken stick pieces immediately but may continue without stick.	No penalty for discarding pieces to side without interfering with play.
3.2(b)	Stick Replacement	Players may receive replacement stick only at Players' Bench or from teammate on ice.	
3.2(c)	Goaltender's Broken Stick	Goaltender may use player's stick until next stoppage, when regular goaltender stick must be received.	
3.2(d)	Stick Violations	Violations penalized under Illegal Equipment rule.	
3.3(a)	Stick Materials	Sticks may be wood, composite, aluminum, or approved materials without projections or enhancements.	
3.3(b)	Player Stick Dimensions	Maximum 1.60m (63") shaft length, 31.75cm (12.5") blade length, 5.08-7.62cm (2-3") blade width.	
3.3(c)	Goaltender Stick Dimensions	Maximum 1.4m (55") shaft length, blade 7.62-8.89cm (3-3.5") width, 39.37cm (15.5") length, widened portion 66.04cm (26") from heel.	
3.3(d)	Stick End Protection	Shaft ends must be covered with protective cap.	
3.3(e)	Stick Tape	Sticks may be wrapped with any color tape.	

Rule	Title	Description	Additional Notes/Interpretation
3.3(f)	One Stick Limit	Players may carry only one stick while playing.	
3.3(g)	Stick Violations	Violations penalized under Illegal Equipment rule.	
3.4(a)	Skates Requirement	Players must wear skates to participate.	
3.4(b)	Skate Types	Hockey skates of approved design required; speed/figure skates prohibited.	
3.4(c)	Goaltender Skates	Only goaltenders may use goaltender skates.	
3.4(d)	Skate Violations	Violations penalized under Illegal Equipment rule.	
3.5(a)	Goaltender Equipment Purpose	All goaltender equipment except skates/stick must be solely for protection.	Abdominal aprons extending outside pants prohibited.
3.5(b)	Goaltender Pad Dimensions	Maximum 27.94cm (11") width, 96.52cm (38") length, minimum 17.78cm (7") boot length.	Puck foil attachments illegal.
3.5(c)	Goaltender Glove Dimensions	Blocker maximum 20.3cm (8") width, 38.1cm (15") length; catching glove maximum 20.32cm (8") base width, 46cm (18") heel to top of T-trap, 114.3cm (45") circumference.	
3.5(d)	Chest/Arm Pad Regulations	No raised ridges on front edges/sides/arms/shoulders; elbow layering maximum 17.78cm (7"); shoulder cap protection maximum 2.54cm (1") thickness; shoulder clavicle protectors maximum 17.78cm (7") width, 2.54cm (1") thickness.	
3.5(e)	Goaltender Equipment Violations	Violations penalized under Illegal Equipment rule.	
3.6(a)	Protective Equipment Location	All protective equipment except gloves, headgear, goalie pads must be under uniform.	
3.6(b)	Helmet and Facial Protection	All players must wear CSA-certified hockey helmet with securely attached CSA-certified facial protector.	Chin straps must be securely fastened.
3.6(c)	Throat Protector	BNQ-certified throat protector required for minor and female hockey players.	Goaltenders with throat attachment still require BNQ-certified protector.

Rule	Title	Description	Additional Notes/Interpretation
3.6(d)	Lost Protective Equipment	Players must replace lost equipment or go to Players' Bench; play stops immediately for goaltender losing equipment.	
3.6(e)	Facial Protector Guidelines	Specific CSA-certified protector types required based on age and position.	
3.6(f)	Improper Equipment	Players wearing helmet, facial protector, mouth guard, or throat protector improperly will be penalized.	
3.6(g)	Equipment Violations	Violations penalized under Illegal Equipment rule.	
3.7(a)	Dangerous Equipment	Pads, protectors, or sticks likely to cause injury prohibited.	
3.7(b)	Modified Equipment	Modified or altered equipment to gain advantage or compromise safety prohibited.	
3.7(c)	Non-standard Equipment	Non-standard equipment providing undue advantage or posing danger prohibited.	
3.7(d)	Elbow Pad Requirements	Elbow pads must have soft protective covering at least 1.27cm (1/2") thick.	
3.7(e)	Supplemental Oxygen	Supplemental oxygen prohibited.	
3.7(f)	Dangerous Equipment Violations	Team warning issued first; subsequent violations result in Illegal Equipment penalty.	
3.8(a)	Puck Specifications	Vulcanized rubber, 2.54cm (1") thick, 7.62cm (3") diameter, 156-170g (5.5-6 oz), black.	For U9 and below, may weigh minimum 113.4g (4 oz).
3.9(a)	Jersey Tie-Down (Junior/Senior)	All players in Junior/Senior must wear secure jersey tie-down.	If jersey comes above shoulder blades or player can remove arm during fight, Illegal Equipment penalty may be assessed.

Section 4 - Types of Penalties

Rule	Title	Description	Additional Notes/Interpretation
4.1	Penalties	Penalties are in actual playing time, divided into various classes.	
4.1(a)	Penalty Assessment	Penalties may be assessed before, during, or after game for on or off-ice offenses.	
4.1(b)	Player Designation	When rules state Coach designates player, must be player on ice at time of infraction.	If Coach refuses, Referee will name any player.
4.2(a)	Minor Penalties	Two-minute time penalty where player (except goaltender) is removed from ice with team shorthanded.	
4.2(b)	Minor Penalty Termination	Minor penalty terminates if opposing team scores while team is shorthanded.	Double Minor: first penalty terminates. Penalties on Penalty Shot don't terminate with goal.
4.2(c)	Coincidental Minors	Coincidental Minor penalties to both teams don't cause either team to be shorthanded.	See Rule 4.5 for details.
4.3(a)	Bench Minor Penalties	Two-minute time penalty where team plays one player short.	
4.3(b)	Bench Minor Player Selection	If player guilty of infraction identified, that player serves; otherwise, Coach designates any player on ice at time of infraction.	
4.4(a)	Major Penalties	Five-minute penalty with automatic Game Misconduct, served by designated player from ice.	
4.4(b)	Major and Minor Penalties	When both assessed to same player, Major served first.	When assessed to different players on same team, Minor recorded first.
4.5(a)	Coincidental Penalties	Equal time penalties to different teams at same stoppage result in immediate substitution with neither team shorthanded.	
4.5(b)	Coincidental Time Differential	If differential in total time penalties, penalties causing differential served first by player on ice at time of infraction.	
4.5(c)	Coincidental Penalty Service	Penalized players must serve coincidental penalties in Penalty Bench.	Exception: player removed from game.
4.5(d)	Coincidental Penalty Cancellation	Officials use "MOTO" procedure: Many penalties canceled, One player short, Take no one off, Order of occurrence.	

Rule	Title	Description	Additional Notes/Interpretation
4.6(a)	Coincidental Minor Penalties (Junior)	In Junior, when single Minor to single player on each team at same stoppage, teams play 4-on-4.	Applies only when no differential in penalty time.
4.6(b)	Coincidental Minors with Differential (Junior)	In Junior, when coincidental Minors with time differential, immediate substitution for coincidental penalties, differential time served.	
4.6(c)	Major/Match Penalties	Rule does not apply to Major or Match penalties.	See Rule 4.5 for coincidental Major/Match penalties.
4.7(a)	Misconduct Penalties	Non-time penalty where player removed from ice for 10 minutes; substitute permitted immediately.	Player remains in Penalty Bench until first stoppage after penalty expires.
4.7(b)	Minor and Misconduct	When player receives Minor and Misconduct, team places substitute on bench for Minor; Misconduct begins when Minor ends.	
4.7(c)	Second Misconduct	Second Misconduct in same game results in automatic Game Misconduct.	
4.8(a)	Game Misconduct Penalties	Non-time penalty where player/team official removed from game; 10 minutes recorded on Game Report.	
4.8(b)	Game Ejection	Game Ejection assessed for three stick infractions in same game or three Head Contact penalties in Minor/Female.	
4.8(c)	Late Game Misconduct	Game Misconduct in last 10 minutes of regulation, overtime, or after game results in automatic minimum one-game suspension.	Does not apply to Game Ejection.
4.9(a)	Gross Misconduct Penalties	Non-time penalty where player/team official removed from game; 10 minutes recorded on Game Report.	
4.9(b)	Late Gross Misconduct	Gross Misconduct in last 10 minutes of regulation, overtime, or after game results in automatic minimum one-game suspension.	
4.10(a)	Match Penalties	Five-minute time penalty where offender ordered to dressing room; case must be reviewed by appropriate authorities.	

Rule	Title	Description	Additional Notes/Interpretation
4.10(b)	Match Penalty Service	Offending team sends player from ice to serve five-minute penalty.	
4.11(a)	Penalty Shots	Awarded for: fouling a breakaway player from behind; deliberate illegal substitution in last two minutes; goalkeeper/defender removing helmet during breakaway; goalkeeper piling snow at net; picking up puck in crease; interference with breakaway by illegal player; throwing objects at puck/player; deliberately dislodging goal; refusing to start play; unnatural event during breakaway.	
4.11(b)	Penalty Shot Procedure	Players withdraw to benches; goaltender returns to ice; non-offending team designates shooter; puck must be kept in motion toward goal line; goaltender must remain in crease until puck touched; goaltender can't throw stick or object.	
4.11(c)	Penalty Shot Interference	Interference with/by goaltender or player during Penalty Shot results in disallowed goal or second attempt.	
4.11(d)	Penalty Shot Timing	May be awarded after time expires; time for shot not included in playing time.	
4.11(e)	Offending Player Fouls	If player designated for Penalty Shot commits foul, cannot take shot until penalty served.	
4.11(f)	Goal on Penalty Shot	If goal scored on Penalty Shot, no further penalty unless original foul was Major/Match.	For double Minor (e.g., Spearing), Penalty Shot replaces one Minor only.
4.11(g)	Stick Measurement	Measurement request before Penalty Shot treated as normal play.	
4.12(a)	Awarded Goals	Goal awarded when infraction warranting Penalty Shot occurs with opposing goaltender substituted.	
4.12(b)	Goaltender Substitution	Goaltender considered substituted after legal player change regardless of physical location.	
4.12(c)	Awarded Goal Assists	No assists given on awarded goals.	
4.13(a)	Goaltender Penalties	Goaltenders don't serve time penalties; designated player from ice serves.	
4.13(b)	Goaltender Ejection	Alternate goaltender replaces ejected goaltender; if none available, any player may substitute with 15	

Rule	Title	Description	Additional Notes/Interpretation
		minutes to equip.	
4.13(c)	Goaltender Restrictions	Goaltender penalized for deliberate contact with opposing player or playing beyond center red line.	
4.14(a)	Delayed Penalties	Third penalty to same team delayed until one of first two expires; third player goes to Penalty Bench but is replaced on ice.	
4.14(b)	Three Players Penalized	With three penalized players, none may return until play stops.	
4.14(c)	Penalty Expiration Return	Penalty Timekeeper permits return in order of expiry when team entitled to more than four players.	
4.14(d)	Multiple Minor Penalties	Multiple Minors to same team served in order of occurrence.	
4.14(e)	Coincidental Exception	Doesn't apply where coincidental Minor penalty rule applied.	
4.15(a)	Penalty to Team in Possession	When team in possession commits infraction, Referee stops play immediately and assesses penalty.	
4.15(b)	Delayed Penalty Signal	When team not in possession commits infraction, Referee signals penalty and stops play when offending team gains possession.	Minor penalty not assessed if goal scored before whistle by non-offending team.
4.15(c)	Match Penalty Stoppage	Referee may stop play immediately for Match penalty regardless of possession.	
4.15(d)	Unidentified Penalized Player	If Referee unable to identify offending player's number, Referee selects player from ice after consulting Captain.	
4.15(e)	Penalty Correction	Referee may alter/correct decision prior to resumption of play.	

Section 5 - Officials

Rule	Title	Description	Additional Notes/Interpretation
5.1(a)	Official Systems	Members may use two-official, three-official, or four-official system.	
5.1(b)	Treatment of Officials	Players and team officials must treat officials courteously.	Infractions reported to appropriate authorities.
5.1(c)	Referee Authority	Referee has full authority and final decision in disputed matters.	
5.1(d)	Officials for Championships	For regional/national championships, officials appointed as per technical package.	
5.1(e)	Officials Affiliation	All Referees must be affiliated with Member in which they officiate.	
5.1(f)	Officials Impartiality	Referees and Linespersons must be thoroughly impartial.	
5.2(a)	Official Representation	Referee(s) and Linespersons are official representatives of Hockey Canada or Member.	
5.2(b)	On-Ice Officials Responsibilities	Referee(s) call teams to ice, remain on ice at period conclusion.	
5.2(c)	Equipment Checks	Referee(s) check equipment when requested by Coach via Captain.	
5.2(d)	Penalty Assessment	Referee(s) assess penalties as prescribed, may consult Linespersons.	
5.2(e)	Goal Decisions	Referee(s) give final decisions on disputed goals, may consult Linespersons and Goal Judge.	
5.2(f)	Off-Ice Officials Check	Referee(s) ensure Off-Ice Officials in position before starting game.	
5.2(g)	Penalty and Goal Reporting	Referee(s) announce penalties and goals/assists to Official Scorer.	
5.2(h)	Penalty Bench Separation	Referee(s) separate opposing players on Penalty Bench when possible.	
5.2(i)	Game Report	Referee(s) check and sign Official Game Report after game.	
5.2(j)	Injured Officials	Play stopped if official accidentally leaves ice or is injured.	
5.2(k)	Absent Officials	If appointed officials absent, Managers/Coaches agree on replacements or use players.	

Rule	Title	Description	Additional Notes/Interpretation
5.2(l)	Linesperson Substitution	Referee may appoint substitute if Linesperson unable to continue.	
5.2(m)	Referee Substitution	If Referee unable to continue, Linesperson may perform Referee duties.	
5.2(n)	Linesperson Duties under Referees	When reference made to Linespersons, duties carried out by both Referees.	
5.3(a)	Linesperson Authority	Linespersons stop play for: offsides, icing, face-off violations, puck out of bounds, interference by ineligible person, hand/high-stick pass, too many players, displaced goal, premature substitution, injured player, Referee injury.	
5.3(b)	Delayed Too Many Players	Linesperson reports Too Many Players at next stoppage if offending team doesn't gain possession.	
5.3(c)	Linesperson Reporting Minor Penalties	Linespersons report their version of infractions calling for Minor/Bench Minor/double Minor penalties at first stoppage.	Includes specific rules such as Attempt to Injure, Head Contact, Kneeing, Interference, etc.
5.3(d)	Linesperson Reporting Major Penalties	Linespersons report to Referee at first stoppage any infraction calling for Major/Match/Misconduct/Game Misconduct/Gross Misconduct.	
5.3(e)	Linesperson Consultation	Linespersons give their version of any incident when requested by Referee.	
5.4(a)	Goal Judges	One Goal Judge behind each goal, independent of teams, may be replaced if showing partisanship.	
5.4(b)	Goal Judge Position	Goal Judges stationed behind goal for entire game, don't change ends.	
5.4(c)	Goal Judge Decision	Goal Judges decide whether puck passed between posts and over goal line.	
5.5(d)	Referee Consultation	Referee not required to consult Goal Judge if confident in call.	
5.5(a)	Penalty Timekeeper Duties	Penalty Timekeeper keeps time served by penalized players, informs them of remaining time.	
5.5(b)	Early Departure	Penalty Timekeeper notes and signals Referee if player leaves Penalty Bench early.	
5.5(c)	Penalty Announcements	Penalty Timekeeper announces penalized player's name, offense, and penalty time.	

Rule	Title	Description	Additional Notes/Interpretation
5.6(a)	Official Scorer Lineups	Official Scorer obtains complete lineups from Managers/Coaches before game, notes Captains/Alternates.	
5.6(b)	Lineup Submission	Official Scorer submits lineups to Referee prior to game, highlights rule compliance issues.	
5.6(c)	Scoring Records	Official Scorer keeps record of goals, assists, and penalties on Game Report.	
5.6(d)	Goal Announcements	Official Scorer announces goal scorer and assistants.	
5.6(e)	Misconduct Tracking	Official Scorer advises Referee when player receives second Misconduct or third stick infraction.	
5.6(f)	Game Report Signing	Official Scorer signs Game Report, has Referee sign it, forwards to appropriate authority.	
5.7(a)	Game Timekeeper Duties	Game Timekeeper records start/finish times and actual playing time.	
5.7(b)	Period Signals	Game Timekeeper signals Referee for period starts and game end.	
5.7(c)	Time Remaining Announcement	Game Timekeeper announces when ONE MINUTE remains in each period.	
5.7(d)	Time Disputes	Referee's decision is final in time disputes.	

Section 6 - Game Flow

Rule	Title	Description	Additional Notes/Interpretation
6.1(a)	Player Changes	Maximum six players (including goaltender) on ice; players changed from Players' Bench during play must be within 3.05m (10') of bench.	Violations penalized as Too Many Players.
6.1(b)	Penalty Bench Exit	Players exiting Penalty Bench after serving penalty must go via ice to Players' Bench before substitution.	Violations penalized as Leaving Players'/Penalty Bench.
6.1(c)	Line Changes	Teams place correct number of players on ice when requested; Visiting Team places lineup first; one player change per stoppage.	Violations penalized as Delay of Game.
6.1(d)	Line Change Procedure	Referee allows 5-second period for Visiting Team changes, followed by 5-second period for Home Team changes.	Teams attempting late changes sent back to bench; subsequent violations penalized as Delay of Game.
6.1(e)	Line Changes During Gatherings	Players must remain at bench during gathering/scrum until Referee indicates line change.	Violations may result in Bench Minor penalty.
6.1(f)	No-Change Icing	In U18AAA, Junior, and optional in Senior, teams committing icing violation cannot make line change.	
6.2(a)	Face-off Conduct	Players taking face-off stand squarely facing opponent's end, one stick length apart, with toe of blade flat on ice. Other players at least 4.57m (15') away and on-side.	
6.2(b)	Goaltender Face-off	No goaltender may participate in face-off.	
6.2(c)	Face-off Contact	No player facing off may make physical contact with opponent's body except in course of playing puck after face-off.	Violations result in Minor penalty.
6.2(d)	Face-off Violation	When player commits face-off violation, official ejects that player and replacement takes face-off.	
6.2(e)	Second Face-off Violation	Team committing second violation during same face-off may be assessed Minor penalty.	
6.2(f)	False Face-off Start	If "false start" occurs where puck dropped but face-off not legally completed, official	No player changes permitted.

Rule	Title	Description	Additional Notes/Interpretation
		stops play.	
6.3(a)	Centre Ice Face-offs	Conducted at: start of periods, after goals, premature goaltender substitution, incorrect icing calls.	
6.3(b)	Neutral Zone Face-offs	For infractions by both teams or stoppages not caused by either team, face-off at nearest spot excluding centre.	
6.3(c)	Defending Zone Face-offs	When penalty/penalties placed on penalty clock to one team, face-off in offending team's defending zone.	Exceptions: after goal, end/start of period, defending team icing, premature goaltender substitution.
6.3(d)	Neutral Zone Face-offs Location	Face-offs in neutral zone at spot nearest blue-line of team causing stoppage.	Specific rules for off-side violations, passes to off-side players, intentional off-sides, attacking zone infractions.
6.3(e)	End Zone Face-off Location	Face-offs in end zone nearest to where puck last legally played for out-of-bounds, for icing violations, illegal goals, intentional off-sides.	
6.4(a)	Junior/Senior - Defending Team Shoots Puck Out	In Junior/Senior, defending player unintentionally shooting puck out of play results in no line change.	Deliberate action still penalized as Delay of Game.
6.4(b)	Junior/Senior - Face-off Location Choice	In Junior/Senior, attacking team chooses face-off location for icing or penalties.	Must indicate choice before line change procedure.
6.5(a)	Junior Face-off Violation Warning	In Junior, face-off violation following icing results in warning from Linesperson.	
6.5(b)	Junior Face-off Violation Penalty	Subsequent violations by same team on same stoppage result in Delay of Game penalty.	
6.6(a)	Goal Scoring	Goal scored when entire puck legally passes between posts, below crossbar, across goal line.	
6.6(b)	Own-Goal	Goal scored if defending player puts puck in own goal; last attacking player to touch puck credited.	No assist given.
6.6(c)	Illegal Goal	No goal allowed if puck directed by distinct kicking motion or deliberately directed by body part other than skate.	

Rule	Title	Description	Additional Notes/Interpretation
6.6(d)	Deflected Goal	Goal allowed if shot deflected off attacking player's stick, skate, or body; deflecting player credited with goal.	
6.6(e)	Goal Off Official	No goal allowed if puck deflects directly off official into goal; puck must be propelled afterward.	
6.6(f)	Crease Violations	If puck propelled into crease becomes loose and available, goal scored is legal.	
6.6(g)	Scoring Points	Each goal and assist counts one point; maximum two assists per goal.	
6.7(a)	Icing Definition	Occurs when player shoots puck from own half of ice across opposing goal line.	Team equal or superior in numerical strength.
6.7(b)	Shorthanded Exception	No icing called when team shooting puck is below numerical strength of opponent.	
6.7(c)	Icing Exceptions	No icing called if: puck touches opponent before crossing goal line; opposing player could play puck; directly from face-off; rebounds from opponent.	
6.7(d)	No-Change Icing	In U18AAA, Junior, and optional in Senior, team committing icing cannot make player substitutions.	Exceptions: replacing goaltender, injured player, or when penalties assessed.
6.7(e)	Hybrid Icing	In U18AAA, Junior, and optional in Senior, icing determined by race to puck/face-off spots and potential first touch.	Play stopped if defending player would reach puck first; continued if attacking player would reach first.
6.8(a)	Spectator Interference	Play stopped if player held/interfered with by spectator, unless team in possession is in scoring position.	
6.8(b)	Objects Thrown on Ice	Play stopped if objects thrown on ice interfere with play.	
6.9(a)	High-Sticking the Puck	Players may not contact puck with stick above normal shoulder height; play stopped if offending team gains possession.	
6.9(b)	High-Sticked Goal	No goal scored by high-sticking unless put in own goal by defending team.	
6.9(c)	High-Sticking Penalties	In Minor/Female, high-sticking or attempting to high-stick puck and	

Rule	Title	Description	Additional Notes/Interpretation
		contacting opponent penalized as Head Contact.	
6.10(a)	High-Sticking the Puck (Junior/Senior)	Players may not contact puck with stick above normal shoulder height; play stopped if offending team gains possession.	
6.10(b)	High-Sticked Goal (Junior/Senior)	No goal scored by high-sticking unless put in own goal by defending team.	
6.10(c)	High-Sticking Penalties (Junior/Senior)	In Junior/Senior, high-sticking or attempting to high-stick puck and contacting opponent penalized as High-Sticking.	
6.10(d)	Crossbar Height (Junior/Senior)	No goal allowed if attacking player contacts puck above crossbar height.	
6.11(a)	Kicking the Puck	Kicking permitted in all zones.	
6.11(b)	Kicked Goals	No goal scored if kicked by attacking player, even if deflected, unless put in by defending player.	
6.11(c)	Kicked Objects	No goal if attacking player kicks object which propels puck into goal.	
6.12(a)	Off-side Definition	Occurs when attacking player precedes puck into attacking zone.	Judged by skate position relative to blue-line.
6.12(b)	Delayed Off-side	When attacking player precedes puck into zone, Linesperson signals delayed off-side until zone cleared or defending team moves puck to neutral zone.	No goal allowed on delayed off-side.
6.12(c)	Off-side Exceptions	Not off-side if: player in control carries puck across line; defending team carries puck back into own zone with opposing player there.	
6.12(d)	Intentional Off-side	Called when player deliberately plays puck or carries puck into attacking zone knowing teammates are off-side.	Face-off in offending team's defending zone.
6.13(a)	Puck Out of Bounds	Play stopped when puck goes outside playing surface or becomes unplayable.	
6.13(b)	Deliberate Out of Bounds	Player deliberately putting puck out of bounds penalized for Delay of Game.	

Rule	Title	Description	Additional Notes/Interpretation
6.13(c)	Puck on Goal Net	Play continues if puck on back of net comes off without delay; stopped if frozen between players or cannot be removed.	
6.13(d)	Goaltender Dropping Puck on Net	Goaltender deliberately dropping puck on net to cause stoppage penalized for Delay of Game.	
6.14(a)	Puck Out of Sight	Play stopped when Referee loses sight of puck.	
6.14(b)	Illegal Puck	Play not stopped for illegal puck unless it interferes with play.	
6.15(a)	Puck Striking Official	Play continues if puck touches official, except when deflected directly into goal or out of playing area.	
6.16(a)	Start of Game/Periods	Game starts at scheduled time with face-off at centre ice; promptly restarted after intermissions.	No delays for ceremonies without Visiting Team consent.
6.16(b)	Starting Face-offs	Referee conducts face-off at centre ice to start game, periods, and after goals.	
6.16(c)	Players on Ice for Period Start	Only players participating in face-off allowed on ice at period start.	Violations penalized as Delay of Game.
6.17(a)	Tied Game Procedure	If tied after regulation: optional ice resurfacing; 10-minute sudden-victory overtime; 20-minute sudden-victory period if still tied.	Teams only switch ends if ice resurfaced.
6.17(b)	Overtime Penalties	Unexpired penalties remain in effect for overtime.	
6.17(c)	Refusing Overtime	Team declining to play overtime penalized under Refusing to Start Play.	Game may be declared loss for offending team.
6.18(a)	Time of Game	Three 20-minute periods with approximately 10-minute intermissions.	Members/leagues may make own rules within these guidelines.
6.18(b)	Winner Determination	Team scoring more goals in regulation wins and receives "win" in standings.	
6.18(c)	Changing Ends	Teams change ends after each regulation and overtime period.	Ice resurfaced between periods unless mutually agreed otherwise.
6.18(d)	Unusual Delay	If unusual delay occurs in last five minutes of period, Referee may order intermission	

Rule	Title	Description	Additional Notes/Interpretation
		immediately with remaining time completed after teams change ends.	
6.18(e)	Time-outs	Each team permitted one 30-second time-out during game.	Any player may request time-out during stoppage; all players including goaltenders may go to bench.

Section 7 - Physical Fouls

Rule	Title	Description	Additional Notes/Interpretation
7.1(a)	Attempt to Injure/Deliberate Injury - Double Minor	Double Minor penalty assessed for pulling hair, grabbing facial protector/helmet/chin strap/throat protector, or head-butting with minimal violence.	
7.1(b)	Attempt to Injure/Deliberate Injury - Major and Game Misconduct	Major and Game Misconduct assessed for grabbing hair, facial protector, helmet, chin strap, or throat protector with higher degree of violence or resulting in injury.	
7.1(c)	Attempt to Injure/Deliberate Injury - Match	Match penalty assessed for deliberately injuring or attempting to injure by head-butting with force, pulling hair/grabbing equipment with violence, kicking, using equipment as weapon.	
7.1(d)	Attempt to Injure - Misconduct	No Misconduct penalty for attempt to injure.	
7.1(e)	Attempt to Injure - Game Misconduct	No Game Misconduct penalty for attempt to injure.	
7.1(f)	Attempt to Injure - Gross Misconduct	Gross Misconduct plus double Minor assessed to team official who head-butts or attempts to head-butt with minimal violence.	High degree of violence or injury results in Match penalty.
7.2(a)	Boarding - Minor	Minor penalty for checking/pushing defenseless opponent causing violent board impact.	
7.2(b)	Boarding - Major and Game Misconduct	Major and Game Misconduct assessed based on violence of impact or if injury results from boarding that would otherwise be Minor penalty.	
7.2(c)	Boarding - Match	Match penalty for deliberately attempting to injure or injuring by boarding.	
7.2(d)	Boarding - Misconduct	No Misconduct penalty for boarding.	
7.2(e)	Boarding - Game Misconduct	Game Misconduct must be assessed with Major penalty for boarding.	
7.3(a)	Body-Checking - Minor	Minor penalty for intentional body-checking in U13 and below, female hockey, and other approved divisions.	
7.3(b)	Body-Checking - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from body-checking that would otherwise be Minor penalty.	

Rule	Title	Description	Additional Notes/Interpretation
7.3(c)	Body-Checking - Match	Match penalty for deliberately attempting to injure or injuring by body-checking.	
7.3(d)	Body-Checking - Misconduct	No Misconduct penalty for body-checking.	
7.3(e)	Body-Checking - Game Misconduct	Game Misconduct must be assessed with Major penalty for body-checking.	
7.4(a)	Charging - Minor	Minor penalty for charging an opponent (jumping, taking 2+ strides, excessive distance, violent check, blindside hit).	
7.4(b)	Charging - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from charging that would otherwise be Minor penalty.	
7.4(c)	Charging - Match	Match penalty for charging player unable to defend self or deliberately attempting to injure.	
7.4(d)	Charging - Misconduct	No Misconduct penalty for charging.	
7.4(e)	Charging - Game Misconduct	Game Misconduct must be assessed with Major penalty for charging.	
7.5(a)	Checking from Behind - Minor and Game Misconduct	Minor penalty and Game Misconduct for intentionally pushing, body-checking, cross-checking while in motion, or otherwise hitting from behind.	
7.5(b)	Checking from Behind - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from checking from behind that would otherwise be Minor penalty.	
7.5(c)	Checking from Behind - Match	Match penalty for checking from behind into boards/goal frame preventing self-protection or deliberately attempting to injure.	
7.5(d)	Checking from Behind - Misconduct	No Misconduct penalty for checking from behind.	
7.5(e)	Checking from Behind - Game Misconduct	Game Misconduct must be assessed with Minor or Major penalty for checking from behind.	
7.6(a)	Head Contact - Minor/Double Minor	In minor/female hockey: Minor for accidental contact to head/face/neck; Double Minor for intentional contact. Three head contact penalties results in Game Ejection.	

Rule	Title	Description	Additional Notes/Interpretation
7.6(b)	Head Contact - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results; always assessed for cross-check above shoulders.	
7.6(c)	Head Contact - Match	Match penalty for hit preventing self-protection or deliberately attempting to injure by head contact.	
7.6(d)	Head Contact - Misconduct	No Misconduct penalty for head contact.	
7.6(e)	Head Contact - Game Misconduct	Game Misconduct must be assessed with Major penalty for head contact.	
7.7(a)	Head Contact Junior/Senior - Minor and Misconduct	In Junior/Senior: Minor and Misconduct for head contact with moderate violence.	
7.7(b)	Head Contact Junior/Senior - Major and Game Misconduct	In Junior/Senior: Major and Game Misconduct for head contact with high violence, cross-check above shoulders, or hit causing player to hit head on surface causing injury.	
7.7(c)	Head Contact Junior/Senior - Match	Match penalty for hit preventing self-protection or deliberately attempting to injure by head contact.	
7.7(d)	Head Contact Junior/Senior - Misconduct	Misconduct must be assessed with Minor penalty for head contact in Junior/Senior.	
7.7(e)	Head Contact Junior/Senior - Game Misconduct	Game Misconduct must be assessed with Major penalty for head contact in Junior/Senior.	
7.8(a)	Kneeing - Double Minor	Double Minor penalty for kneeling an opponent.	
7.8(b)	Kneeing - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from kneeling that would otherwise be double Minor penalty.	
7.8(c)	Kneeing - Match	Match penalty for deliberately attempting to injure by kneeling.	
7.8(d)	Kneeing - Misconduct	No Misconduct penalty for kneeling.	
7.8(e)	Kneeing - Game Misconduct	Game Misconduct must be assessed with Major penalty for kneeling.	

Rule	Title	Description	Additional Notes/Interpretation
7.9(a)	Roughing - Minor	Minor penalty for unnecessary rough play; Minor for deliberate physical contact after whistle ("Roughing after the whistle").	
7.9(b)	Roughing - Major and Game Misconduct	Major and Game Misconduct based on violence or if injury results from roughing that would otherwise be Minor penalty.	
7.9(c)	Roughing - Match	Match penalty for deliberately attempting to injure by roughing.	
7.9(d)	Roughing - Misconduct	No Misconduct penalty for roughing.	
7.9(e)	Roughing - Game Misconduct	Game Misconduct must be assessed with Major penalty for roughing.	
7.10(a)	Fighting - Minor	No Minor penalty for fighting; Minor to goaltender who leaves crease during fight ("Leaving the Crease").	
7.10(b)	Fighting - Major and Game Misconduct	Major and Game Misconduct to any player who fights.	
7.10(c)	Fighting - Match	Match penalty to player using ring, tape, or other material on hands during fight to gain advantage or inflict punishment/injury.	
7.10(d)	Fighting - Misconduct	Misconduct to any player not immediately returning to bench or designated neutral area when fight occurs.	Goaltenders must stay in crease or go to neutral zone.
7.10(e)	Fighting - Game Misconduct	Game Misconduct to player who: fights; joins in fight or acts as peacemaker; takes part in another/secondary fight during same stoppage.	
7.10(f)	Fighting - Gross Misconduct	Gross Misconduct to any player, goaltender, or team official who fights with team official, joins fight involving team official, or intervenes as peacemaker in fight with team official.	
7.11(a)	Instigator & Aggressor - Minor	Minor penalty to player identified as instigator or aggressor in fight.	
7.11(b)	Instigator & Aggressor - Major	No Major penalty for instigator or aggressor infractions.	
7.11(c)	Instigator & Aggressor - Match	No Match penalty for instigator or aggressor infractions.	

Rule	Title	Description	Additional Notes/Interpretation
7.11(d)	Instigator & Aggressor - Misconduct	No Misconduct penalty for instigator or aggressor infractions.	
7.11(e)	Instigator & Aggressor - Game Misconduct	No Game Misconduct penalty for instigator or aggressor infractions.	

Section 8 - Restraining Fouls

Rule	Title	Description	Additional Notes/Interpretation
8.1(a)	Holding - Minor	Minor penalty for holding opponent or opponent's stick in any manner.	
8.1(b)	Holding - Major and Game Misconduct	Major and Game Misconduct if injury results from holding that would otherwise be Minor penalty.	
8.1(c)	Holding - Match	No Match penalty for holding.	
8.1(d)	Holding - Misconduct	No Misconduct penalty for holding.	
8.1(e)	Holding - Game Misconduct	Game Misconduct must be assessed with Major penalty for holding.	
8.2(a)	Hooking - Minor	Minor penalty for impeding opponent's progress by hooking or butt-end hooking with stick.	
8.2(b)	Hooking - Major and Game Misconduct	Major and Game Misconduct if injury results from hooking that would otherwise be Minor penalty.	
8.2(c)	Hooking - Match	No Match penalty for hooking.	
8.2(d)	Hooking - Misconduct	No Misconduct penalty for hooking.	
8.2(e)	Hooking - Game Misconduct	Game Misconduct must be assessed with Major penalty for hooking.	
8.3(a)	Interference - Minor	Minor penalty for interfering with non-puck carrier, late hit, knocking stick from hands, preventing equipment retrieval, piling snow at goal, goaltender initiating contact or playing puck beyond center line.	
8.3(b)	Interference - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from interference that would otherwise be Minor penalty.	
8.3(c)	Interference - Match	Match penalty for deliberately attempting to injure or injuring by interference.	
8.3(d)	Interference - Misconduct	No Misconduct penalty for interference.	
8.3(e)	Interference - Game Misconduct	Game Misconduct must be assessed with Major penalty for interference.	

Rule	Title	Description	Additional Notes/Interpretation
8.4(a)	Interference from the Bench - Bench Minor and Game Misconduct	Bench Minor and Game Misconduct for person on bench making contact with/impeding opponent on ice or throwing object onto ice.	Penalty Shot awarded if interference with breakaway. Team official receives additional Gross Misconduct.
8.4(b)	Interference from the Bench - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from interference from bench that would otherwise be Minor penalty.	
8.4(c)	Interference from the Bench - Match	Match penalty for deliberately attempting to injure or injuring by interference from bench.	
8.4(d)	Interference from the Bench - Misconduct	No Misconduct penalty for interference from bench.	
8.4(e)	Interference from the Bench - Game Misconduct	Game Misconduct assessed in all situations except when Match penalty or Gross Misconduct assessed.	Also assessed when throwing stick from bench results in Penalty Shot.
8.4(f)	Interference from the Bench - Gross Misconduct	Gross Misconduct to team official who commits interference from bench, in addition to other required penalties.	
8.5(a)	Interference with the Goaltender - Minor	Minor penalty for interference with goaltender by physical contact or impeding movements.	
8.5(b)	Interference with the Goaltender - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from interference with goaltender that would otherwise be Minor penalty; always assessed for charging goaltender.	
8.5(c)	Interference with the Goaltender - Match	Match penalty for deliberately attempting to injure or injuring goaltender by interference.	
8.5(d)	Interference with the Goaltender - Misconduct	No Misconduct penalty for interference with goaltender.	
8.5(e)	Interference with the Goaltender - Game Misconduct	Game Misconduct must be assessed with Major penalty for interference with goaltender.	
8.6(a)	Tripping - Minor	Minor penalty for tripping an opponent.	
8.6(b)	Tripping - Major and Game Misconduct	Major and Game Misconduct if injury results from tripping that would otherwise be Minor	

Rule	Title	Description	Additional Notes/Interpretation
		penalty.	
8.6(c)	Tripping - Match	No Match penalty for tripping.	
8.6(d)	Tripping - Misconduct	No Misconduct penalty for tripping.	
8.6(e)	Tripping - Game Misconduct	Game Misconduct must be assessed with Major penalty for tripping.	
8.7(a)	Clipping - Minor	Minor penalty for making contact below opponent's hips.	
8.7(b)	Clipping - Major and Game Misconduct	Major and Game Misconduct based on violence of impact (including impact with ice/boards) or if injury results from clipping that would otherwise be Minor penalty.	
8.7(c)	Clipping - Match	Match penalty for deliberately attempting to injure or injuring by clipping.	
8.7(d)	Clipping - Misconduct	No Misconduct penalty for clipping.	
8.7(e)	Clipping - Game Misconduct	Game Misconduct must be assessed with Major penalty for clipping.	
8.8(a)	Slew-Footing - Double Minor	Double Minor penalty for using leg/foot to knock/sweep opponent's feet from under them, or pushing upper body backward while sweeping feet.	
8.8(b)	Slew-Footing - Major	No Major penalty for slew-footing.	
8.8(c)	Slew-Footing - Match	Match penalty based on violence of impact or if injury results from slew-footing that would otherwise be double Minor penalty.	
8.8(d)	Slew-Footing - Misconduct	No Misconduct penalty for slew-footing.	
8.8(e)	Slew-Footing - Game Misconduct	No Game Misconduct penalty for slew-footing.	

Section 9 - Stick Fouls

Rule	Title	Description	Additional Notes/Interpretation
9.1(a)	Butt-Ending - Double Minor	Double Minor penalty for attempting to butt-end or butt-ending opponent with minimal violence.	
9.1(b)	Butt-Ending - Major	No Major penalty for butt-ending.	
9.1(c)	Butt-Ending - Match	Match penalty based on degree of violence or if injury results from butt-ending that would otherwise be double Minor penalty.	
9.1(d)	Butt-Ending - Misconduct	No Misconduct penalty for butt-ending.	
9.1(e)	Butt-Ending - Game Misconduct	No Game Misconduct penalty for butt-ending.	
9.2(a)	Cross-Checking - Minor	Minor penalty for using shaft of stick between hands to check opponent.	
9.2(b)	Cross-Checking - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from cross-checking that would otherwise be Minor penalty.	
9.2(c)	Cross-Checking - Match	Match penalty for deliberately attempting to injure or injuring by cross-checking.	
9.2(d)	Cross-Checking - Misconduct	No Misconduct penalty for cross-checking.	
9.2(e)	Cross-Checking - Game Misconduct	Game Misconduct must be assessed with Major penalty for cross-checking.	
9.3(a)	Slashing - Minor	Minor penalty for slashing or attempting to slash opponent; includes swing at opponent without contact to intimidate.	
9.3(b)	Slashing - Major and Game Misconduct	Major and Game Misconduct based on violence of impact or if injury results from slashing that would otherwise be Minor penalty.	
9.3(c)	Slashing - Match	Match penalty for deliberately attempting to injure or injuring by slashing.	
9.3(d)	Slashing - Misconduct	No Misconduct penalty for slashing.	
9.3(e)	Slashing - Game Misconduct	Game Misconduct must be assessed with Major penalty for slashing.	
9.4(a)	Spearing - Double Minor	Double Minor penalty for attempting to spear or spearing with minimal violence.	
9.4(b)	Spearing - Major	No Major penalty for spearing.	

Rule	Title	Description	Additional Notes/Interpretation
9.4(c)	Spearing - Match	Match penalty for deliberately spearing or attempting to spear with force, or if injury results from spearing that would otherwise be double Minor penalty.	
9.4(d)	Spearing - Misconduct	No Misconduct penalty for spearing.	
9.4(e)	Spearing - Game Misconduct	No Game Misconduct penalty for spearing.	
9.5(a)	High-Sticking Junior/Senior - Minor/Double Minor	In Junior/Senior: Minor penalty for contacting opponent above shoulder with stick; Double Minor for accidental high-stick with minimal violence causing injury.	
9.5(b)	High-Sticking Junior/Senior - Major	No Major penalty for high-sticking; severe infractions penalized under Head Contact rule.	
9.5(c)	High-Sticking Junior/Senior - Match	No Match penalty for high-sticking; severe infractions penalized under Head Contact rule.	
9.5(d)	High-Sticking Junior/Senior - Misconduct	No Misconduct penalty for high-sticking.	
9.5(e)	High-Sticking Junior/Senior - Game Misconduct	No Game Misconduct penalty for high-sticking.	

Section 10 - Other Fouls

Rule	Title	Description	Additional Notes/Interpretation
10.1(a)	Delay of Game - Minor/Bench Minor	Minor/Bench Minor penalty for deliberately delaying game: holding puck against boards, shooting puck out of play, leaving bench to give instructions, deliberately dislodging net, goaltender shooting/throwing puck out of play, not placing correct players on ice after warning, face-off violations, discussing rules with Referee, equipment adjustment delays, deliberately removing equipment for stoppage, unsustained equipment measurement.	Penalty Shot may be awarded in certain circumstances.
10.1(b)	Delay of Game - Major	No Major penalty for Delay of Game except under Refusing to Start Play.	
10.1(c)	Delay of Game - Match	No Match penalty for Delay of Game.	
10.1(d)	Delay of Game - Misconduct	No Misconduct penalty for Delay of Game.	
10.1(e)	Delay of Game - Game Misconduct	No Game Misconduct penalty for Delay of Game.	
10.2(a)	Handling the Puck - Stoppage/Minor	Play stopped for hand pass violation; Minor penalty for: closing hand on puck for advantage, deliberately falling on puck, goaltender outside crease holding puck against goal or body.	Penalty Shot may be awarded for violations in goal crease.
10.2(b)	Handling the Puck - Major	No Major penalty for handling the puck.	
10.2(c)	Handling the Puck - Match	No Match penalty for handling the puck.	
10.2(d)	Handling the Puck - Misconduct	No Misconduct penalty for handling the puck.	
10.2(e)	Handling the Puck - Game Misconduct	No Game Misconduct penalty for handling the puck.	
10.3(a)	Diving & Embellishment - Minor	Minor penalty for Unsportsmanlike Conduct for diving (faking foul when none occurred) or embellishment (exaggerating foul).	May be assessed with or without penalty to opponent.
10.3(b)	Diving & Embellishment - Major	No Major penalty for diving.	

Rule	Title	Description	Additional Notes/Interpretation
10.3(c)	Diving & Embellishment - Match	No Match penalty for diving.	
10.3(d)	Diving & Embellishment - Misconduct	No Misconduct penalty for diving.	
10.3(e)	Diving & Embellishment - Game Misconduct	No Game Misconduct penalty for diving.	
10.4(a)	Leaving Players'/Penalty Bench - Minor/Bench Minor	Minor penalty for: leaving Penalty Bench before penalty expires; not proceeding to Players' Bench via ice surface; Team Official getting on ice; players leaving bench at period end before directed.	Goal disallowed if player illegally left bench; Penalty Shot may be awarded for interference with breakaway.
10.4(b)	Leaving Players'/Penalty Bench - Major	No Major penalty for leaving bench.	
10.4(c)	Leaving Players'/Penalty Bench - Match	No Match penalty for leaving bench.	
10.4(d)	Leaving Players'/Penalty Bench - Misconduct	No Misconduct penalty for leaving bench.	
10.4(e)	Leaving Players'/Penalty Bench - Game Misconduct	Game Misconduct for leaving bench during fight: first player receives double Minor plus Game Misconduct; any player receiving penalty during ensuing fight receives Game Misconduct; maximum five Game Misconducts per team per stoppage.	Coach receives Game Misconduct if players leave at period end and altercation occurs.
10.4(f)	Leaving Players'/Penalty Bench - Gross Misconduct	Gross Misconduct to player/team official who returns to ice after being removed from game, or becomes involved with game after removal.	
10.5(a)	Throwing/Shooting Stick/Object - Minor/Penalty Shot	Minor penalty for throwing/shooting/kicking stick/object in neutral/attacking zone; Penalty Shot for throws at puck/puck carrier in defending zone or at player on breakaway in neutral/attacking zone.	

Rule	Title	Description	Additional Notes/Interpretation
10.5(b)	Throwing/Shooting Stick/Object - Major and Game Misconduct	Major and Game Misconduct if injury results from throwing/shooting stick/object that would otherwise be Minor penalty.	
10.5(c)	Throwing/Shooting Stick/Object - Match	Match penalty for deliberately attempting to injure or injuring by throwing/shooting/kicking stick/object.	
10.5(d)	Throwing/Shooting Stick/Object - Misconduct	Misconduct penalty for deliberately throwing/shooting stick/object outside playing area.	
10.5(e)	Throwing/Shooting Stick/Object - Game Misconduct	Game Misconduct must be assessed with Major penalty for throwing/shooting stick/object.	
10.6(a)	Illegal Equipment - Minor/Bench Minor	Minor penalty for using non-conforming equipment: measurement violations, playing with broken stick, receiving illegal stick, illegal goaltender stick, skate violations, goaltender equipment violations, protective equipment violations, dangerous equipment, jersey tie-down violations.	
10.6(b)	Illegal Equipment - Major	No Major penalty for Illegal Equipment.	
10.6(c)	Illegal Equipment - Match	No Match penalty for Illegal Equipment.	
10.6(d)	Illegal Equipment - Misconduct	Misconduct penalty after team warning for improperly wearing helmet/facial protector/neck guard/mouth guard; for refusing to surrender stick for measurement; for undoing chinstrap to challenge opponent without fighting.	
10.6(e)	Illegal Equipment - Game Misconduct	No Game Misconduct penalty for Illegal Equipment.	
10.6(f)	Illegal Equipment - Gross Misconduct	Gross Misconduct for: refusing to remove/alter dangerous/illegal equipment after Minor penalty; refusing to remove helmet/facial protector for identification; intentionally removing helmet/undoing chinstrap before/during fight if helmet comes off; intentionally removing	

Rule	Title	Description	Additional Notes/Interpretation
		opponent's helmet/undoing opponent's chinstrap before/during fight if helmet comes off.	
10.7(a)	Too Many Players - Bench Minor	Bench Minor penalty for having more than six players on ice or violating substitution rules; Penalty Shot awarded for deliberate illegal substitution in last two minutes of regulation or overtime.	
10.7(b)	Too Many Players - Major	No Major penalty for Too Many Players.	
10.7(c)	Too Many Players - Match	No Match penalty for Too Many Players.	
10.7(d)	Too Many Players - Misconduct	No Misconduct penalty for Too Many Players.	
10.7(e)	Too Many Players - Game Misconduct	No Game Misconduct penalty for Too Many Players.	
10.8(a)	Refusing to Start Play - Minor	No Minor penalty for Refusing to Start Play; officials should use warning then Delay of Game before applying this rule.	
10.8(b)	Refusing to Start Play - Major and Game Misconduct	Major and Game Misconduct to Coach of team that returns after being ordered to do so but before two-minute warning expires; Penalty Shot also awarded if in last two minutes of regulation or overtime.	
10.8(c)	Refusing to Start Play - Match	No Match penalty for Refusing to Start Play.	
10.8(d)	Refusing to Start Play - Misconduct	No Misconduct penalty for Refusing to Start Play.	
10.8(e)	Refusing to Start Play - Game Misconduct	Game Misconduct must be assessed with Major penalty for Refusing to Start Play.	

Section 11 - Maltreatment

Rule	Title	Description	Additional Notes/Interpretation
11.1(a)	Unsportsmanlike Conduct - Minor/Bench Minor	Minor/Bench Minor penalty for disrespectful behavior including: challenging or disputing official's decision, derogatory language, snow spraying, shooting puck at/near goal after whistle, shooting out of play after whistle, inappropriate discussion with referee, inciting opponent to take penalty, any other unsportsmanlike behavior.	
11.1(b)	Unsportsmanlike Conduct - Major	No Major penalty for Unsportsmanlike Conduct.	
11.1(c)	Unsportsmanlike Conduct - Match	No Match penalty for Unsportsmanlike Conduct.	
11.1(d)	Unsportsmanlike Conduct - Misconduct	Misconduct penalty for: persisting in conduct after Minor penalty, distracting player/goaltender during Penalty Shot, knocking puck away from official, not proceeding directly to Penalty Bench when penalized, entering Referee's crease during reporting/consultation.	
11.1(e)	Unsportsmanlike Conduct - Game Misconduct	Game Misconduct for persisting in Unsportsmanlike Conduct after Minor or Misconduct penalty.	Referee will report incident to appropriate authorities.
11.2(a)	Abusive Behaviour - Bench Minor	Bench Minor penalty to team official or unidentified player using abusive conduct toward Referee or any person.	
11.2(b)	Abusive Behaviour - Major	No Major penalty for Abusive Behaviour.	
11.2(c)	Abusive Behaviour - Match	No Match penalty for Abusive Behaviour.	
11.2(d)	Abusive Behaviour - Misconduct	Misconduct penalty to player using abusive conduct toward Referee or any person.	
11.2(e)	Abusive Behaviour - Game Misconduct	Game Misconduct to: player persisting in abusive conduct; team official using abusive conduct to Referee or any person.	Referee will report incident to appropriate authorities.
11.2(f)	Abusive Behaviour - Gross Misconduct	Gross Misconduct to player/team official making travesty of game through verbal/physical taunts/gestures causing harm to game's reputation.	
11.3(a)	Spitting - Minor	No Minor penalty for spitting.	

Rule	Title	Description	Additional Notes/Interpretation
11.3(b)	Spitting - Major	No Major penalty for spitting.	
11.3(c)	Spitting - Match	Match penalty for deliberately spitting on/at any individual.	Referee will report incident to appropriate authorities.
11.3(d)	Spitting - Misconduct	No Misconduct penalty for spitting.	
11.3(e)	Spitting - Game Misconduct	No Game Misconduct penalty for spitting.	
11.4	Discrimination	Gross Misconduct penalty for taunts, insults, or intimidation based on discriminatory grounds: race/national origin/skin color/language, religion/faith/beliefs, age, sex/sexual orientation/gender identity/expression, marital/familial status, genetic characteristics, disability.	Referee will report incident to appropriate authorities. Additional penalties if combined with other infractions.
11.5(a)	Physical Harassment of Officials - Minor	No Minor penalty for Physical Harassment of Officials.	
11.5(b)	Physical Harassment of Officials - Major	No Major penalty for Physical Harassment of Officials.	
11.5(c)	Physical Harassment of Officials - Match	Match penalty for: physical threats/intimidation of official without contact; physical force to official with minimal/moderate violence without injury; physical force to official with high violence or causing injury.	
11.5(d)	Physical Harassment of Officials - Misconduct	No Misconduct penalty for Physical Harassment of Officials.	
11.5(e)	Physical Harassment of Officials - Game Misconduct	Game Misconduct for accidentally applying force to official while participating in gathering/altercation.	