

2007-09

OFFICIAL RULES

OF

USA HOCKEY INLINE



USA HOCKEY
inline

THE OFFICIAL RULES OF USA HOCKEY INLINE



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User's Guide



The USA Hockey InLine Playing Rules have been designed to include both administrative and conduct rules.

Typically, administrative rules are those dealing with the setup and preparation of the game. Length of halves, size of arena, officiating systems and overtime regulations are examples of administrative rules.

Conduct rules pertain to the actual playing of the game. Rules regarding the scoring of goals, prescribed penalties for infractions, improper misconduct and mandatory equipment are examples of conduct rules.

Administrative rules may be changed only with permission from USA Hockey InLine that is obtained through the league sanctioning process.

Conduct rules may only be changed through the annual rules change process.

The Playing Rules contained in this publication are the official playing rules for all USA Hockey InLine Regional and National Championships.

USA Hockey InLine highly recommends that leagues utilize all playing rules in this publication to establish consistency throughout the sport of inline hockey, regardless of where it may be played.

Please note that the highlighted text within this edition of the Rule Book signifies an adjustment within that particular text.

This version of the Official Playing Rules will be considered the "official" playing rules of USA Hockey InLine through August 31, 2009.

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PLAYING RULES AT A GLANCE



PLAYING RULES AT A GLANCE

<i>Age Divisions</i>	<i>Youth/Adult</i>	<i>Girls'/Women's</i>
8u	8-and-Under	8-and-Under
10u	10-and-Under	10-and-Under
12u	12-and-Under	12-and-Under
14u	14-and-Under	14-and-Under
16u	16-and-Under	16-and-Under
18u	18-and-Under	18-and-Under
High School	Enrolled in H.S.	Enrolled in H.S.
College Club	Enrolled in College	Enrolled in College
Adults	18-and-Over	18-and-Over

(Note 1) Girls/Women, 18 years of age and younger, playing on a Youth/Adult team must conform to the Youth/ Adult age restrictions, in all ways with the exception that they may play down one birth year (not one age division).

(Note 2) To promote the standardization and consistency of the playing rules between leagues nationwide, sanctioned leagues must utilize the following age determination date(s):

2007-08 Membership Registration Season: (Sept. 1, 2007-Aug. 31, 2008) – Player’s age on Dec. 31, 2007

2008-09 Membership Registration Season: (Sept. 1, 2008-Aug. 31, 2009) – Player’s age on Dec. 31, 2008

(Note 3) The USA Hockey InLine Regional and National Championships will utilize the following age determination date(s) for the 2006 and 2007 Championships:

2008 Regional and National Championships - Player’s age on December 31, 2007

2009 Regional and National Championships - Player’s age on December 31, 2008

(Note 4) Leagues shall have the option of allowing players to play up one age division, provided such a player’s skill level and physical maturity is of similarity to other participants in the age division.

It is recommended that no player in the Youth/Adult Age Division under the age of 18 should participate in any Adult Age Division.

(Note 5) Allowing players to play down an age division is prohibited, except Girls/Women as listed in Note 1.

Rule	Description
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Rink	Size is 145-185 feet long and 65-85 feet wide. Temporary and permanent both acceptable.
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Teams	4 players on playing surface plus 1 goalkeeper (smaller rinks may play with 3 players plus 1 goalkeeper).
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Roster	Maximum of 15 players plus 2 goalkeepers.
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Mandatory Equipment

*High School Age Division and below
(including the 18U Age Division)*

Inline skates

H.E.C.C.-approved helmet

H.E.C.C.-approved full face mask

Colored (non-clear) internal mouth guard

Elbow pads

Gloves designed for hockey

Knee and shin protection

18-and-Over Age Division and above

Same, except no facial protection or internal mouthguard required. Wearing a full face mask or ½ face shield and internal mouthguard is highly recommended. H.E.C.C.-approved helmets are recommended but not required.

Puck/Ball	Puck or Ball may be used. It is preferred that a puck be used when a rink has boards that are 40 inches or more in height and adequate spectator screen protection. For a rink that does not have boards that are at least 40 inches in height and does not have adequate spectator screen protection, only a ball may be used. Regional and National Championships shall be played with a puck.
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Major Penalties Carry an automatic game misconduct penalty to the offending player.

Minor Penalties Team cannot be reduced to less than two players plus a goalkeeper.

Game Misconduct Penalties Player or Coach is suspended for the balance of that game.

Referees Standard two man system using current USA Hockey InLine registered referees.

Body-Checking No intentional body-checking allowed at any level. This includes the intentional use of the hip, shoulder or forearm.

Face-Offs Take place at face-off spots only.

Fighting Fighting will not be tolerated. Major plus a Game Misconduct plus 1-game suspension.

Hand Pass to a Teammate Permitted in Defending Zone.

Slapshots Legal in all age divisions.

Illegal Clearing (Icing) No such rule.

Off-Sides No such rule. Passes may be made to a teammate on the rink.

Player Out of Bounds Minor penalty for intentionally jumping out of bounds, unless doing so to avoid an injury (temporary rinks only).

Length of Game 2 halves, 12-25 minutes in duration each (Running time or stop time). If running time is played: Stoppage of play in the last two minutes when score is within 2 goals.

Tied Game Games shall end in a tie if no winner must be determined. If a winner must be determined: sudden death overtime periods, of regulation time, shall be played over and over until a winner is declared.

Time-out Each team is permitted 1 one-minute time-out per game. The game clock shall stop during a time-out.

SECTION ONE
THE RINK



Rule 101 Rink

- (a) The game of "inline hockey" shall be played on wood, cement, asphalt or plastic surface known as a "RINK."
- (b) The rink may be an outdoor, partially enclosed or indoor facility.

Rule 102 Dimensions of Rink

- (a) As nearly as possible, the dimensions of the rink shall be 185 feet long and 85 feet wide. The minimum size for a rink shall be 145 feet long and 65 feet wide. In all rinks used for State, Regional and National Championships, the surface dimensions shall not be less than 165 feet long and 65 feet wide. It is recommended that the corners be uniformly rounded in the arc of a circle with a minimum radius of 20 feet and a maximum radius of 28 feet.
- (b) The rink shall be surrounded by a permanent or temporary wall or fence known as the "BOARDS," which shall extend not less than 8 inches and not more than 48 inches in height above playing surface. The ideal height of the boards shall be 42 inches. It is recommended that the kick plate at the bottom of the boards be yellow or light in color.

The boards shall be constructed in such a manner that the surface facing the playing surface shall be smooth and free of any obstruction or objects that could cause injury to players. All doors giving access to the playing surface must swing away from the playing surface.

It is recommended that each rink should include an equipment gate for emergency situations.

It is highly recommended that the entire rink, including players' and penalty benches, be enclosed with safety glass, fencing and/or other protective screens designed to separate players from spectators. All gear used to hold such equipment in place shall be mounted on the boards on the side away from the playing surface.

Rule 103 Goal Posts and Nets

- (a) The goal frame shall be made of metal or other approved material. The goal posts shall be set 6 feet apart from the inside of the posts and the crossbar shall extend vertically 4 feet above the playing surface, connecting the tops of the goal posts. Alternative sizes are acceptable for regular house league play.

The goal posts and cross bar shall be painted red and all other exterior surfaces shall be painted white.

- (b) Attached to each goal frame shall be netting strong enough to withstand any shot by a puck.
- (c) A minimum of 12 feet to a maximum of 15 feet from each end of the rink a red line 2 inches wide known as the "GOAL LINE" shall be painted extending completely across the rink and continuing vertically up the side boards.

The goal shall be centered on the goal line and shall be fixed in such a manner as to remain stationary during the progress of the game. The goal posts shall be anchored in such a manner as to permit a goal post to become dislodged when hit by a player with a significant degree of force.

Play shall be stopped immediately when the goal post has been displaced from its normal position, unless in the referee's opinion, the goal post can be replaced without effecting play, in which case play shall be allowed to continue. If at anytime it becomes apparent that replacing the goal post would affect play or a potential goal is imminent, play shall then be stopped immediately.

Rule 104 Goal Crease & Goalkeeper's Privileged Area

- (a) In front of each goal, a "GOAL CREASE" shall be marked by a line 2 inches wide. The goal crease shall be laid out as follows: A semicircle 6 feet in radius and 2 inches in width shall be drawn using the center of the goal line as the center point.

In addition, an "L" shaped marking of 5 inches in length (both sides) at each front corner shall be painted on

the surface. The corner of the "L" shall be 4 feet from the goal line. The distance between the two "L" markings shall be 8 feet.

- (b) The goal crease area shall include all the space outlined by the semi-circular crease lines (including goal crease lines) and extending vertically four feet to the bottom of the cross bar.
- (c) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear by the goal line, in front by an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face-off spots.

Rule 105 Division of Playing Surface

- (a) The playing surface shall be divided into two halves by a "CENTER RED LINE" 12 inches wide, extending completely across the rink and continuing vertically up the side boards.
- (b) The center red line shall be considered to be a part of the zone in which the puck is located.
- (c) The half of the playing surface in which the goal is situated shall be called the "DEFENDING ZONE" of the team defending that goal. The half of the playing surface furthest from the defending goal shall be known as the "ATTACKING ZONE."

Rule 106 Center Face-Off Spot and Circle

- (a) One 12-inch in diameter blue face-off spot shall be at the exact center of the rink.
With this spot as a center, a 15-foot radius circle shall be marked with a red line 2 inches wide.

Rule 107 High Zone Face-Off Spots and Circles

- (a) Four red face-off spots 2 feet in diameter shall be marked on the surface 18 feet from the center red line along an imaginary line connecting the end face-off spots. Within each face-off spot draw two parallel lines 4 inches from the

top and bottom of the spot. The area within the two lines shall be painted red.

Rule 108 End Zone Face-Off Spots and Circles

- (a) In both zones and on both sides of each goal, red face-off spots and circles shall be marked on the playing surface. The face-off spots shall be 2 feet in diameter. Within each face-off spot draw two parallel lines 4 inches from the top and bottom of the spot. The area within the two lines shall be painted red.

With this spot as a center, a 15-foot radius circle shall be marked with a red line 2 inches wide. On both sides of the circle there shall be two lines 2 feet long, 2 inches wide and 4 feet apart.
- (b) The End Zone face-off spots shall be located equi-distant from the side boards and 20 feet from each goal line. It is recommended that there be a 44 foot distance between the End Zone face-off spots in the same zone.

Rule 109 Player Benches

- (a) Each rink shall have seats or benches for the use of each team. Each player bench shall have accommodations for at least 10 people and shall be placed immediately alongside the playing surface, as near as possible to the center of the rink.

All doors opening to the playing surface shall swing away from the playing surface.
- (b) Only players in uniform and Team Officials (up to a maximum of four) shall be permitted to occupy the bench area.
- (c) During a game (including warm-ups), Coaches, Managers, and Trainers are restricted to the length of the player benches.

For the 12-and-under Age Division and above, a team official who remains on the playing surface during warm-ups, after a warning by the referee, shall be assessed a bench minor penalty, which shall be served at the start of the game.

- (d) The use of tobacco products on the players' bench, penalty bench, timekeeper area, or on the playing surface is prohibited. For the first offense, a minor penalty shall be assessed. Thereafter, a game misconduct penalty shall be assessed.
- (e) The use of alcohol and illegal drugs on the players' bench, penalty bench, timekeeper area or on the playing surface is prohibited. For a violation of this rule, a game misconduct penalty shall be assessed.

Rule 110 Penalty Bench

- (a) Each rink must be provided with seats or benches to be used for the seating of a penalized player, the Game Timekeeper, and Official Scorer. The penalty bench must be separated from the players' benches, ideally on the opposite side of the rink.
- (b) On the playing surface immediately in front of the Penalty Timekeeper's seat there shall be marked in red a semicircle of 10 foot radius and 2 inches wide which shall be known as the Referees Crease.

Rule 111 Signal and Timing Devices

- (a) Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and Game Officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played.

Timing devices for both game time and penalty time shall show time remaining to be played or served.
- (b) Each rink shall be provided with a siren, or other suitable sound device to signify the end of playing time.

SECTION TWO
TEAMS



Rule 201 Composition of Team

- (a) A team shall be composed of four players on the playing surface, plus a goalkeeper. A maximum of 15 players plus no more than 2 goalkeepers shall be permitted on any one team roster. No player, except goalkeepers, shall be permitted to be listed on two different team rosters in the same league, in the same age division. No team shall be allowed to start a game with less than five players on the playing surface, however, a team shall be permitted to start with five players and no goalkeeper.

If after the conclusion of any warm-up time, a team cannot place five eligible players on the surface to start the game, the offending team shall be assessed a bench minor penalty. If the team is still unable to start play within five minutes, the Referee shall suspend the game, and the circumstances shall be reported to the League Authorities for further action. If at any time after the start of the game, due to penalties or injuries, a team does not have at least three eligible players to place on the surface, the game shall be declared a forfeit.

Rule 202 Captain of Team

- (a) One Captain shall be appointed by each team and only the Captain shall have the privilege of discussing with the Referee any matter relating to the interpretation of rules which may arise during the course of a game.

The Captain shall wear the letter "C," approximately 3 inches in height and in contrasting color, in a conspicuous position on the front of the jersey.

If the Captain is not available due to injury or penalty, another player may be designated to act as Captain.

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

- (b) The Referee and Official Scorer shall be advised prior to the start of the game, of the names of the Captains of each team and the designated alternates.

- (c) Any player, except a goalkeeper, shall be entitled to be identified as the Captain.
No playing Coach or Manager shall be permitted to act as Captain.
- (d) Any Captain or player who comes off the players' bench and makes any protest or intervention with the Referees for any purpose shall be assessed a minor penalty for Abusive Conduct under Rule 601(a).

Rule 203 Players in Uniform

- (a) At the beginning of each game the Manager or Coach of each team shall list names and numbers of the players and goalkeepers who shall be eligible to play in the game. No change or addition to the roster shall be permitted once the game has commenced, unless the Referee deems the omission as an inadvertent clerical error, in which case an eligible player or goalkeeper may be added to the score sheet during a stoppage of play after the game begins. For the first such addition per team, one bench minor shall be assessed, and no roster deletions shall be permitted at any time.
- (b) Each team shall be allowed one goalkeeper on the playing surface at one time. The goalkeeper may be removed and another "player" substituted. Such substitute shall not be permitted the privileges of the goalkeeper.
- (c) It is recommended that each team have on its bench a substitute goalkeeper who shall be fully dressed and equipped to play.
When the substitute goalkeeper enters the game the position shall be taken without delay and no warm-up shall be permitted.
- (d) Except when all designated goalkeepers are incapacitated, no player on the playing roster in that game shall be permitted to wear the equipment of the goalkeeper. If a team's goalkeeper(s) is unavailable to continue, the team must immediately dress another player with the required goalkeeper's equipment who shall play with full goalkeeper's privileges and limitations, or place an additional skater on the playing surface with none of the goalkeeper's privileges. A goalkeeper may be substituted

for by another goalkeeper during play with full goalkeeper's privileges.

- (e) Leagues shall have the option of allowing players to play up one age division, provided such a player's skill level and physical maturity is of similarity to the other participants in the age division. It is recommended that no player in the Youth/Adult Age Division under the age of 18 should participate in any Adult Age Division.
- (f) Girls/Women, 18 years of age and younger, playing on a Youth/Adult team must conform to the Youth/Adult age restrictions, in all ways with the exception that they may play down one birth year (not one age division).
- (g) Allowing players to play down an age division is prohibited, except Girls/Women as listed in Rule 203 (f).

Rule 204 Playing Lineup

- (a) Upon the Referee's signal prior to the start of the game and following any stoppage of play, the Visiting Team shall promptly place a lineup on the playing surface ready to play and no substitution shall be made from that time until play has resumed. The Home Team may then make any desired substitution which does not result in the delay of the game.

If there is any undue delay by either team in changing lines, the Referee shall order the offending team(s) to take their positions immediately and not permit line changes.

When a substitution has been made under the above rule, no additional substitution may be made until play commences, except when a penalty is assessed.

Rule 205 Change of Players

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

If, in the course of making a substitution, either player deliberately plays the puck while the retiring player is still on the playing surface, a bench minor penalty for "Too Many Players" shall be assessed.

If, in the course of a substitution, either player is accidentally struck with the puck, the play shall not be stopped and no penalty shall be assessed.

- (b) A goalkeeper may be substituted for by a player or goalkeeper at any time during play. The goalkeeper must be within 5 feet of the players' bench before the substitute may enter the playing surface.

For a violation of this rule there shall be no time penalty to the team making the premature substitution, but the ensuing face-off shall take place at the center face-off spot. Where play has been stopped with the puck in the offending team's defending half of the rink, the face-off shall take place at an end zone face-off spot of the offending team.

- (c) If there are less than two minutes in either regulation time or anytime during overtime and a minor or bench minor penalty is imposed for deliberate illegal substitution, such as too many players on the surface or leaving the penalty bench too soon, a penalty shot shall be awarded against the offending team in lieu of the minor or bench minor penalty.

The intent of this rule is to award a penalty shot only when the extra player(s) are "deliberately" put on the surface. When a substitution error is made and there are too many players on the surface, the normal bench minor penalty shall be assessed regardless of the time remaining in the game.

- (d) A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the playing surface before any change can be made. For a violation of this rule, a bench minor penalty shall be assessed.
- (e) During a stoppage of play a goalkeeper may not go to the players' bench without the permission of the Referee unless there is a substitution by another player or goalkeeper. When a substitution is made under this rule, the replaced goalkeeper shall not return to the playing surface until play resumes, except that immediate re-entry

into the game shall be permitted when a penalty is assessed to either team.

For a violation of this rule, a bench minor penalty shall be assessed.

Rule 206 Injured Players

- (a) When a player, other than a goalkeeper, is injured or compelled to leave the playing surface during a game, the player may retire from the game and be replaced immediately by a substitute.
- (b) Any goalkeeper who sustains an injury or becomes ill must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume the position. The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted.

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

- (c) Any penalized player who has been injured, may proceed to the dressing room without going to penalty bench. The penalized team shall immediately put a substitute player on the penalty bench to serve the entire penalty. The penalized player who has been injured and has been replaced on the penalty bench is not eligible to play until the penalty time has expired.
- (d) When a player is injured and cannot continue play or go to the players' bench, play shall not be stopped until the injured player's team has secured possession of the puck. If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately unless the team has a scoring opportunity.

In the case where it is obvious that a player has sustained a serious injury, play shall be stopped immediately.

- (e) A player, other than the goalkeeper, whose injury appears serious enough to warrant a stoppage of play, may not participate further in the game until the completion of the ensuing face-off.

- (f) If a player or goalkeeper is obviously bleeding, play shall be stopped immediately and the injured player shall be ruled off the playing surface. Such player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion covered.

Likewise, any Referee who is bleeding shall not continue until the bleeding has been stopped and the cut or abrasion covered.

SECTION THREE
EQUIPMENT



Rule 301 Sticks

- (a) The sticks shall be made of wood, carbon composite, graphite, aluminum or rubber composite materials approved by USA Hockey InLine and must not have any projections extending from the stick. The hollow end of a stick must be fully covered.

Adhesive tape of any color may be wrapped around the stick at any place.

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

The blade of the stick shall not be less than 2 inches nor more than 3 inches in width at any point.

The curvature of the blade of the stick shall not be restricted. It is recommended, however, that the curvature of the blade of the stick not exceed $\frac{1}{2}$ inch.

- (c) The blade of the goalkeeper's stick shall not exceed $3\frac{1}{2}$ inches in width at any point except at the heel where it shall not exceed $4\frac{1}{2}$ inches. The length of the blade shall not exceed $15\frac{1}{2}$ inches in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches from the heel and shall not exceed $3\frac{1}{2}$ inches in width.

- (d) A minor penalty shall be assessed to any player or goalkeeper who uses a stick not conforming to the provisions of this rule.

If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be allowed.

- (e) A minor penalty shall be assessed to a player or goalkeeper who participates in the play while in possession of more than one stick, except that no penalty shall be assessed to a player who is accidentally struck by the puck while carrying a replacement stick to a teammate.

Rule 302 Skates

- (a) All players and referees must wear skates which should be designed for inline hockey with a maximum of five wheels. Brakes are optional.
- (b) The use of speed skates or any skate so designed that it may cause injury is prohibited. The use of quad skates is not prohibited, but is not recommended.
- (c) All axle openings must contain an axle and a wheel.
Example: A four-wheel frame must contain four axles and four wheels. If a player loses a wheel during play, they must proceed directly to the players' bench or play shall be stopped when the offending team gains possession. No time penalty shall be assessed.

Rule 303 Goalkeeper's Equipment

- (a) With the exception of skates and stick, all the equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.
Abdominal aprons extending down the thighs or the outside of the pants are prohibited.
- (b) The goalkeeper's blocker glove shall not exceed 8 inches in width nor 16 inches in length at any point.
The maximum length of a goalkeeper's catching glove shall not exceed 17 inches. The cuff shall not exceed 9 inches in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any other pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.
For a violation of this rule, a minor penalty shall be assessed.
- (c) The leg guards worn by goalkeepers shall not exceed 12 inches in extreme width when on the leg of the player.
For a violation of this rule, a minor penalty shall be assessed.

- (d) It is mandatory for all goalkeepers to wear a helmet designed for hockey with the helmet strap properly fastened and a full face mask designed for hockey with a chin cup. It is mandatory that all goalkeepers participating in the High School age division and below, and for goalkeepers under the age of 18 playing in the Adult age division, to wear an H.E.C.C. approved helmet with the helmet strap properly fastened and an H.E.C.C. approved full face mask with a chin cup. All goalkeepers must wear chest protection, a blocker glove, catching glove, leg guards, and padded hockey pants, all designed for hockey goalkeepers, to be permitted goalkeeper privileges. Throat protection is recommended.

Rule 304 Protective Equipment

(Note) Although some protective equipment is not mandatory in all age divisions, USA Hockey InLine strongly recommends that all players in all age divisions properly wear an internal mouthpiece, a H.E.C.C.-approved helmet and a H.E.C.C.-approved full face mask for all games and practices. Any helmet or face mask that is altered from the manufacturer's original specifications, in any way, shall not be considered H.E.C.C.-approved.

- (a) Each participant is personally responsible to wear protective equipment for all games, warm-ups and practices.

Recommended equipment for all players is: hip pads, padded hockey pants, protective cup or pelvic protector, chest protection, shoulder pads and throat protection. Eye and full facial protection is strongly recommended for players 18 years and older in the 18-and-over age division.

Mandatory protective equipment for the High School age division and below, including the 18U Division, includes: H.E.C.C.-approved helmet with helmet strap properly fastened, H.E.C.C.-approved full face mask with a chin cup, colored (non-clear) internal mouth guard which must cover the remaining teeth of one jaw, elbow pads, gloves designed for hockey, and knee and shin protection designed for hockey.

Mandatory protective equipment for the 18-and-over age division includes: helmet designed for hockey with helmet strap properly fastened, elbow pads, gloves designed for hockey, and knee and shin protection designed for hockey, in addition, for players under 18 years of age, a colored (non-clear) internal mouth guard, which must cover the remaining teeth of one jaw, H.E.C.C.-approved full facemask with chin cup and H.E.C.C.-approved helmets are required.

Any player who attempts to begin play without the proper mandatory equipment, other than a mouth guard or helmet strap, shall be sent off the playing surface by the Referee and not allowed to return until such equipment has been replaced. For a second violation of this rule by the same player, the Referee shall assess a misconduct penalty to the offending player.

Play shall continue when mandatory equipment becomes accidentally dislodged, except for the helmet/facemask under Rule 304(c).

A player who intentionally removes or dislodges a piece of mandatory equipment during play shall be assessed a minor penalty.

For the first mouth guard or helmet strap violation by each team, the player shall be ruled off the surface until the completion of the ensuing face-off, and the Referee shall warn the Coach, or in the absence of the Coach, or in the absence of the Coach, the Captain, that all subsequent violations by any player of that team will result in a minor penalty being assessed to the offending player.

If an injury occurs while a player is not wearing any of the above mentioned mandatory equipment, the insurance carrier may not be responsible for the claim.

All Referees must wear a black helmet designed for hockey with helmet strap properly fastened, elbow pads and knee and shin protection.

- (b) It is required for indoor play and recommended for outdoor play that all protective equipment, except gloves, head gear and goalkeeper leg pads, be entirely under the uniform.
- (c) If the helmet/facemask of a player or goalkeeper comes off during play, the Referee shall stop play immediately. A minor penalty shall be assessed to a player or goalkeeper

who deliberately removes the helmet/face mask during play.

- (d) Players on the players' and penalty bench must wear the protective helmet/face mask while in the bench area. For a violation of this rule, a misconduct penalty shall be assessed to the offending player.

Rule 305 Dangerous Equipment

- (a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited.
Elbow pads which do not have a soft protective covering of sponge rubber or a similar material at least $\frac{1}{2}$ inch thick shall be considered dangerous equipment.
- (b) A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A **misconduct** penalty shall be assessed to a player wearing such a glove in play.
- (c) The wearing of jewelry that is visible to the referee is prohibited and any offending player shall be sent off the playing surface until the jewelry is removed.
- (d) The wearing of casts or splints made of hard or unyielding materials is prohibited, unless directed in writing by a licensed medical physician. Such casts or splints must be covered on all exterior surfaces with no less than $\frac{1}{2}$ -inch thick, high density, closed cell polyurethane or alternate material of the same minimum thickness and similar physical properties, to protect opponents from injury.

Rule 306 Puck/Ball

- (a) Pucks/balls shall be made of plastic or other material approved by USA Hockey InLine. Balls should be classified as "no bounce" balls.
The puck shall be approximately 1 inch thick, and 3 inches in diameter and shall weigh between $3\frac{1}{2}$ and $6\frac{1}{2}$ ounces.
The ball shall be between $2\frac{1}{2}$ inches and $2\frac{3}{4}$ inches in diameter and shall weigh between 1.75 and 3 ounces.

- (b) The puck/ball shall be of a predominant color that contrasts with the color of the playing surface.
- (c) On all rinks which have boards less than 40 inches in height and/or no screens for protection of the spectators, a ball must be used.

Pucks may be used and are preferred on rinks that have boards at least 40 inches in height and screens or safety glass for protection of the spectators.

For all State, Regional and National Championships, a puck shall be used.

Rule 307 Uniforms

- (a) All players participating in USA Hockey InLine games must be uniformly dressed and have matching jerseys with long sleeves. For all State, Regional and National Championships, players must wear a uniform that covers all protective equipment except skates, gloves and helmet/facemasks.
- (b) Each player and each goalkeeper listed in the lineup must wear an individual identifying number at least 8 inches in height on the back of the sweater. All numbers assigned must be whole numbers between 0-99. No two members of the same team shall be permitted to wear the same number.
- (c) At the discretion of the Referee, the Visiting Team shall change its jerseys if the colors of the competing teams conflict.

Rule 308 Equipment Measurement

- (a) A request for measurement of any equipment shall be limited to one request by each team during the course of any stoppage of play.
- (b) When a formal complaint is made by the Captain of a team against the dimensions of any stick, the Referee shall make the necessary measurement immediately. If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.

When a formal complaint is made by the Captain of a team against the dimensions of any piece of goalkeeper's

- equipment and the measurement would cause any delay whatsoever, other than glove measurement, such measurement shall take place at the end of the first half or immediately in the second half or overtime. If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.
- (c) A minor plus a misconduct penalty shall be assessed to any player who refuses to surrender the stick or other piece of equipment for measurement when requested to do so by the Referee.
 - (d) The Referee may measure any equipment used for the first time in the game.
 - (e) The Referee shall assess a bench minor penalty to a team that requests a measurement of equipment only for the purpose of delaying the game.
 - (f) No Captain or Team Official may request a protective or dangerous equipment check of an opposing player. After a warning by the Referee, a Captain or Team Official who continues to challenge or request a protective or dangerous equipment check of the opposing team shall be assessed a bench minor penalty for “delay of game.”

SECTION FOUR
PENALTIES



Rule 401 Penalties

- (a) Penalties shall be actual playing time and shall be divided into the following classes:
1. Minor Penalties
 2. Bench Minor Penalties
 3. Major Penalties
 4. Misconduct Penalties
 5. Match Penalties
 6. Penalty Shot
- (b) When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

Rule 402 Minor Penalties

- (a) For a "MINOR PENALTY," any player, other than a goalkeeper, shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted.

When running time is being played, the penalty will start at the moment the ensuing face-off is conducted. If a minor or bench minor penalty terminates during a stoppage of play, allowing the team to have an additional player on the playing surface, the player so penalized shall remain on the penalty bench until the ensuing face-off is conducted.

- (b) For a "BENCH MINOR PENALTY" one player of the penalized team shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted. Any non-penalized player, other than a goalkeeper, may be designated to serve the penalty by the Coach or Manager and such player shall immediately serve the penalty.

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

“Shorthanded” means that the team must be below the numerical strength of its opponents on the playing surface at the time the goal is scored. Thus, if an equal number of players from each team are serving an equal number of minor penalties, neither team is “shorthanded.”

This rule shall not apply when a goal is scored on a penalty shot or an awarded goal.

- (d) When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.
- (e) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player except if the major penalties are coincident, in which case the minor penalty shall be served first.
- (f) When coincident minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration on their respective penalties. Immediate substitutions shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty (see Glossary for definition of Coincident Penalties.)
- g. When a player receives one or more non-coincidental minor penalties and one or more coincidental minor penalties at the same stoppage, the penalized player must serve all of the penalty time assessed that is not terminated early by a goal. A substitute must also be placed on the penalty bench with the penalized player.

The substitute player shall return to the surface upon termination of the non-coincidental penalty and the penalized player will remain in the penalty bench to serve the coincidental penalty. A player's coincidental penalties may not start until all non-coincidental penalties to that player have terminated.

Rule 403 Major Penalties

- (a) For a "MAJOR PENALTY," the offending player shall be assessed a game misconduct penalty and the offending team shall be short-handed for five minutes, during which time no substitute shall be permitted.
- (b) When coincident major penalties or coincident penalties of equal duration including a major penalty are assessed to players of both teams, the offending team(s) shall place a substitute player(s) on the penalty bench and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties.

Immediate substitutions on the playing surface shall be made for an equal number of major penalties or coincident penalties of equal duration including a major penalty to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty under Rule 408, the penalized team shall have the right to make such designation not in conflict with Rule 402.

- (c) When coincident penalties of unequal duration (each including one major penalty) are assessed to one player of each team, the penalized players shall be assessed a game misconduct penalty and a substitute player shall serve any additional penalties other than the coincidental major penalty.

The penalties which create the disparity in total penalty time shall be served first in the normal manner by the penalized players. Immediate substitutions on the playing surface shall be permitted for the major penalties of each player.

Rule 404 Misconduct Penalties

- (a) A "MISCONDUCT PENALTY" involves the removal of a player, other than a goalkeeper, for a period of 10 minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play.

Unless immediate substitution is permitted under coincident penalty rules 402 and 403, when a player receives a minor or major penalty and a misconduct or game misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the penalty bench and such player may not be changed.

Any violation of this provision shall be treated as illegal substitution under Rule 205.

- (b) A "GAME MISCONDUCT" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.
- (c) The Referee is required to report all game misconduct penalties and all surrounding circumstances to the League Authorities immediately following the game. The League Authorities shall have full power to impose further penalties.

For all game misconduct penalties regardless of when assessed, a total of 10 minutes shall be charged in the records against the offending player.

- (d) A Team Official who is assessed a game misconduct may not sit near the team bench, nor in any way attempt to direct the play of the team.

Rule 405 Match Penalties

- (a) A "MATCH PENALTY" involves the suspension of a player or Team Official for the balance of the game. The offending player shall be ordered to the dressing room immediately. Unless immediate substitution is permitted under the coincident penalty rules 403 and 405, the

penalized team shall immediately place a non-penalized player, other than a goalkeeper, on the penalty bench to serve the five-minute time portion of the penalty and such player may not be changed.

The player shall also serve any additional minor or major penalty assessed to the offending player or Team Official unless immediate substitution is permitted under coincident penalty rules 402 and 403.

A Team Official who is assessed a match penalty may not sit near the team bench, nor in any way attempt to direct the play of the team.

The Referee is required to report all match penalties and all surrounding circumstances to the League Authorities immediately following the game. The League Authorities shall have full power to impose further penalties.

For all match penalties, regardless of when assessed, a total of 10 minutes shall be charged in the records against the offending player.

- (b) When coincident match penalties have been assessed or when any combination of coincident major and match penalties have been assessed to a player or players of both teams, rule 403 covering major penalties shall be applicable with respect to player substitutions.
- (c) A player or Team Official who has been assessed a match penalty shall be suspended from participating in any games or practices until the case has been dealt with by the League Authorities.

A mandatory hearing shall be held and a decision made relative to any further disciplinary action within 30 days of the incident. If circumstances prevent the League Authorities from conducting the hearing, the suspension shall be automatically terminated after 30 days.

It is recommended that league and tournament officials establish a disciplinary committee to conduct such hearings in an efficient and timely manner. The composition of all disciplinary committees and conduct of all hearings should conform to Section H of the USA Hockey InLine Rules and Regulations, which can be found in the USA Hockey Annual Guide.

Rule 406 Penalty Shot

- (a) Any infraction of the rules which calls for a “Penalty Shot” shall be taken as follows:

The Referee shall identify the player entitled to take the shot (as appropriate) and shall then place the puck on the center face-off spot. The player taking the shot shall, on the whistle of the Referee, play the puck and shall attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent’s goal line and once it is shot, the play shall be considered complete.

No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete.

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

- (b) The goalkeeper must remain in the goal crease until the Referee blows the whistle to start the penalty shot and the player taking the shot touches the puck with their stick. In the event of violation of this rule or any foul committed by a goalkeeper the Referee shall allow the shot to be taken and if the shot fails the Referee shall permit the penalty shot to be taken again.

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

- (c) In cases where a penalty shot has been awarded under Rule 609 (b) deliberately displacing goal post or removing helmet/facemask during a breakaway and under Rule 639 (b) for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the penalty shot.

In cases where a penalty shot has been awarded under Rule 612 (c) falling on the puck in the goal crease, Rule 616 (d) picking up the puck from the goal crease area, Rule 625 (c) illegal entry into the game, and Rule 636 (a) for throwing a stick, the penalty shot shall be taken by a player selected by the Coach, or in the absence of the

Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.

If by reason of injury the player designated by a Referee to take the penalty shot is unable to do so, the shot may be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.

- (d) Should the player in respect to whom a penalty shot has been awarded, commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be first permitted to take the shot before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct or match penalty in which case the penalty shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team.

If, at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the playing surface for another player, the goalkeeper shall be permitted to return to the playing surface before the penalty shot is taken.

- (e) While the penalty shot is being taken, all players of both teams except those involved with the taking of the penalty shot, must withdraw from the playing surface onto their respective players' bench.
- (f) If, while the penalty shot is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.
- (g) If the goal is scored during a penalty shot, the puck shall be faced-off at the center spot. If a goal is not scored, the puck shall be faced-off at either of the end face-off spots in the zone in which the penalty shot was taken.

- (h) Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:
 1. a major, match or misconduct penalty, the penalty shall be assessed in addition to the penalty shot.
 2. a minor or bench minor penalty, a further penalty to the offending player shall not be applied.
- (i) If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play.

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

Rule 407 Goalkeeper Penalties

- (a) A goalkeeper shall not be sent to the penalty bench for an infraction which incurs a minor, major or misconduct penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the Coach and shall not be changed.
- (b) When a goalkeeper incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper's full equipment.
- (c) When a goalkeeper incurs a match penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper's equipment. However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, and the offending team shall be penalized accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed. Such player is to be designated by the Coach through the playing Captain and shall not be changed.

- (d) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.
- (e) A minor penalty shall be assessed to a goalkeeper who participates in the play in any manner beyond the center line.

Rule 408 Delayed Penalties

- (a) If a third player of any team is penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third player penalized must immediately proceed to the penalty bench and may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.

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

The Penalty Timekeeper shall permit the return to the playing surface in the order of expiration of their penalties, of a player or players when by reason of the expiration of their penalties the penalized team is entitled to have more than three players on the playing surface.

- (c) In the case of delayed penalties, the penalized players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play.

When the penalties of two players of the same team shall expire at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.

Rule 409 Calling of Penalties

- (a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).
- (b) Should an infraction of the rules be committed by a player of a team not in possession and control of the puck, the Referee shall signify the calling of a delayed penalty by raising the arm and on completion of the play by the team in possession, shall immediately stop play and assess the penalty to the offending player.

There shall be no signal given by the Referee for a misconduct or game misconduct penalty under this section.

“Completion of the play by the team in possession” in this rule means that the puck must have come into the possession and control of an opposing player, or has been “frozen.” This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of an opposing player.

- (c) The ensuing face-off shall take place at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played, unless the stoppage occurs in the Attacking Zone of the player penalized, in which case the face-off shall be conducted at the nearest high zone face-off spot.
- (d) If the penalty to be assessed is a minor penalty, and a goal is scored on the play by the non-offending team, the minor penalty shall not be assessed, but all other minor, major or match penalties shall be assessed in the normal manner regardless of whether or not a goal is scored.
- (e) If, after the Referee has signaled a penalty, but before play has been stopped, the puck enters the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be assessed in the normal manner.

- (f) If the Referee signals an additional minor penalty(s) against a team that is already short-handed because of one or more minor or bench minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty(s) shall be assessed and the first minor penalty being served which caused the team to be short-handed shall terminate automatically.
- (g) Should the same offending player commit other fouls on the same play, either before or after the Referee has stopped play, the offending player shall serve such penalties consecutively.
- (h) All minor and bench minor penalties occurring after a goal has been scored or during the stoppage of play when a penalty shot is being attempted, shall be served in the normal manner under this rule.

Rule 410 Supplementary Discipline

- (a) In addition to the suspensions assessed under these rules, the League Authorities may, at the conclusion of the game, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after any game by a player or Team Official, whether or not such offense had been penalized by the Referee.
- (b) Suspensions assessed during a USA Hockey InLine State, District or Regional Play-Off or National Championship, must be served during that same tournament. If the length of the suspension carries beyond that tournament for an advancing team, the Discipline Committee of the following tournament shall be the sole authority in determining the eligibility of the individual(s).

SECTION FIVE
OFFICIALS



Rule 501 Appointment of Officials

- (a) Referee system - The official method of officiating USA Hockey InLine games is with a two-referee system.
- (b) Referees shall be controlled and assigned by the Inline League or by the Local Referees' Association.
 For Regional Playoffs, USA Hockey InLine shall appoint a "Tournament Referee-in-Chief" who shall be responsible for assigning all Referees.
 For National Championships, the USA Hockey InLine Officiating Program Coordinator shall appoint all Referees.
- (c) The Referee(s) shall have full authority and final decision in all matters of dispute, and not subject to appeal, during the course of the game.
- (d) All Referees shall wear black trousers, black and white striped sweaters designed for hockey and a black hockey helmet with chin strap properly fastened. It is strongly recommended that all referees wear elbow pads, shin pads, knee protection and a half-shield visor properly attached to their helmets.
 Referees shall wear the current USA Hockey InLine Referee crest on the left chest of the sweater during all games. Any other crest that is worn shall be placed on either arm of the sweater. The wearing of name plates shall be regulated by each league.
 Referees shall be equipped with finger whistles and metal tape measures with a minimum length of 6 feet.
- (e) For tournament play, the Tournament Committee shall appoint a Game Timekeeper, a Penalty Timekeeper and an Official Scorer.

Rule 502 Referee

- (a) The "REFEREE" shall have general supervision of the game and shall have full control of all Game Officials, Team Officials and players before, during and after the game, on and off the playing surface. In case of any dispute, the decision of the Referee shall be final.
 The Referees shall enter the playing surface prior to warm-ups and remain on the surface at the conclusion of

each half until all players have proceeded to their dressing rooms. Penalties may be assessed at any time before, during and after the game.

- (b) The Referee shall order the teams onto the playing surface at the appointed time for the beginning of each game and at the start of each half.

If for any reason there should be more than fifteen minutes delay in the commencement of the game or any undue delay in resuming play for the second half, the Referee shall state in the report to the League Authorities the cause of the delay and the team(s) that was at fault.

- (c) The Referee shall make a visual inspection of all players during the warm-up. If there is any lack of conformity to the regulations on mandatory equipment, the Referee shall ensure that the required equipment is in place.
- (d) The Referee shall, prior to the start of the game, see that the appointed Game Timekeeper, Penalty Timekeeper and Official Scorer are in their respective places and that the timing and signaling equipment is in good working order.
- (e) The Referee shall impose such penalties as are prescribed by the rules for infractions thereof and the Referee shall have the final decision regarding all goals.
- (f) The Referee shall report to the Official Scorer, or Penalty Timekeeper, all goals and assists legally scored and all penalties assessed and the reason for the assessment of such penalties.

The Referee shall report the reason for not allowing a goal every time the goal light is turned on in error during the course of play and every time a goal is illegally scored.

- (g) If the Referee(s) cannot appear for a game or are unable to continue due to illness or injury, the Managers or Coaches of the teams shall agree on Referee(s). If they are unable to agree, they shall appoint a player from each team who shall act as Referee.

If the regularly appointed Referees appear during the progress of the game, they shall at once replace the temporary Referees.

- (h) After each game, the Referees shall check and sign the score sheet and return it to the Official Scorer.

Referees are required to report to the League Authorities all game misconduct and match penalties immediately following the game giving full details of the circumstances surrounding the incident.

Rule 503 Penalty Timekeeper

- (a) The "PENALTY TIMEKEEPER" shall keep a correct record of all the penalties assessed by the Referee(s) including the names of the penalized players, the infractions penalized, the duration of each penalty and the time at which each penalty was assessed. The Penalty Timekeeper shall record each penalty shot awarded and the result of the shot.
- (b) The Penalty Timekeeper shall check and ensure that the time served by all penalized players is correct. The Penalty Timekeeper shall be responsible for the correct posting of all minor and major penalties on the scoreboard and shall promptly notify the Referee of any discrepancy between the time recorded on the clock and the correct official time.
- The Penalty Timekeeper shall, upon request, inform a penalized player of any unexpired penalty time.
- Misconduct and coincident minor penalties shall not be recorded on the clock, but such penalized players shall be alerted and released at the first stoppage of play following the expiration of the penalties.
- (c) If a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and signal the Referee at the next stoppage of play.

Rule 504 Official Scorer

- (a) The "OFFICIAL SCORER" shall obtain a list of eligible players from each team, prior to the start of the game. This information shall be made known to the Coach of each team. The Official Scorer shall secure the names of the Captain of each team and note such on the Official Score Sheet.
- (b) The Official Scorer shall keep a correct record of all goals scored, and to whom credit shall be given for assists.

The Official Scorer shall also record the time of entry into the game of any substitute goalkeeper and shall record when a goal has been scored while the goalkeeper has been removed from the playing surface.

- (c) The points for goals and assists shall be announced over the public address system and all changes in such awards shall also be announced.

No requests for changes in any award of points shall be considered unless they are made at or prior to the conclusion of the game by the team Captain.

- (d) The Official Scorer shall prepare the Official Score Sheet for signature by the Referees and forward it to the League Authorities.

Rule 505 Game Timekeeper

- (a) The "GAME TIMEKEEPER" shall signal the Referee for the start of each half and the Referee shall start play promptly in accordance with the scheduled playing time. The Game Timekeeper shall record all official playing time.
- (b) If the rink is not equipped with an automatic sound device, or such sound device fails, the Game Timekeeper shall signal the end of play time by blowing a whistle.
- (c) The Game Timekeeper shall announce when one minute of actual playing time remains in each half.

Rule 506 League Authorities

- (a) The "LEAGUE AUTHORITIES," as applied under these rules, shall be defined as the immediate governing body of the team or teams involved.

SECTION SIX
PLAYING RULES



Rule 601 Abusive Conduct

- (a) Any player who challenges or disputes the ruling of a Referee, attempts to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct, a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty.
- In the case of a Coach or other Team Official, a bench minor penalty shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.
- (b) Any player who shoots the puck after the whistle shall be assessed a minor penalty if, in the opinion of the Referee, the player had sufficient time after the whistle to refrain from taking the shot.
- (c) If any player does any of the following, the team shall be assessed a bench minor penalty:
1. In the vicinity of the players' bench, using obscene, profane or abusive language to any person.
 2. Throws anything onto the playing surface from the players' bench or penalty bench.
 3. Interferes with any Game Official, (non-physically) in the performance of their duties.
- (d) If any player does any of the following, a misconduct penalty shall be assessed:
1. Uses obscene, profane or abusive language to any person before, during or after the game.
 2. During a stoppage of play, intentionally shoots or throws the puck out of the reach of a Referee who is retrieving it.
 3. After being penalized, does not proceed directly to the penalty bench or dressing room when ordered to do so by the Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate).

4. Enters and remains in the Referee's Crease, when asked to leave, except for the purpose of skating to the penalty bench.
 5. Physically or verbally threatens physical abuse to another player, Game Official, or Team Official.
- (e) If any player does any of the following, a misconduct or game misconduct penalty shall be assessed:
1. Touches or holds any Game Official with the hand or stick.
 2. Intentionally bangs the boards, playing surface, protective glass or goal with a stick at any time.
- (f) If any player does any of the following, a game misconduct penalty shall be assessed:
1. Persists in any course of conduct for which the player has previously been assessed a misconduct penalty.
- (g) If any player does any of the following, a match penalty shall be assessed:
1. Uses obscene gestures, or racial/ethnic slurs, anywhere in the rink before, during or after the game.
 2. Deliberately inflicts or attempts to inflict, physical harm to a Game Official or a Team Official in any manner.
 3. Behaves in any manner which is critically detrimental to the conduct of the game including spitting at an opponent, Game Official or Team Official.
- (h) If any Team Official does any of the following, the team shall be assessed a bench minor penalty:
1. Bangs the boards with a stick or other instrument at any time.
 2. Uses obscene, profane or abusive language to any person before, during or after the game.
 3. Throws anything onto the playing surface from the players' bench.

4. Interferes with any Game Official, (non-physically) in the performance of their duties.
 5. Attempts to incite an opponent into incurring a penalty.
- (i) If any Team Official does any of the following, a game misconduct penalty shall be assessed:
1. Persists in any course of conduct for which the Team Official has previously been assessed a bench minor penalty.
 2. Engages in any conduct listed under Rule 601(h) after the conclusion of the game.
 3. Enters the playing surface during play or during an altercation.
- (j) If any Team Official does any of the following, a match penalty shall be assessed:
1. Uses obscene gestures, or racial/ethnic slurs, anywhere in the rink before, during or after the game.
 2. Deliberately inflicts or attempts to inflict, physical harm to a Game Official, a Team Official or a player in any manner.
 3. Behaves in any manner which is critically detrimental to the conduct of the game including spitting at an opponent, Game Official or Team Official.
- (k) Any player or Team Official who incurs a Game Misconduct penalty under Rule 601 may be assessed further suspensions at the discretion of the league authorities.

Rule 602 Adjustment to Clothing and Equipment

- (a) Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks. For a violation of this rule a minor penalty shall be assessed.
- (b) The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing

surface and play shall continue uninterrupted with a substitute.

- (c) No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required, the goalkeeper shall retire from the playing surface and be replaced by the substitute goalkeeper or another player immediately and no warm-up shall be permitted.

For a violation of this rule by a goalkeeper, a minor penalty shall be assessed.

Rule 603 Attempt to Injure

- (a) A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, Referee, Coach, or Trainer in any manner, and the circumstances shall be reported to the League Authorities for further action. A substitute for the penalized player shall be permitted at the end of the fifth minute.

Rule 604 Body-Checking and Boarding

- (a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck.
- (b) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.
- (c) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards.

"Rolling" an opposing puck carrier along the boards where the player is attempting to go through too small an opening is not boarding.

- (d) When a player injures an opponent as the result of “boarding” or “body-checking,” the Referee shall assess a major plus a game misconduct penalty to the offending player.

Rule 605 Broken Stick

- (a) A player or goalkeeper whose stick is broken may participate in the game provided the broken stick is dropped immediately. A minor penalty shall be assessed for an infraction of this rule.

A broken stick is one which, in the opinion of a Referee, is unfit for normal play.
- (b) A replacement stick may only be obtained from the players’ bench or from a teammate on the playing surface. For a violation of this rule, a bench minor penalty shall be assessed to the team of the offending player, unless a penalty has been assessed under Rule 601 for throwing articles onto the playing surface.

The intent of this rule is to provide for the assessment of one penalty for one illegal stick replacement.
- (c) A goalkeeper may not go to the players’ bench for a replacement stick during a stoppage of play, but must receive a replacement stick from a teammate.

For an infraction of this rule, a minor penalty shall be assessed to the offending goalkeeper.

Rule 606 Charging and Checking from Behind

- (a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who runs, jumps into, or charges an opponent.

If more than two steps or strides are taken, it shall be considered “charging.”
- (b) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who body-checks an opponent from behind. A major penalty plus a game misconduct must be assessed to a player who intentionally body-checks an opponent from behind into the boards or goal frame.

- (c) A minor penalty or a major plus a game misconduct penalty shall be assessed to a player who body-checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area.

A goalkeeper is not “fair game” just because the goalkeeper is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper.

- (d) When a player injures an opponent as the result of “charging” or “checking from behind,” the Referee shall assess a major plus a game misconduct penalty to the offending player.

Rule 607 Cross-Checking and Butt-Ending

- (a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who cross-checks an opponent.

- (b) A major plus a game misconduct penalty shall be assessed to a player who butt-ends an opponent.

A minor penalty or a major plus a game misconduct penalty, at the discretion of the referee, shall be assessed to a player who attempts to butt-end an opponent but makes no contact. An attempt to butt-end shall include all cases in which a butt-end gesture is made.

- (c) When a player injures an opponent as the result of “cross-checking” the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (d) Butt-ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 608 Deliberate Injury to Opponents and Head-Butting

- (a) A match penalty shall be assessed to a player who deliberately injures an opponent, Team Official or Game Official in any manner, and the circumstances shall be reported to the League Authorities for further action.

- (b) A match penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the League Authorities for further action.

Rule 609 Delaying the Game

- (a) A minor penalty shall be imposed on a goalkeeper or player while in their defending zone, who shoots the puck directly (non-deflected) outside of the playing area, except that no penalty shall apply if the puck inadvertently leaves the playing area in a location that is not protected by glass or screen.

This penalty shall also be assessed when it occurs during a stoppage of play.

- (b) A minor penalty shall be assessed to a player or goalkeeper who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced, unless in the referee's opinion, the goal post can be replaced without effecting play, in which case play shall be allowed to continue. If at anytime it becomes apparent that replacing the goal post would affect play or a potential goal is imminent, play shall then be stopped immediately.

If a player or a goalkeeper of the defending team deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by the player last in possession of the puck. If the goalkeeper is off the playing surface, thereby preventing an obvious and imminent goal, a goal shall be awarded in lieu of a penalty shot.

If a player or a goalkeeper of the defending team deliberately displaces the goal post and, in the opinion of the Referee, the puck would have entered the goal had it not been displaced, thereby preventing an obvious and imminent goal, a goal shall be awarded to the non-offending team.

- (c) A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.
- (d) A minor penalty shall be assessed to a player who, after a warning by the Referee, fails to maintain a proper position during the face-off.
- (e) Turning the blade over and using the tip of the blade to hold the puck to the surface and stickhandle is prohibited. Turning the stick over and using the butt-end to hold the puck to the surface and stick handle is prohibited. For a violation of this rule, play should be stopped immediately and the ensuing face-off shall take place at the defending end zone face-off spot of the offending team.
- (f) A minor penalty shall be assessed to any player other than the goalkeeper who picks the puck up off the surface with the hand during play.
- (g) A minor penalty shall be assessed to any player who delays the game in any other manner not covered under this rule.

Rule 610 Elbowing and Kneeing

- (a) A minor penalty or major plus a game misconduct penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any way.
- (b) When a player injures an opponent as the result of “elbowing” or “kneeing,” the Referee shall assess a major plus a game misconduct penalty to the offending player.

Rule 611 Face-Offs

- (a) The puck shall be “faced-off” by the Referee dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing off shall stand facing their opponent’s end of the rink with the blade of their sticks in contact with the nearest white area of the face-off spot and clear of the red center area of the spot. The attacking team

player shall be the first player to place the stick on the playing surface.

If a player facing-off fails to take the proper position immediately when directed by the Referee, the Referee may order a replacement for that face-off by a teammate on the playing surface.

No other player shall be allowed to enter the face-off circle or come within 15 feet of the players facing-off the puck, and they must stand on-side on all face-offs.

When a player, other than the player facing-off, fails to maintain the proper position, the center of the offending team shall be ejected from the face-off.

For a second violation of any of the provisions of this rule, a minor penalty shall be assessed to the player who commits the second violation.

No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off.

At the conclusion of the line change procedure, the Referee conducting the face-off shall blow his whistle. This will signal each team that they have no more than five seconds to line up for the ensuing face-off. Prior to the conclusion of five seconds, the Referee shall conduct a proper face-off. If any player other than the players facing off fails to maintain a proper position, the center of that team shall be ejected from the face-off.

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

- (b) If, after a warning by the Referee, either of the players fails to take the proper position for the face-off promptly, the Referee shall be entitled to conduct the face-off regardless of such default.
- (c) During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the puck after the face-off has been completed.

For a violation of this rule the Referee shall assess a minor penalty to the player whose action caused the physical contact.

“Conduct of any face-off” commences when the Referee designates the spot of the face-off and takes up a position to drop the puck.

- (d) When a stoppage of play occurs between the end zone face-off spots and the near end of the rink, the ensuing face-off shall take place at the end face-off spot on the side where the stoppage occurred, unless otherwise provided in these rules.
- (e) When a violation of a rule has been committed, or a stoppage of play has been caused by any player of the attacking team in the Attacking Zone, the ensuing face-off shall take place at the nearest high zone face-off spot.
This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team’s goal without any intervening action by the defending team.
- (f) When a violation of a rule has been committed or a stoppage of play has been caused by players of both teams, or when the game is stopped for any reason not specifically covered in these official rules, the puck must be faced off at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played.
When an infringement of the rules causes a stoppage of play and the offending team gains a territorial advantage, the ensuing face-off shall be conducted where the stoppage of play occurred.
- (g) When a goal is legally scored, the ensuing face-off shall be conducted at the center face-off spot.

Rule 612 Falling on Puck

- (a) A minor penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards.
Any player who drops to block a shot shall not be penalized if the puck is shot under the player or becomes lodged in any clothing or equipment. A minor penalty

shall be assessed to any player who uses the hands to obtain such stoppage.

- (b) A minor penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the body is entirely outside the boundaries of the privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.

A minor penalty shall be assessed to a goalkeeper who holds the puck against any part of the goal or the boards.

- (c) No defending player, except the goalkeeper, shall be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease.

For a violation of this rule, play shall be immediately stopped and a penalty shot shall be awarded to the non-offending team. However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot.

This rule shall be interpreted so that a penalty shot shall be awarded only when the puck is in the goal crease at the instant the infraction occurs. However, in cases where the puck is outside the goal crease, Rule 612 (a) may still be applied and a minor penalty assessed, even though no penalty shot is awarded.

Rule 613 Fighting

- (a) A major penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.
- (b) A minor or a double minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempted punch. However, at the discretion of the Referee, a major penalty shall be assessed if the player continues the altercation.

The Referee is provided with very wide latitude in regard to the penalties which may be assessed under this rule. This is done to enable the Referee to differentiate

between the obvious degrees of responsibility of the participants either for, starting the fight, or persisting in continuing the fight.

Referees are directed to employ every means provided by these rules to prevent "brawling."

- (c) Any player receiving a major penalty for fisticuffs shall automatically be assessed a game misconduct penalty and shall also be suspended for the next regularly scheduled game of that team.
- (d) A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in a fighting altercation already in progress. This penalty is in addition to any other penalty incurred in the same incident.
- (e) A game misconduct penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.
- (f) A minor penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

Rule 614 Goals and Assists

(Note) It is the responsibility of the Referee to award goals and assists, and such decision is final.

In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly. Changes shall not be made on the scoring summary after the Referee has signed the Official Score Sheet.

- (a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line, before playing time expires.
A "goal" shall be credited in the scoring records to a player who shall have propelled the puck into the opponent's goal. Each "goal" shall count as one point in the player's record.

An “assist” shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal.

Only one point can be credited to any one player for any one goal scored.

- (b) A goal shall be scored if the puck is put into the goal in any way by a player of the defending team. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be awarded.
- (c) If an attacking player kicks the puck and the puck goes directly into the goal or is deflected into the goal by any player, including the goalkeeper, the goal shall not be allowed.
- (d) If the puck is deflected into the goal from the shot of an attacking player by striking any part of any player, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.
- (e) If a goal is scored as a result of a puck being deflected directly into the goal off an Referee, the goal shall not be allowed.
- (f) Should a player legally propel the puck into the goal crease of the opposing team and the puck becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.
- (g) Any goal scored, other than as covered by the Official Playing Rules, shall not be allowed.

Rule 615 Gross Misconduct

- (a) A Referee may suspend from the game any Player or Team Official guilty of gross misconduct of any kind by assessing a Match Penalty and must report the incident to the League Authorities. Such gross misconduct includes, but is not limited to, using racial or ethnic slurs or obscene gestures, biting or spitting on another person, deliberately inflicting physical harm to a Game or Team

Official, or behaving in any manner which is critically detrimental to the conduct of the game.

Rule 616 Handling Puck with Hands

- (a) If a player, other than a goalkeeper, closes the hand on the puck, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue.
- If a goalkeeper holds the puck with the hand for more than three seconds, play shall be stopped and a face-off shall follow; however, after an initial warning by the Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a minor penalty for delaying the game.
- (b) A goalkeeper shall not intentionally drop the puck into the pads or onto the goal net nor deliberately pile obstacles at the goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal.
- The object of this rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage shall be penalized.
- For a violation of this rule, a minor penalty shall be assessed to the offending player.
- (c) The goalkeeper may not leave a stick, part thereof or any other piece of equipment in front of his goal. If he does and if the puck hits the obstruction, thereby preventing an obvious and imminent goal while the goalkeeper is on the surface, but in the act of leaving the surface, or off the surface, the Referee shall stop play and award a goal to the non-offending team. See Rule 621 (f), Interference.
- (d) If a goalkeeper throws the puck forward toward the opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.
- (e) If a defending player, other than the goalkeeper, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease,

the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team.

If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.

- (f) A player shall be permitted to stop or “bat” the puck in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been directed to a teammate in the Attacking Zone, in which case the play shall be stopped and the puck faced off at the nearest high zone face-off spot to where the “hand pass” originated from.

No territorial advantage can be gained from a team illegally batting the puck with the hand.

- (g) A goal that is scored as the result of the puck being propelled by the hand of an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

Rule 617 High Sticks

- (a) The carrying of the stick above the normal height of the shoulders is prohibited. The Referee shall assess a minor penalty or a major plus a game misconduct penalty to any player who strikes an opponent with a stick so carried.

At the discretion of the Referee, when a player accidentally injures an opponent as the result of “high sticking,” the Referee shall assess a double minor plus a game misconduct penalty to the offending player.

- (b) For any adult league where face-masks are not required, any minor penalty assessed for “high sticking” under rule 617, an additional misconduct penalty shall be assessed except when a double minor plus a game misconduct penalty has been assessed for accidental injury under this rule.
- (c) A goal scored by an attacking player who strikes the puck with the stick which is carried above the height of the goal frame cross bar, shall not be allowed.

- (d) Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs play shall be stopped and the ensuing face-off shall take place at an end zone face-off spot of the offending player's team unless:
1. The puck is batted to an opponent, in which case the play shall continue.
 2. A player of the defending team shall bat the puck into the player's own goal, in which case the goal shall be allowed.

Rule 618 Holding an Opponent

- (a) A minor penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick, or in any other way.
- (b) A minor or major penalty shall be assessed to any player who grabs or holds the face mask of an opponent with the hand.
- (c) When a player injures an opponent as the result of "holding the face mask," the Referee shall assess a major plus a game misconduct penalty to the offending player.

Rule 619 Hooking

- (a) A minor penalty shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick.
- (b) When a player injures an opponent as the result of "hooking," the Referee shall assess a major plus a game misconduct penalty to the offending player.

Rule 620 Illegal Clearing (Icing)

No such rule.

Rule 621 Interference

- (a) A minor penalty shall be assessed to any player who interferes with or impedes the progress of an opponent

who is not in possession of the puck, deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it, or shoots a stick or other object toward an opponent.

The last player to touch the puck shall be considered to be the player in possession.

- (b) A minor penalty shall be assessed to any player on the players' or the penalty bench who, by means of the stick or body, interferes with the movements of the puck or an opponent on the playing surface during the progress of play.
- (c) A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper while the goalkeeper is in the goal crease area.
- (d) Unless the puck is in the goal crease area, a player of the attacking team may not stand on the goal crease line or in the goal crease or hold the stick in the goal crease. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, while the attacking team has possession of the puck, play shall be stopped and the ensuing face-off shall take place at the nearest high zone face-off spot.

This rule shall not apply when the goalkeeper is out of the goal crease.

- (e) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.
- (f) When the goalkeeper has been removed from the playing surface and any member of the same team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

(Note) The attention of Referees is directed particularly to three types of offensive interference which shall be penalized.

1. When the defending team secures possession of the puck in its own zone and the other members of the same team run interference for the puck carrier by forming a protective screen against forecheckers.
2. When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the puck.
3. When the puck carrier makes a drop pass and follows through so as to make body contact with an opposing player.

Rule 622 Interference by Spectators

- (a) In the event of a player being held or interfered with by a spectator, the Referee shall immediately stop play, unless the team of the player being interfered with is in possession of the puck at the time, in which case the play shall be allowed to be completed. The ensuing face-off shall take place at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played.
- (b) Any player who physically interferes with a spectator shall be assessed a game misconduct penalty and the circumstances shall be reported to the League Authorities for further action. If this occurs after the game, the game misconduct penalty assessed under this rule shall carry an additional one game suspension for the next regularly schedule game of that team.
- (c) In the event that objects are thrown onto the playing surface which interfere with the progress of the game, the Referee shall stop play and the ensuing face-off shall take place at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played.

Rule 623 Kicking Player

- (a) A minor penalty or a major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who kicks an opponent. If, however, at the discretion of the Referee, in the attempt to free the puck, a player unintentionally kicks or appears to kick another player, no penalty shall be assessed.
- (b) When a player injures an opponent as a result of the “kick” the Referee shall assess a major plus game misconduct penalty.
- (c) Kicking may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 624 Kicking Puck

- (a) Kicking the puck shall be permitted in all zones; however, a goal that is scored as the result of the puck being kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

In order for a goal to be disallowed under this rule, an intent to redirect the puck must be present.

Rule 625 Leaving Player or Penalty Benches

- (a) No player may leave the players’ bench or penalty bench at any time during an altercation or for the purpose of starting an altercation. Substitutions made prior to the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.

For violation of this rule, a major plus a game misconduct penalty shall be imposed on any player who leaves the players’ bench or penalty bench during an altercation.

- (b) Except at the end of each period, or on expiration of a penalty, no player may at any time leave the penalty bench.

- (c) A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, shall incur an additional minor penalty after serving his unexpired penalty.
- (d) If a player leaves the penalty bench before his penalty is fully served, the Penalty Timekeeper shall note the time and verbally alert the Referee who will stop play when the offending player's team has or gains possession and control of the puck.
- (e) In the case of a player returning to the playing surface before his time has expired through an error of the Penalty Timekeeper, he is not to serve an additional penalty, but must serve his unexpired time.
- (f) If a player of an attacking team in possession of the puck shall be in such a position as to have no opposition between him and the opposing goalkeeper, and while in such a position he shall be interfered with by a player of the opposing team who shall have illegally entered the game, the Referee shall impose a penalty shot against the offending player's team.

The penalty shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.
- (g) If a Team Official steps onto the playing surface after the start of a half and before that half is completed without the permission of the Referee, the Referee shall assess a bench minor penalty to the team of the offending Coach.
- (h) If a penalized player returns to the playing surface from the penalty bench before his penalty has expired by his own error or the error of the Penalty Timekeeper, any goal scored by his own team while he is illegally on the playing surface shall be disallowed, but all penalties imposed on either team shall be served as regular penalties.
- (i) If a player shall illegally enter the game from his own players' bench or from the penalty bench, including

through an error of the Penalty Timekeeper, any goal scored by his own team while he or his replacement is illegally on the playing surface shall be disallowed, but all penalties imposed against either team shall be served as regular penalties.

- (j) During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless the puck is first played by another player in the Attacking Zone.

For a violation of this rule play shall be stopped and a face-off shall be conducted at the point where the puck was last legally played.

Rule 626 Off-Sides

No such rule.

Rule 627 Passes

- (a) The puck may be passed by any player to any player of the same team within any of the two zones into which the rink is divided and may be passed forward by a player in the Defending Zone to a teammate over the center red line.

Rule 628 Puck Must be Kept in Motion

- (a) The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.

Rule 629 Puck or Player Out of Bounds or Unplayable

- (a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass or wire, it shall be faced-off at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played.

When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played. However, if the puck is shot out of the rink by the attacking team, the face-off shall be at the nearest high zone face-off spot.

- (b) When the puck becomes lodged in the netting on the outside of the goal or if it is frozen between opposing players, the Referee shall stop play and face-off the puck at the nearest face-off spot to where it was last played unless, in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.

The defending team and/or the attacking team may play the puck off the net at any time. However, should the puck remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place at the nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.

If the puck comes to rest on top of the goal frame, the play shall be stopped immediately.

- (c) A minor penalty shall be assessed to a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.
- (d) If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by the hand or stick.

- (e) In temporary rinks, all players on the playing surface must remain within the confines of the playing surface while the puck is in play. The play shall be stopped immediately whenever a player jumps over the boundary and out of bounds.

If, in the opinion of the Referee, a player intentionally jumps out of bounds for the purpose of obtaining a stoppage of play, a minor penalty for delaying the game shall be assessed.

Rule 630 Puck Out of Sight and Illegal Puck

- (a) Should a scramble take place, or a player accidentally falls on the puck and it is out of the sight of the Referee, play shall be stopped immediately. The ensuing face-off shall take place at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played, unless otherwise provided for in the rules.
- (b) If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

Rule 631 Puck Striking Referee

- (a) Play shall not be stopped because the puck touches an Referee anywhere on the rink.

Rule 632 Refusing to Start Play

- (a) If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referee, the Captain shall be warned and the team so refusing shall be allowed 15 seconds to begin the game or resume play. If, at the end of that time the team shall still refuse to play, the Referee shall assess a bench minor penalty to the offending team.

The Referee shall then warn the Captain a second time and allow 15 more seconds to begin the game or resume play. If at the end of that time the team shall still refuse to

play, the Referee shall have no alternative than to suspend the game and assess a match penalty to the offending Team Official or designated Head Coach of that game. In the case where the offending team has no Team Official or designated Head Coach, the Captain shall be assessed a match penalty.

- (b) If a team, when ordered to do so by the Referee, fails to go onto the playing surface promptly, it shall be assessed a bench minor penalty.

If the team shall still refuse to go onto the playing surface and start play within five minutes, the Referee shall have no other alternative than to suspend the game and assess a match penalty to the offending Team's designated Head Coach of that game. The circumstances shall be reported to the League Authorities for further action.

Rule 633 Slashing

- (a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick.

Referees should penalize as "slashing" any player who swings the stick at an opponent (whether in or out of range) without actually making contact, or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.

- (b) When a player injures an opponent as the result of "slashing," the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (c) Any player who swings the stick at another player during the course of any altercation shall be subject to a match penalty, and the circumstances shall be reported to the League Authorities for further action.
- (d) A minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper, in the goal crease, who has covered or caught the puck, regardless of whether or not the Referee has stopped the play.

Rule 634 Spearing

- (a) A major plus a game misconduct penalty shall be assessed to a player who spears an opponent.
A minor penalty or a major plus a game misconduct penalty, at the discretion of the referee, may be assessed to a player who attempts to spear an opponent but makes no contact. An attempt to spear shall include all cases in which a spearing gesture is made.
- (b) Spearing may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 635 Start of Game and Periods

- (a) The game shall start at the time scheduled by a face-off at the center face-off spot and shall be promptly resumed for the second half in the same manner.
- (b) Each team shall defend the goal furthest from its players' bench to start the game. The teams shall change ends after the first half only.
- (c) During the pre-game warm-up and before each half, each team shall confine its activity to its own end of the rink. All players must wear full equipment during warm-ups and during the handshake following the game.
- (d) It is recommended that when both teams are to leave the playing surface through a common exit, the team whose players' bench closest to the exit leave first. The home team should enter the playing surface first.
- (e) When a team fails to appear on the playing surface without a proper justification, an Referee shall warn the team that it must enter the playing surface immediately. If the team fails to do so promptly, the Referee shall assess a bench minor penalty for Delaying the Game.

Rule 636 Throwing Stick

- (a) When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the puck in the Defending Zone, the Referee shall allow

the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.

If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an "open goal," and a stick or any other object is thrown or shot at the puck by a member of the defending team, thereby preventing an obvious and imminent goal, a goal shall be awarded to the non-offending team.

For the purpose of this rule, an open goal is defined as one from which a goalkeeper has been removed for an additional attacking player.

- (b) A minor penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the puck in any zone except when such act has been penalized by a penalty shot or awarded goal.

When a player discards a broken stick by tossing it to the side of the rink (and not over the boards) in such a way that shall not interfere with play or an opposing player, no penalty shall be assessed for doing so.

- (c) A misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area. A game misconduct penalty shall be assessed to any player who deliberately throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

Rule 637 Time of Match and Time-Outs

- (a) A game shall consist of two 12-25 minute halves. Leagues have the jurisdiction to set the length of each half (running time or stop time) based on the amount of time designated to complete the game.

If running time is used and the score is within two goals, or tied, stop time shall be played during the last two

minutes of play. If play is stopped prior to the two minute mark, the clock shall continue to run until the two minute mark arrives, at which time the clock shall be stopped until play has resumed.

A two-minute rest period shall be permitted between halves, after which the teams shall change ends.

- (b) The team scoring the greater number of goals during the two halves shall be declared the winner, and shall be credited with two points in the standings.
- (c) The Referee may order the game to be suspended anytime the playing area is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected. Referees are particularly cautioned about wet playing surfaces and should take the overly-cautious approach when determining whether or not playing conditions are safe.

(Note) Leagues shall have the authority to determine their own policies regarding weather related delays or cancellations.

If any unusual delay occurs during the first half, the Referee may order the intermission to take place immediately and the balance of the half shall be completed upon the resumption of play with the teams defending the same goals, after which the teams shall change ends and resume play of the second half without delay.

- (d) Each team shall be permitted to take one time-out of a one minute duration which must be taken during a stoppage of play. If running time is played, the clock shall be stopped during a time out. The clock shall be restarted upon the conducting of the ensuing face-off.

During a time-out, all players on the playing surface may proceed to their respective players' bench. Any penalized player must remain in the penalty bench during a time-out.

A time-out may not be used to warm-up a goalkeeper.

Rule 638 Tied Games

- (a) If, at the end of two halves, the score is tied, the game shall be declared a tie. No overtime period shall be played unless it is necessary to determine a winner.
- (b) In Tournament and Play-Off games in which it is necessary to determine a winner for advancement, the following shall take place:
 - 1. A two minute rest period shall follow.
 - 2. The teams shall not change ends.
 - 3. An overtime period shall be played of regulation length.
 - 4. The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.
 - 5. Steps 1-4 shall be repeated until a winner is declared.
- (c) Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

Rule 639 Tripping

- (a) A minor penalty shall be assessed to any player who places the stick, leg, knee, foot, arm, hand, or elbow in such a manner that it causes an opponent to trip or fall.

If, in the opinion of the Referee, a player is unquestionably poke-checking the puck and obtains possession of it, thereby tripping the opposing player, no penalty shall be assessed.

Accidental trips that occur simultaneously with the whistle shall not be penalized.

Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall, shall be assessed a minor penalty.
- (b) When a player, in possession and control of the puck in the Attacking Zone and having no opponent to pass other than the goalkeeper, is tripped or otherwise fouled directly or diagonally from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the

non-offending team. The Referee shall not stop play until the attacking team has lost possession and control of the puck to the defending team.

The intent of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line.

"Possession and control" of the puck means the act of propelling the puck with a stick. If, while it is being propelled, the puck is touched by another player, hits the goal or goes free, the player shall no longer be considered to be "in possession and control" of the puck.

- (c) If, when the opposing goalkeeper has been removed from the playing surface, a player in possession and control of the puck is tripped or otherwise fouled with no opposing player to pass, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the non-offending team.

Rule 640 Unnecessary Roughness (Roughing)

- (a) At the discretion of the Referee, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.
- (b) A minor or double minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck.

It is not the intent to penalize incidental contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck shall not be considered to be roughing. However, this does not allow the player without the puck to throw their body into the opponent to achieve possession.

APPENDIX I

**SUMMARY OF
PENALTIES**



The following summary of penalties is intended for general application of the rules. Specific situations may require different applications. All referenced rules should be consulted for exact language.

Personal Fouls (Minor Penalty)

- 202 (d) Leaving players' bench to protest call
- 301 (e) Participating with more than one stick
- 601 (a) Unsportsmanlike conduct
- 601 (b) Shooting puck after whistle
- 611 (c) Face-off interference
- 618 (a) Holding
- 619 (a) Hooking
- 621 (a) Interference
- 621 (b) Interference by player on bench
- 621 (c) Interfering with goalkeeper in crease
- 625 (b) Leaving penalty bench prematurely
- 633 (d) Stick contact with goalkeeper
- 639 (a) Tripping

Delay of Game, Player or Goalkeeper

- 304 (a) Deliberate removal of mandatory equipment during play
- 304 (c) Deliberate removal of helmet/facemask (non-breakaway)
- 602 (a, c) Adjusting clothing/equipment
- 609 (a) Deliberately shooting/batting puck out of rink
- 609 (b) Deliberate goal displacement (non-breakaway)
- 609 (d) Continued improper face-off position
- 609 (f) Player picks up puck off surface with hand during play
- 611 (a) Second face-off violation, same team
- 612 (a) Deliberately falling on puck (outside of goal crease)
- 628 (a) Freezing puck along boards
- 629 (e) Intentionally jumping out of bounds in temporary rinks

Goalkeeper Infractions

- 303 (b, c) Wearing illegal equipment
- 304 (c) Deliberately removing helmet/facemask (non-breakaway)
- 407 (e) Participating in play across center red line
- 605 (d) Going to bench for stick at stoppage
- 612 (b) Deliberately falling on puck outside of privileged area
- 613 (f) Leaving goal crease during altercation
- 616 (a) Holding puck more than 3 seconds
- 616 (b) Piling up obstacles in front of goal
- 629 (c) Dropping puck into goal netting

Stick and Equipment Violations

- 301 (d) Playing with an illegal stick
- 304 (a) Not wearing mouthguard or helmet strap
- 304 (c) Playing without helmet/facemask
- 305 (b) Playing with cut palm on glove
- 605 (a) Playing with broken stick
- 636 (b) Throwing a stick (non-Penalty Shot)

Bench Minor

- 109 (a) Coach on surface during warm-ups
- 201 (a) Not enough players to start game
- 203 (a) Player left off roster (inadvertent omission)
- 205 (a) Too many players on the playing surface
- 205 (c) Illegal entry from penalty bench
- 205 (d) Goalkeeper to bench at stoppage
- 306 (f) Coach or Captain requesting protective or dangerous equipment check
- 308 (b) Stick or equipment measurement legal
- 308 (e) Measurement request for delaying the game purpose
- 601 (c1, h2) Obscene, profane, or abusive language from bench
- 601 (c2, h3) Articles thrown onto the playing surface from players' bench
- 601 (c3, h4) Non-physical interference with Game Official
- 601 (h1) Bangs boards with stick (Team Official)
- 601 (h5) Attempts to incite opponent (Team Official)
- 605 (c) Receiving illegal stick
- 609 (c) Continued incorrect players on playing surface
- 625 (d) Team Official on surface without permission
- 632 (a) Refusing to start play
- 632 (b) Refusing to go onto playing surface

Minor or Double Minor

640 (a, b) Unnecessary roughness

Minor or Major plus Game Misconduct

604 (a) Body-checking
604 (b) Avoidable physical contact after whistle
604 (c) Boarding
606 (a) Charging
606 (b) Checking from behind (unintentional)
606 (c) Body-checking goalkeeper within privileged area
607 (a) Cross-checking
610 (a) Elbowing/kneeing
617 (a) High-sticking
618 (b) Holding or grabbing facemask
633 (a) Slashing

Minor plus Misconduct

308 (c) Refusing to surrender equipment for measurement
617 (b) High-sticking (Adult - no facemask required)

Double Minor plus Misconduct

617 (a) High-sticking (accidental injury)

Minor plus Game Misconduct

625 (b) Leaving penalty bench during altercation

Double Minor plus Game Misconduct

625 (a) First to leave bench during a fighting altercation

Minor, Double Minor, or Major plus Game Misconduct

613 (b, c) Fisticuffs (Retaliation)

Minor, Major plus Game Misconduct, or Match Penalty

607 (b, d) Butt-ending
623 (a, b, c) Kicking player
634 (a, c) Spearing

Major plus Game Misconduct

606 (b) Checking from behind (intentional into boards or goal)
613 (a, c) Fisticuffs
619 (b) Hooking with injury

Misconduct Penalty

- 304 (a) 2nd equipment violation
- 304 (d) Helmet/facemask not worn on bench
- 601 (a) Persisting in unsportsmanlike conduct
- 601 (d1) Obscene, profane, abusive language (player)
- 601 (d2) puck shot away from Game Official retrieving it
- 601 (d3) Not proceeding to penalty bench or dressing room
- 601 (d4) Player in referee crease
- 601 (d5) Physically or verbally threatens physical abuse

Misconduct or Game Misconduct

- 601 (e1) Touches/holds Game Official with stick or hand
- 601 (e2) Bangs boards or glass with stick (player)
- 636 (c) Stick thrown out of playing area

Misconduct plus Game Misconduct

- 625 (a) Leaving bench during altercation (max. 5 per team)

Game Misconduct

- 601 (a, f1, i1) Persisting in unsportsmanlike conduct
- 601 (i2) Engages in conduct under 601(h) after the game
- 613 (d) First to intervene in fighting altercation
- 613 (e) Resisting Game Officials in the discharge of their duties
- 622 (b) Player interference with spectator

Match Penalty

- 601 (g1, j1) Obscene gestures or racial/ethnic slurs (players or Team Officials)
- 601 (g2, j2) Injury or attempting to injure Game Official or Team Official
- 601 (g3, j3) Detrimental behavior (player or Team Official)
- 603 (a) Attempt to injure opponent
- 608 (a) Deliberate injury of opponent
- 608 (c) Head-butting
- 623 (a) Kicking opponent
- 632 (a) Refusing to start play (second violation in game)
- 632 (b) Refusing to go on-surface (after minor and waiting five minutes)
- 633 (c) Swinging stick at opponent in altercation

Penalty Shot or Awarded Goal

- 609 (b) Player or goalkeeper deliberately displaces goal (breakaway)
- 609 (b) Deliberate removal of helmet/facemask (breakaway)
- 612 (c) Player falling on puck in crease
- 616 (d) Player picking up puck from crease
- 625 (c) Illegal entry (breakaway)
- 636 (a) Stick thrown at puck in defending zone
- 639 (b, c) Fouled from behind on breakaway

Awarded Goal

- 406 (b) Thrown stick during penalty shot
- 406 (f) Interference or distraction during penalty shot
- 621 (f) Illegal player interference with goalkeeper removed

APPENDIX II

SUMMARY OF

FACE-OFF LOCATIONS



Center Surface Spot

- 205 (b) Premature goalkeeper substitution (normal)
- 406 (g) Goal scored on penalty shot
- 611 (h) Goal scored
- 635 (a) Start of game and 2nd half

High Zone Face-Off Spot

- 409 (c) Penalty assessed to player in their Attacking Zone
- 611 (f) Stoppage by attacking player in Attacking Zone
- 611 (f) Attacking player shoots puck onto goal netting
- 616 (e) Hand Pass in Attacking Zone
- 621 (d) Goal crease violation
- 629 (a) Puck shot out of rink by Attacking Team
- 629 (b) Puck frozen or lodged on the net by attacking team

End Zone Face-Off Spot

- 406 (g) Unsuccessful penalty shot attempt
- 609 (e) Using tip of blade or butt-end to stickhandle
(defending zone face-off spot)
- 611 (e) Last play face-off between end spots and end boards
- 616 (a) Goalkeeper freezes puck
- 616 (c) Goalkeeper throws puck forward
- 617 (d) High-sticked puck (defending zone face-off spot)
- 629 (b) Puck frozen or lodged on the net by the defending team
- 629 (b) Puck comes to rest on top of goal frame

Last Play Face-Off

- 409 (c) Penalty on Defending Team
- 611 (g) Stoppage of play due to players from both teams
simultaneously
- 622 (a, c) Interference by spectators/objects thrown onto surface
- 629 (a) Puck goes out of bounds or strikes overhead obstacles
- 629 (a) Puck unplayable/stalled due to rink defect
- 630 (a) Puck out of site of Referee
- 630 (b) Second puck appears on playing surface

APPENDIX III

REFEREE SIGNALS



BOARDING

Striking the closed fist of the hand once into the open palm of the other hand.

**BODY CHECKING**

The palm of the nonwhistle hand is brought across the body and placed on the opposite shoulder.

**BUTT-ENDING**

Moving the forearm, fist closed, under the other forearm, hand held palm down.



CHARGING

Rotating clenched fists around one another in front of chest.



CHECKING FROM BEHIND

Arm placed behind the back, elbow bent, forearm parallel to the playing surface.



CROSS-CHECKING

A forward motion with both fists clenched, extending from the chest.



DELAYED CALLING OF PENALTY

The non-whistle hand is extended straight above the head.

**DELAYING THE GAME**

The nonwhistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.

**ELBOWING**

Tapping the elbow with the opposite hand.



FIGHTING - ROUGHING - BODY CHECKING

One punching motion to the side with the arm extending from the shoulder.



GOAL SCORED

A single point, with the non-whistle hand, directly at the goal in which the puck legally entered, while simultaneously blowing the whistle.



HAND PASS

The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



HIGH-STICKING

Holding both fists, clenched, one immediately above the other, at the side of the head.



HOLDING

Clasping the wrist of the whistle hand well in front of the chest.



HOLDING THE FACEMASK

Closed fist held in front of face, palm in, and pulled down in one straight motion.



HOOKING

A tugging motion with both arms, as if pulling something toward the stomach.



INTERFERENCE

Crossed arms stationary in front of chest with fists closed.



KNEEING

A single tap of the right knee with the right hand.



MATCH PENALTY

Pat flat palm of hand on the top of the head.



MISCONDUCT

Placing of both hands on hips one time.



PENALTY SHOT

Arms crossed (fists clenched) above head.



SLASHING

One chop of the hand across the straightened forearm of the other hand.



SPEARING

A single jabbing motion with both hands together, thrust forward from in front of the chest, then dropping hands to the side.



TIMEOUT OR UNSPORTSMANLIKE CONDUCT

Using both hands to form a "T."



TRIPPING

Strike the side of the knee and follow-through once, keeping the head up.

**WASHOUT**

Both arms swung laterally across the body at shoulder level with palms down. It means no goal or infraction, so play shall continue.

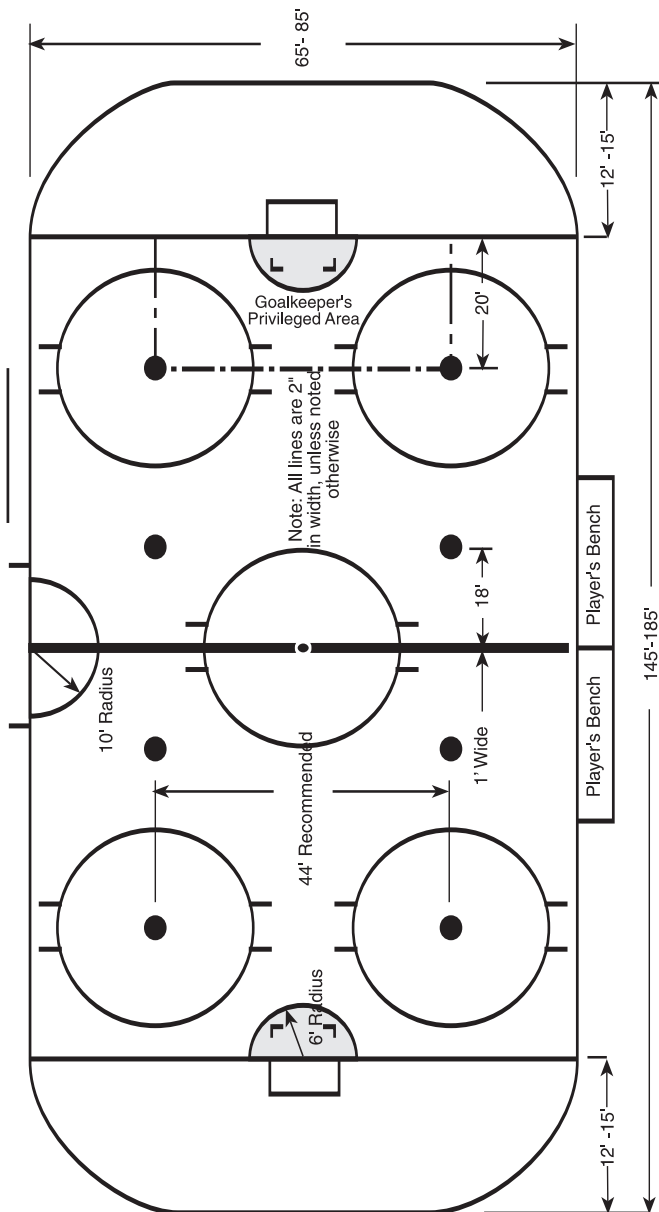


APPENDIX IV

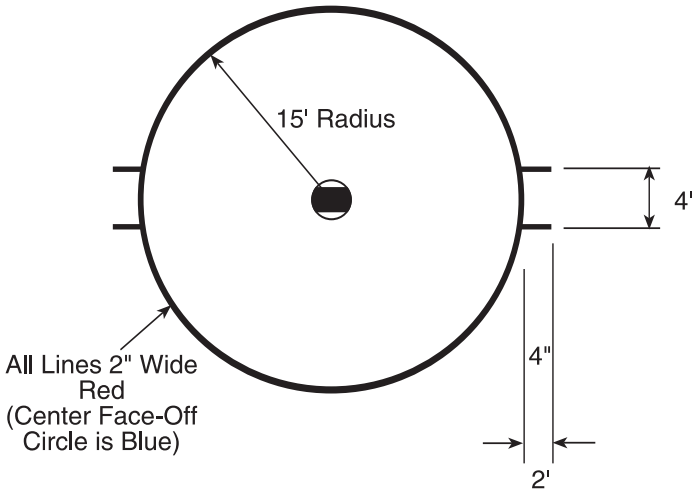
RINK DIAGRAMS



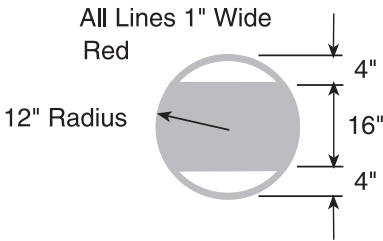
USA Hockey InLine Rink Diagram



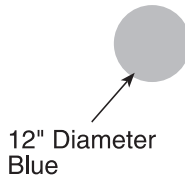
End Zone Face-Off Circles



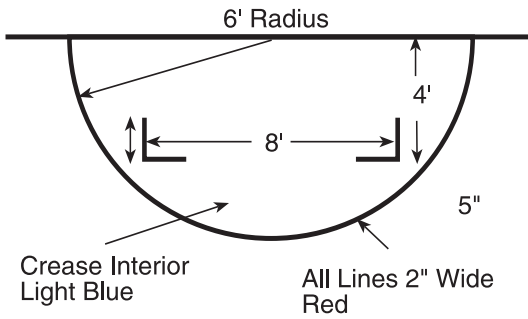
End Zone and Special Face-Off Spots



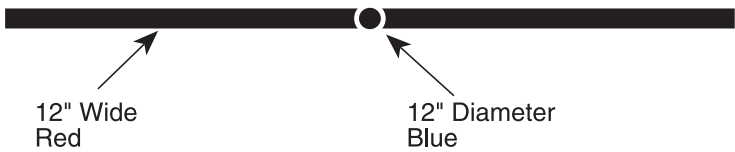
Center Face-Off Spot



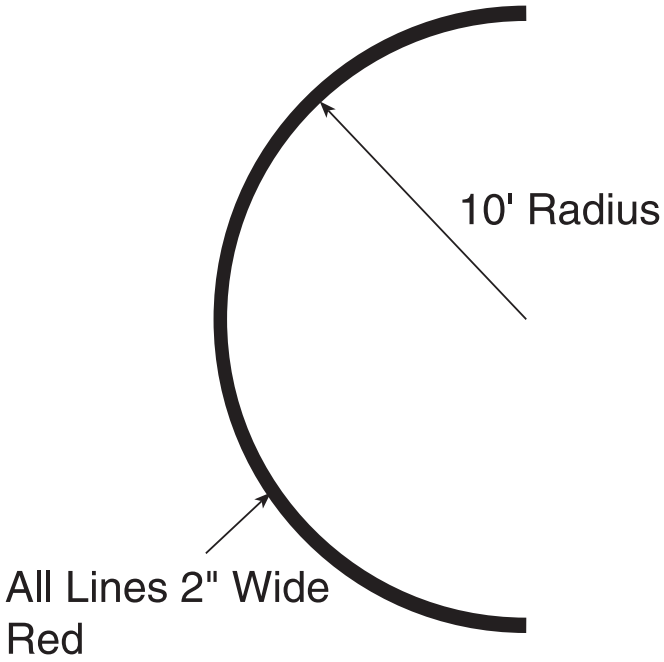
Goal Line and Goal Crease



Center Red Line



Referee's Crease



APPENDIX V
GLOSSARY



Altercation

Any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed.

Body Contact

Contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off the puck.

Break-Away

A condition whereby a player is in control of the puck on the attacking side of the center red line, with no opposition between the player and the opposing goal, with a reasonable scoring opportunity.

Butt-Ending

The condition whereby a player uses the shaft of the stick above the upper hand to jab or attempt to jab an opposing player.

Coach

A Coach is a person primarily responsible for directing and guiding the play of the team. Along with the Manager, the Coach is responsible for the conduct of the team's players before, during and after a game.

Coincident Penalties

Penalties of equal type (e.g., minor or major) assessed to each team during the same stoppage of play. Coincident penalties do not have to be the same type of infraction (e.g., slashing and hooking can be coincidental), nor do they have to have occurred simultaneously. A coincident penalty never causes a team to be shorthanded and therefore cannot be terminated by a goal being scored. Players serving coincidental penalties will always have to wait for a stoppage of play to return to the surface. Equal numbers of minor or major penalties assessed to each team can be coincidental, regardless of the number of players involved (e.g. one player on Team A receives two minors and two players on Team B receive one minor each, two penalties for each team are coincidental and neither team is shorthanded as a result). No penalty time should be shown on the score board for coincident penalties.

Creases

Goalkeeper's: Areas marked on the playing surface in front of each goal designed to protect the goalkeepers from interference by attacking players.

Referee's: Area marked on the playing surface in front of the Penalty Timekeeper's seat for the use of the Game Officials.

Cross-Checking

When a player, holding the stick with both hands, checks an opponent by using the shaft of the stick with no part of the stick on the playing surface.

Deflecting the Puck

The action of the puck contacting any person or object, causing it to change direction.

Directing the Puck

The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction.

Face-Off

The action of a Referee dropping the puck between the sticks of two opposing players to start play. A face-off begins when the Referee indicates its location and the Referees take their appropriate positions and ends when the puck has been legally dropped.

Fighting

The actual throwing of a punch(es) (closed fist) by a player which makes contact with an opponent.

Game Misconduct

The suspension of a player or Team Official for the balance of that game only.

Game(s) Suspension

Any player, Coach or Manager who receives a game suspension(s), shall not be eligible to participate in the next game(s) that were already on the schedule of that team before the incident occurs.

Goalkeeper

A goalkeeper is a person designated as such by a team and is permitted special equipment and privileges to prevent the puck from entering the goal.

Head-Butting

The physical use of one's head in the course of delivering a body-check (head first) in the chest, head, neck or back area or the physical use of the head to strike an opponent.

H.E.C.C.

The Hockey Equipment Certification Council is an independent organization responsible for the development, evaluation and testing of performance standards for protective hockey equipment. Equipment that is approved by H.E.C.C. is required for all players under 18-years old.

Heel of the Stick

The point where the shaft of the stick and the bottom of the blade meet.

Hooking

The action of applying the blade of the stick to any part of an opponent's body or stick and impeding the progress by a pulling or tugging motion with the stick.

League Authorities

The immediate governing body of the team or teams involved, except: In USA Hockey InLine Tournaments and Play-Offs, the body shall be the Discipline Committee of the Tournament or Play-Off.

Off-Surface Official

Officials appointed to assist in the conduct of the game, including the Official Scorer, Game Timekeeper and Penalty Timekeeper.

Penalty

A penalty is the result of an infraction of the rules by a player or Team Official. It usually involves the removal from the game of the offending player or Team Official for a specified period of time. In some cases the penalty may be the awarding of a penalty shot on goal or the actual awarding of a goal.

Player

Member of a team physically participating in a game. The goalkeeper is considered a player except where special rules specify otherwise.

Possession of the Puck

The last player or goalkeeper to make contact with the puck. This includes a puck that is deflected off a player or any part of the equipment.

Possession and Control of the Puck

The last player or goalkeeper to make contact with the puck and to propel the puck in a desired direction.

Protective Equipment

Equipment worn by players for the sole purpose of protection from injury. All equipment should be commercially manufactured.

Shorthanded

Shorthanded means that a team is below the numerical strength of its opponents on the playing surface. Thus, if an equal number of players from each team is each serving a penalty(s) (minor, bench minor, major or match only), neither team is "shorthanded." When a goal is scored against a shorthanded team, the minor or bench minor penalty that terminates is the first non-coincidental penalty (the minor or bench minor penalty then being served with the least amount of time remaining). If neither team is "shorthanded," a penalty may not be terminated.

Slashing

The action of striking or attempting to strike an opponent with a stick or swinging a stick at an opponent with no contact being made.

Spearing

The action of poking or attempting to poke an opponent with the tip of the blade of the stick while holding the stick with one or both hands.

Substitute Goalkeeper

A designated goalkeeper on the Official Score Sheet who is not participating in the game.

Team Official

A person responsible in any degree for the operation of a team, such as a Team Executive, Coach, Manager or Trainer.

APPENDIX VI

**SUMMARY OF
RULE DIFFERENCES**



The following chart is a comparison of the differences in rules between the NCRHA Official Rules of College Roller Hockey and the Official Rules of USA Hockey InLine. This summary was designed to give users of the USAHIL rule book a basic understanding of the rules used by the NCRHA.

This document should not be used as a substitute for a working knowledge of the rules, but rather as a reference tool that highlights key differences between two rule books. While the major differences are cited here, this section is not all inclusive and changes may have been implemented by either organization since the printing of this chart. Therefore the ultimate authority can only be the complete official rulebooks of the NCRHA and USA Hockey InLine.

SECTION 1 - RINK

Use of alcohol or controlled substances

USAHIL	Game Misconduct.
NCRHA	Game Misconduct (Referees eject and report players who smell like alcohol).

Use of tobacco

USAHIL	First Offense – Minor Penalty. Subsequent Offenses – Game Misconduct.
NCRHA	Game Misconduct.

SECTION 2 - COMPOSITION OF TEAMS

Required number of players to begin game

USAHIL	4 players and one goalkeeper or 5 players with no goalkeeper.
NCRHA	4 players and one goalkeeper.

COLLEGIATE RULE DIFFERENCES

Team unable to place required number of players to begin game

USAHIL	Bench Minor. If after five minutes game still cannot begin, game is suspended and reported to League Authorities.
NCRHA	Bench Minor. If after 15 minutes game still cannot begin, game is forfeited and reported to League Authorities.

Maximum players in uniform

USAHIL	15 players plus no more than two (2) goalkeepers.
NCRHA	No more than 16 players, including no more than 14 skaters.

Maximum number of Team Officials allowed on Players' Bench

USAHIL	Four (4).
NCRHA	Three (3).

SECTION 3 - EQUIPMENT

H.E.C.C. approved helmets and full face mask

USAHIL	Required for youth, not required for players 18 and over.
NCRHA	Required as of July 1, 2004.

Padded pants and shoulder pads

USAHIL	No rule.
NCRHA	Prohibited. May be approved by League Authorities for medical need with a physician's release.

All protective equipment, except gloves, headgear and goalkeeper leg pads must be worn entirely under the uniform.

USAHIL	Required for indoor rinks and recommended for outdoor rinks.
NCRHA	Required for all rinks. Player in violation is sent off surface. Misconduct for second violation by same player.

The use of solvents, waxes or oils on goalkeeper pads to enhance sliding capability.

USAHIL	No rule.
NCRHA	Minor penalty plus game misconduct.

Use in any manner of U.S. Postal Service Tape.

USAHIL	No rule.
NCRHA	Prohibited.

Teams must have two sets of uniforms.

USAHIL	Not required.
NCRHA	Required.

Home team must wear light colored jerseys. Visiting team must wear dark colored jerseys.

USAHIL	No rule.
NCRHA	Required.

SECTION 4 - PENALTIES**Major Penalty.**

USAHIL	Requires addition of Game Misconduct.
NCRHA	May be assessed with or without Game Misconduct.

Player receives second Major Penalty during a game.

USAHIL	Cannot occur. Game Misconduct assessed with first Major Penalty.
NCRHA	Game Misconduct.

Game Misconduct.

USAHIL	Removed for balance of the game. No additional suspension unless assessed for "Fighting" rule 613.
NCRHA	No rule.

Game Ejection.

USAHIL	No rule.
NCRHA	Removed for the balance of the game. No additional suspension.

Disqualification.

USAHIL	No rule.
NCRHA	Assessed a 5-minute Major Penalty, removed for the balance of the game plus a one game suspension.

SECTION 5 - OFFICIALS**Officiating System.**

USAHIL	2-Referee System.
NCRHA	2-Referee System or 1-Referee/2-Assistant Referee (AR) System.

SECTION 6 - PLAYING RULES**Team Official enters Referee's dressing room at any time without permission.**

USAHIL	No rule.
NCRHA	Match Penalty.

Team Official behaves in manner critically detrimental to the game.

USAHIL	Match Penalty.
NCRHA	Disqualification.

Team Official steps onto playing surface while game is in progress.

USAHIL	Does not specify penalty, restricts to the length of the players' benches.
NCRHA	Game misconduct.

Goalkeeper may continue to play with a broken stick until the next stoppage of play.

USAHIL	Prohibited. Minor Penalty.
NCRHA	Allowed.

Pucks used during intermission between halves or periods.

USAHIL	No rule.
NCRHA	Prohibited.

Attacking player in goalkeepers' crease.

USAHIL	Goal should be disallowed if the puck enters the net while an attacking player is in the crease. Play should be stopped if attacking team is in possession of the puck with a scoring opportunity. Face-off at high zone spot.
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NCRHA Goal should be disallowed if the attacking player initiates contact with the goalkeeper or impairs the goalkeeper's ability to move freely or defend the goal. Play should only be stopped for player camped in crease during a scoring opportunity. Referees are directed to watch for Goalkeeper Interference (minor penalty).

Removing gloves (fighting situation).

USAHL No rule.

NCRHA Minor penalty.

High sticking.

USAHL Minor plus misconduct, double minor plus misconduct.

NCRHA Minor, major or major plus game misconduct.

The National Collegiate Roller Hockey Association (NCRHA) is the recognized organizing body for collegiate roller hockey in the United States. NCRHA's origins are at times recognized to have evolved from the Collegiate Roller Hockey League (CRHL). This group has posted the only college roller hockey national championship tournament since the league's inception. The seven Member Organizations or the NCRHA are:

Eastern Collegiate Roller Hockey Association (ECRHA)

Great Plains Collegiate Inline Hockey League (GPIHL)

Midwest Collegiate Roller Hockey League (MCRHL)

Rocky Mountain Collegiate Roller Hockey Association (RMCRHA)

Southeastern Collegiate Roller Hockey League (SECRHL)

Southwest Collegiate Hockey League (SCHL)

Western Collegiate Roller Hockey League (WCRHL)

Additional information about the NCRHA and the complete NCRHA rulebook can be found on NCRHA.org, the official NCRHA Web site.

APPENDIX VII

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OF INLINE HOCKEY**



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The Ultimate Authority

The *Official Rules of USA Hockey InLine* is the essential resource for players, coaches, referees, parents and fans.

Included are USA Hockey InLine's official playing rules and interpretations, referee signals and detailed rink diagrams.

This book is the singular source for the rules of the game.

