The KHL Rule Book contains Playing Rules of the game of ice hockey. These Rules shall govern all ice hockey competitions in the Kontinental Hockey League, Supreme Hockey League (SHL) and Junior Hockey League (JHL). This Rule Book also includes interpretations of and clarifications to the Rules, as well as recommendations to Referees and Linesmen on officiating methods and techniques.

For officials, players, coaches, team officials, hockey experts and wide hockey readership.

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1 Abreviation CHL is already occupied by the IIHF Champions Hockey League. Therefore Russian transliteration for the name “Kontinental Hockey League (KHL)” in Latin characters had to be used.
INTRODUCTION


The Playing Rules for season 2013/2014 set forth definite standards of interrelations which players, game and team officials undertake to recognize and abide by.

The Playing Rules for season 2013/2014 are intended for game officials, players, team officials, hockey experts and, of course, the fans. This Rule Book includes Ice Hockey playing rules per se, Interpretations and Clarifications as well as recommendations for Referees and Linesmen with regard to officiating methods and techniques.

Section Clarifications to the Rules is further subdivided into three sub-sections:

Sub-Section A (Referee and Linesman Procedure) contains guidelines and descriptions of procedures to be followed by the Referees and Linesmen in fulfilling their duties with regard to officiating methods and techniques.

Sub-Section B (Interpretations) offers explanations to the Rules that were not sufficiently clarified in the Rule Book.

Sub-Section C (Situations) includes examples, clarifications and rulings on various situations actually occurring during competition matches.

This version of the Hockey Playing Rules shall extend to the whole competition season for years 2013/2014. It is important to note that during that period there may arise situations not covered in this Rule Book. Therefore, the KHL Officiating Department shall, in the course of the season, issue information newsletters for further clarifications to such new situations as they arise.

New

Only for SHL and JHL
# TABLE OF CONTENTS

## SECTION 1 – ICE RINK

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Definitions of the rink</td>
<td>7</td>
</tr>
<tr>
<td>101</td>
<td>Dimensions of the rink</td>
<td>7</td>
</tr>
<tr>
<td>102</td>
<td>Boards</td>
<td>7</td>
</tr>
<tr>
<td>103</td>
<td>Kick plate</td>
<td>9</td>
</tr>
<tr>
<td>104</td>
<td>Doors</td>
<td>9</td>
</tr>
<tr>
<td>105</td>
<td>Protective glass</td>
<td>9</td>
</tr>
<tr>
<td>106</td>
<td>End zone goal nets</td>
<td>9</td>
</tr>
<tr>
<td>110</td>
<td>Division and markings of the ice surface</td>
<td>9</td>
</tr>
<tr>
<td>111</td>
<td>Goal lines</td>
<td>10</td>
</tr>
<tr>
<td>112</td>
<td>Blue lines</td>
<td>10</td>
</tr>
<tr>
<td>113</td>
<td>Center line</td>
<td>10</td>
</tr>
<tr>
<td>114</td>
<td>Face–off spots and circles</td>
<td>10</td>
</tr>
<tr>
<td>115</td>
<td>Center face-off spot and circle</td>
<td>10</td>
</tr>
<tr>
<td>116</td>
<td>Face-off spots in neutral zone</td>
<td>11</td>
</tr>
<tr>
<td>117</td>
<td>End zone face-off spots and circles</td>
<td>11</td>
</tr>
<tr>
<td>118</td>
<td>The referee crease</td>
<td>11</td>
</tr>
<tr>
<td>119</td>
<td>The goal crease</td>
<td>12</td>
</tr>
<tr>
<td>120</td>
<td>Goals</td>
<td>13</td>
</tr>
<tr>
<td>140</td>
<td>Players’ benches</td>
<td>13</td>
</tr>
<tr>
<td>141</td>
<td>Penalty benches</td>
<td>14</td>
</tr>
<tr>
<td>142</td>
<td>Goal judges’ benches</td>
<td>15</td>
</tr>
<tr>
<td>143</td>
<td>Scorekeeper bench</td>
<td>15</td>
</tr>
<tr>
<td>150</td>
<td>Signal and timing devices</td>
<td>15</td>
</tr>
<tr>
<td>151</td>
<td>Siren</td>
<td>15</td>
</tr>
<tr>
<td>152</td>
<td>Clock</td>
<td>15</td>
</tr>
<tr>
<td>153</td>
<td>Red and green lights (for SHL and JHL championships only)</td>
<td>15</td>
</tr>
<tr>
<td>160</td>
<td>Players’ dressing rooms</td>
<td>16</td>
</tr>
<tr>
<td>161</td>
<td>The referee’s and linesmen dressing room</td>
<td>16</td>
</tr>
<tr>
<td>170</td>
<td>Rink lighting</td>
<td>16</td>
</tr>
<tr>
<td>171</td>
<td>Smoking in the arena</td>
<td>16</td>
</tr>
<tr>
<td>172</td>
<td>Music in the arena</td>
<td>16</td>
</tr>
</tbody>
</table>

## SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>200</td>
<td>Players in uniform</td>
<td>17</td>
</tr>
<tr>
<td>201</td>
<td>Captain of team</td>
<td>17</td>
</tr>
<tr>
<td>210</td>
<td>Equipment</td>
<td>18</td>
</tr>
<tr>
<td>221</td>
<td>Player skates</td>
<td>18</td>
</tr>
<tr>
<td>222</td>
<td>Player’s stick</td>
<td>18</td>
</tr>
<tr>
<td>223</td>
<td>Player’s helmet</td>
<td>19</td>
</tr>
<tr>
<td>224</td>
<td>Player face mask and visor</td>
<td>19</td>
</tr>
<tr>
<td>225</td>
<td>Players’ gloves</td>
<td>20</td>
</tr>
<tr>
<td>226</td>
<td>Neck and throat protector</td>
<td>20</td>
</tr>
<tr>
<td>227</td>
<td>Mouth guard</td>
<td>20</td>
</tr>
<tr>
<td>228</td>
<td>Elbow pads</td>
<td>20</td>
</tr>
<tr>
<td>230</td>
<td>The goalkeeper’s equipment</td>
<td>20</td>
</tr>
</tbody>
</table>
SECTION 3. OFFICIALS AND THEIR DUTIES

300 – Appointment of officials ........................................................................ 29
310 – Game officials .......................................................................................... 29
311 – Referee and linesmen equipment ................................................................ 29
312 – Referee duties ............................................................................................ 29
313 – Linesmen duties ........................................................................................ 29
320 – Off-ice officials ......................................................................................... 30
321 – Goal judge (for JHL championships only) ..................................................... 30
322 – Scorekeeper ............................................................................................... 30
323 – Timekeeper ................................................................................................ 30
324 – Commercial break informer ....................................................................... 31
325 – The penalty bench attendant ...................................................................... 31
330 – Video goal judge and videogool system (for KHL championship only) ....... 31

SECTION 4 - PLAYING RULES

400 – Players on the ice ....................................................................................... 34
402 – Start of game and periods .......................................................................... 34
411 – Change of players and the goalkeepers from the player bench during play ......................................................... 34
412 – Change of players procedure during stoppage of play ................................ 36
415 – Change of the goalkeepers during stoppage of play .................................. 38
416 – Injured players ........................................................................................... 38
417 – Injured goalkeepers .................................................................................... 38
419 – Ice cleaning ................................................................................................. 39
420 – Timing of game .......................................................................................... 40
421 – Overtime period ......................................................................................... 40
422 – Time-out ..................................................................................................... 40
430 – Determining the result of the game ............................................................. 41
440 – Face-offs ..................................................................................................... 41
442 – Procedure for conducting face-offs ............................................................ 45
450 – Offsides ..................................................................................................... 47
451 – Delayed offside procedure ........................................................................ 52
460 – Icing the puck ............................................................................................. 53
470 – Definition of a goal ...................................................................................... 57
471 – Disallowing a goal ...................................................................................... 60
472 – Goal and assist awarded to the player ......................................................... 63
480 – Puck out of bounds .................................................................................... 65
481 – Puck on the goal net .................................................................................. 65
482 – Puck out of sight ................................................................. 66
483 – Illegal puck ........................................................................ 67
484 – Puck striking an official .......................................................... 67
490 – Stopping/passing the puck with hands ........................................ 67
492 – High sticking .................................................................. 68
493 – Interference by spectators ...................................................... 70

SECTION 5. PENALTIES

500 – Penalties – definitions and procedure ........................................... 71
501 – Minor penalty .................................................................. 72
502 – Bench minor penalty .............................................................. 72
503 – Major penalty .................................................................. 77
504 – Misconduct penalty ................................................................. 78
505 – Game misconduct penalty ....................................................... 78
507 – Match penalty .................................................................. 78
508 – Penalty shot .......................................................................... 78
509 – Penalty shot procedure ............................................................. 81
510 – Supplementary discipline ......................................................... 86
511 – Goalkeeper penalty procedure ................................................ 86
512 – Coincidental penalties ............................................................. 90
513 – Delayed penalty .................................................................. 97
514 – Calling of penalties ................................................................. 99

FOULS AGAINST PLAYERS

520 – Boarding ............................................................................. 103
521 – But-ending ............................................................................ 103
522 – Charging .............................................................................. 103
523 – Checking from behind ............................................................ 103
524 – Clipping ................................................................................ 104
525 – Cross-checking .................................................................... 104
526 – Elbowing ............................................................................. 105
527 – Excessive roughness ............................................................... 105
528 – Fisticuffs or roughing – KHL .................................................... 105
528 – Fisticuffs and roughing (SHL, JHL) ........................................... 108
529 – Head-butting ......................................................................... 110
530 – High sticking ......................................................................... 110
531 – Holding an opponent ............................................................... 111
532 – Holding the stick .................................................................. 111
533 – Hooking ................................................................................. 111
534 – Interference ............................................................................ 111
535 – Kicking .................................................................................. 112
536 – Kneeling ................................................................................. 113
537 – Slashing ................................................................................ 113
538 – Spearing ................................................................................ 114
539 – Tripping ................................................................................ 114
540 – Checking to the head and neck area .......................................... 114
OTHER PENALTIES

550 – Abuse of official and unsportsmanlike conduct by players................................. 116
551 – Abuse of officials and unsportsmanlike conduct by team officials................................. 117
554 – Delaying the game........................................................................................................ 118
554a – Keeping the puck in motion...................................................................................... 118
554b – Displacing the goal frame....................................................................................... 119
554c – Shooting or throwing the puck outside the playing area..................................... 119
554d – Adjustment of equipment.......................................................................................... 122
554e – Injured player refusing to leave the ice.................................................................... 122
554f – More than one change after goal scored.................................................................. 123
554g – Violation of face-off procedures.............................................................................. 123
554h – Late line-up............................................................................................................. 123
555 – Illegal or dangerous equipment.................................................................................. 123
556 – Broken stick.............................................................................................................. 125
557 – Falling on the puck by a player.................................................................................. 127
558 – Falling on the puck by a goalkeeper......................................................................... 128
559 – Handling the puck with the hands by a player......................................................... 129
560 – Handling the puck with hands by a goalkeeper....................................................... 129
561 – Interference with spectators...................................................................................... 130
562 – Players leaving the penalty or players bench............................................................. 130
565 – Team officials leaving the players bench................................................................. 131
566 – Refusing to start play - team on the ice..................................................................... 132
567 – Refusing to start play - team not on the ice.................................................................. 132
568 – Throwing a stick or any other object out of bounds.................................................. 132
569 – Throwing a stick or any object within the playing area............................................. 132
570 – Throwing a stick or any object on a breakaway situation......................................... 134
571 – Prevention of infections by blood............................................................................... 135
572 – Captain and alternate captain complaint................................................................. 136
573 – Too many players on the ice..................................................................................... 136
575 – Infringement of change of players procedure............................................................ 136
576 – Diving......................................................................................................................... 136
590 – Penalties for goalkeepers............................................................................................ 137
591 – Goalkeeper beyond the center red line...................................................................... 137
593 – Goalkeeper leaving the goal crease during an altercation......................................... 138
594 – Goalkeeper dropping the puck on the goal netting.................................................. 139
595 – Protection of the goalkeepers.................................................................................... 139

Annex 1. Duties of the officials.......................................................................................... 140
Annex 2. 2013-2014 KHL, SHL, JHL goalkeeper equipment measurement standards...... 143
Annex 3. Referee and Linesman’s Signals.......................................................................... 150
SECTION 1 – ICE RINK

There shall be no markings on the ice, boards, protective glass, goal nets, goals, or on any surface in and around the players benches, penalty benches, goal judge benches or officials’ areas, except as specified under these rules.

100 – DEFINITIONS OF THE RINK

The game of ice hockey shall be played on a white ice surface known as a “Rink”.

101 – DIMENSIONS OF THE RINK

Maximum size: 61 meters long by 30 meters wide.
Minimum size: 56 meters long by 26 meters wide.

The corners shall be rounded in the arc of a circle with a radius of 7 to 8.5 meters.

102 – BOARDS (fig 1a; fig 1b)

a) The rink shall be surrounded by a wooden or plastic wall known as the “Boards” which shall be white in color.

b) They shall be not less than 1.07 meters and not more than 1.22 meters in height above the level of the ice surface.

c) The boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any obstruction that could cause injury to the players and the protective screens and gear used to hold the boards in position shall be mounted on the side away from the playing surface.

d) The gaps between the panels shall be minimized to 3mm.

Fig. 1. Protective Glass and Boards
Fig. 2. Ice Rink
103 – **KICK PLATE** (Fig. 1a; Fig. 1b)

At the lower part of the boards shall be fixed a “Kick Plate”, yellow in color, 15 to 25 cm in height above the ice surface level.

104 – **DOORS**

a) All doors giving access to the ice surface must swing away from the ice surface.
b) The gaps between the door and the board shall be minimized to 5 mm.

105 – **PROTECTIVE GLASS**

a) In KHL and SHL competitions the Protective Glass shall be installed along the whole perimeter of the boards located above the boards 160 cm to 200 cm in height except space in front of players benches;
b) In JHL rinks for competitions matches shall have protective glass of 160 cm to 200 cm in height extending along the sideboards towards the Neutral Zone, and 4 meters from the Goal Line, and the Protective Glass not less 80 cm in height extended along the sideboards all over the rink may be allowed, except space in front of players benches;
c) The gaps between the glass panels shall be minimized to 5 mm;
d) At any interruption of the protective glass There shall be a protective padding to prevent injuries to the players;
e) No openings are allowed in the protective glass.

106 – **END ZONE GOAL NETS**

Durable protective goal nets shall be suspended above the end zone boards and glass, measuring at least, 10 meters in height.

110 – **DIVISION AND MARKINGS OF THE ICE SURFACE** (Fig. 3)

a) The ice surface shall be divided in its length by five lines marked on the ice and extending completely across the ice surface and continuing vertically up the boards;
b) In open air rinks all lines as well as all face-off spots as indicated in Rules 112 8 B13, may be marked with two lines measuring 5 cm in width;
c) In case of ads placed on boards, the goal lines shall be marked at least on the kick plate;
d) All width of a line shall be considered part of the zone where the puck is played.

![Fig. 3. Division and Markings of the Ice Surface](image-url)
111 – GOAL LINES

a) Lines shall be marked 4 meters from each end of the ice rink, 5 cm wide and red in color, known as the «Goal Lines»

In case of ads placed on boards, the goal lines shall be marked at least on the kick plate.

112 – BLUE LINES

a) The ice area between the two goal lines shall be divided in three equal parts by lines 30 cm wide and blue in color known as the «Blue Lines»

The Blue Lines shall extend up the Kick Plate and onto the boards;

b) These lines shall determine the three Zones, defined as follows:
   - For one team, the zone in which their goal is situated is the «Defending Zone»
   - The central zone is the «Neutral Zone»
   - The farthest zone is the «Attacking Zone»

113 – CENTER LINE

A line known as the “CENTER LINE” shall be located in the middle of the rink. It shall be 30 cm wide and red in color.

114 – FACE-OFF SPOTS AND CIRCLES

All spots and circles are marked on the ice surface in order to position the players for a face-off as ordered by the officials at the beginning of the game, at the beginning of each period and after each stoppage of play.

115 – CENTER FACE-OFF SPOT AND CIRCLE (Fig. 4)

A circular blue spot, 30 cm in diameter, shall be marked exactly in the center of the rink. With this spot as a center, a circle with a radius of 4.5 meters shall be marked with a blue line 5 cm wide.

Fig. 4. Center Face-Off Spot and Circle
116 – FACE-OFF SPOTS IN NEUTRAL ZONE

Two red spots, **60 cm in diameter** (Fig. 6), shall be marked in the neutral zone, **1.5 meters** from each blue line.

117 – END ZONE FACE-OFF SPOTS AND CIRCLES

a) Face-off spots and circles shall be marked on the ice in both end zones and on both sides of each goal, (Fig. 5);
b) The face-off spots shall be 60 cm in diameter, red in color (Fig. 6);
c) On opposite sides of the end zone face-off spots shall be marked double “L” (Fig. 5);
d) The circles shall have a radius of 4.5 meters from the center of the face-off spots and marked with a red line, 5 cm wide.

118 – THE REFEREE CREASE (Fig. 7)

An area known as the “Referee Crease” shall be marked on the ice in a semi-circle by a red line, 5 cm wide, and with a radius of 3 meters, immediately in front of the Scorekeepers Bench.
119 – THE GOAL CREASE (Fig. 8a; Fig. 8b)

a) In front of each goal a “Goal Crease” area shall be marked by a red line, 5 cm wide;
b) The goal crease area shall be painted light blue. The inside of the goal area from the goal line to the back of the goal net shall be painted in white;
c) The goal crease shall include all the space outlined by and include the crease line and extending vertically 1.27 meters to the top of the goal frame;
d) The goal crease shall be laid out as follows: A semi-circle 180cm in radius and 5cm in width shall be drawn using the center of the goal as the center point. In addition, an “L” shaped marking of 15cm in length (both lines) at each front corner shall be painted on the ice. The location of the "L" marking is measured by drawing an imaginary line 122cm from the goal line to the edge of the semi-circle. At the point the "L" marking shall be drawn;

e) In arenas where matches are played according to the KHL, SHL, JHL and matches played according to the IIHF Rules it is allowed to use a combination layout of the goal crease (Fig. 8b).
Clarifications to Rule 119

Interpretations

Measuring the goal crease shall be done from the outside edge of the lines forming the crease. Lines forming the crease, shall be part thereof.

130 – GOALS (Fig. 9)

a) The goals shall be located in the center of the goal lines.

b) The goal posts shall extend vertically 1.22 meters above the ice surface and be 1.83 meters apart (internal measurements). The goal posts and horizontal crossbar that form the tubular material frame shall be of a specified design with an external diameter of 5 cm and shall be painted red.

c) The goal posts and horizontal crossbar shall be completed by a frame supporting the goal netting, the deepest point of which shall not be more than 1.12 meters or less than 0.60 meters. It shall be painted white except external support frame that shall be painted in red.

d) A goal netting of white nylon cord shall be draped over to enclose the back of the goal frame in such a manner as to prevent the puck from coming to rest on the outside of it, yet strung in a manner that shall keep the puck inside the goal net.

e) The inside parts of the supports, other than the goal posts and the crossbar, shall be covered by white padding. The padding of the base frame shall start not less than 10 cm's from the goal post and shall be attached in a manner that shall not restrict the puck from completely crossing the goal line;

f) Goals with the goal nets shall be installed in a manner that they stay stationary all through the match. Use of elastic pegs no less than 20cm in length inside the goal posts shall be obligatory.

140 – PLAYERS’ BENCHES (Fig. 10)

a) Each rink shall be provided with two identical benches, exclusively for the use of players in uniform and officials of both teams;
b) The benches shall be on the same side of the rink, immediately along the ice but opposite to the penalty benches;
c) The benches shall be separated by a substantial distance or by other facilities, and convenient to the dressing rooms;
d) Each bench shall begin 2 meters from the center line with a minimum length of 10 meters and a minimum width of 1.50 meters;
e) Each bench shall accommodate:
16 players and 6 team officials;
f) Each players bench shall have two doors in the boards for players taking the ice, one of those located in the neutral zone;
g) Players Benches shall have to be restricted to persons other than the players taking part in the game and team officials;
h) Players benches shall have protective screen or a protective glass canopy separating players and team officials from spectators and protecting them from objects thrown from the stands.

Fig.10. Players Bench

141 – PENALTY BENCHES (Fig. 10)
a) Each rink shall be provided with two benches to be known as the penalty benches for a minimum of 5 players each;
b) They shall be located on both sides of the Scorekeepers desk and opposite to the players benches and shall have minimum length of 4 meters and a minimum width of 1.50 meters;
c) Access to the penalty benches shall be restricted to persons other than the penalized players and the penalty bench attendants. They shall be located on both sides of the Scorekeepers desk and opposite to the player benches and shall have minimum length of 4 meters and a minimum width of 1.50 meters;
d) Access to the penalty benches shall be restricted to persons other than the penalized players and the penalty bench attendants;
e) Penalty benches shall be equipped with protective glass or a canopy made of protective glass, separating players in the penalty box from spectators. Design and height of the protective glass or canopy shall be sufficient as to protect penalized players and score keepers bench from subjects thrown onto the area of penalized players and score keepers bench officials.
Clarifications to Rule 141

B – Interpretations

Penalized players should occupy the penalty bench opposite to their team’s players bench. No change of the penalty bench shall be allowed.

142 – GOAL JUDGES’ BENCHES (applicable for JHL only)

Properly protected cages to eliminate interference with the Goal Judge's activities shall be placed at each end of the rink behind the board and glass in the area of the goal.

143 – SCOREKEEPER BENCH

Between the penalty benches shall be located the Scorekeeper Bench which shall have a length of 5.5 meters to accommodate 6 people.

150 – SIGNAL AND TIMING DEVICES

151 – SIREN

Each rink shall be provided with a siren or other suitable sound device to be used by the Timekeeper.

152 – CLOCK

Each rink shall have an electric clock time in order to provide spectators, players and officials with accurately information concerning:
  a) Names of both teams;
  b) Time played in any period, counting down in minutes and seconds from 20:00 to 00.00;
  c) Penalty time remaining to be served for at least two players on each team counting down from the total number of penalty minutes to 00.00;
  d) Score;
  e) Team time-outs, counting down from 00:30 to 00.00 seconds;
  f) Intermission time, counting down from 17:00 to 00.00 minutes.
  g) Intermission time, counting down from 15:00 to 00.00 minutes.

153 – RED AND GREEN LIGHTS (FOR SHL AND JHL CHAMPIONSHIPS ONLY)

Behind each goal there shall be:
  • A red light to be lit by the Goal Judge when a goal is scored;
  • This red light should be connected to the time piece in a manner that upon the end of a period goal judge would be unable to turn it on;
  • A green light to be lit automatically by the electric clock when the Timekeeper stops the clock at a stoppage of play and at the end of each period;
  • The aim of the green Light consists in enabling the Referee and Linesmen to keep the green light in sight and know exactly when period ends.
160 – PLAYERS’ DRESSING ROOMS
Each team shall be provided with a suitable room with sufficient space for 30 team officials and players and their equipment, equipped with benches, sanitary toilet and showers.

161 – THE REFEREE’S AND LINESMEN DRESSING ROOM
a) A separate dressing room equipped with chairs or benches, sanitary toilet and shower must be provided for the exclusive use of the Referees and Linesmen;
b) No persons other than officially authorized may enter The Referees and Linesmen dressing room before, during and immediately after the match.

170 – RINK LIGHTING
a) All rinks shall be sufficiently well illuminated so that the players, officials and spectators may conveniently follow the play at all times;
b) If, in the opinion of the Referee lighting is insufficient to let the play continue, he has the right to delay continuation of the play or rule an intermission to allow for standard lighting to get intact;
c) If one of the teams find itself at a disadvantage because of insufficient lighting and, in the opinion of the Referee that game should not be cancelled, he shall be entitled to change the teams’ sides so that each Teams shall play an equal time at each side of the rink.

171 – SMOKING IN THE ARENA
In indoor rinks, smoking shall be prohibited in the playing and spectator areas, as well as in the dressing rooms and all the facilities where the players and game officials are involved.

172 – MUSIC IN THE ARENA
a) Music may be played while the warm-up is in progress, stoppages in the game. No music shall be played while the game in progress, during the teams time outs or during public and Referee’s announcements;
b) No music shall be played if and when an injured player lays on the ice at a stoppage of play;
c) Compressed air horns and whistles are forbidden in the ice rink.
SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT

200 – PLAYERS IN UNIFORM

a) Before the game, the Manager or Coach of each team shall provide the Referee or the Scorekeeper with a list of names and numbers of eligible players and the goalkeepers, including the names of the Captain and Alternate Captains;
b) No changes or additions may be made to the list of players after the game starts;
c) Each team shall be allowed a maximum of:
   - 20 players, and
   - 2 goalkeepers,
   - for a total of 22.
d) Minimum players eligible to start the game shall be:
   - 5 skaters;
   - 1 goalkeeper;
e) Minimum players allowed to continue the match shall be:
   - 3 skaters;
   - 1 goalkeeper;
f) If in the course of the match a team has no possibility to ice necessary number of players in uniform in compliance with these Rules, as a consequence of penalties imposed or injuries sustained, the Referee may announce end of the game.

Clarifications to Rule 200

A – Referee and Linesman Procedures

The team in question shall inform the Referees in case of entering a substitute goalkeeper whereupon the Referee shall, in turn, inform the Official Scorekeeper.

B – Interpretations

1. Players’ and goalkeepers’ names may be changed in the List(s) of Players no later than 45 minutes before the start of the match (except injured goalkeeper - 15 minutes before start of match).
2. A team may dress only two goalkeepers.
3. Only players and the goalkeepers figuring on the Official Game Sheet shall be allowed to take part in the pre game warm-up.

201 – CAPTAIN OF TEAM

a) Each team shall appoint a “Captain” and no more than two “Alternate Captains”;
b) No goalkeeper, player-coach or manager shall be allowed to be Captain or Alternate Captain;
c) The Captain shall wear the letter “C” and Alternate Captains shall wear the letter “A”, 8 cm in height, in contrasting color and in a conspicuous position in front of their sweaters;
d) On the ice only these designated players, if they are not penalized, shall have the privilege to discuss with the Referee any questions relating to the Interpretations of rules that may arise in the course of the game;
e) If team captain and alternate captain happen to be on the ice simultaneously, only the captain shall have the privilege to discuss with the Referee any questions;
f) Any complaint concerning a penalty is not a matter relating to the Interpretations of rules. If this rule is violated captain or any of his alternates shall be assessed a:

Misconduct penalty (10')
g) Team captain or his alternate captain(s) may take the ice from the players bench to discuss any situation arisen only on invitation by the Referee.

**Clarifications to Rule 201**

*B – Interpretations*

1. In situations where the Referee needs to address a team but team captain and both his alternate captains are on the players bench, the Referee shall summon the captain from the players bench for discussion.

2. In all cases the Referee shall always speak to the team captain only. Should, through any reason, discussion with team captain turn impossible, the Referee shall approach the players bench directly to talk to the team’s coach.

**210 – EQUIPMENT**

a) Players and the goalkeeper's equipment shall consist of sticks, skates, protective equipment and uniforms;

b) Complete equipment including jerseys must be worn during the pre-game warm-up;

c) All protective equipment, except gloves, helmets and the goalkeeper's leg guards, must be worn entirely underneath the uniform;

d) All infractions related to the wearing of equipment shall be penalized under Rule 555;

e) All clubs competing in the Championship(s) shall warrant that each and every player wear hockey helmet and face protection (visor or mask), serving the purpose for which they were produced by the manufacturer;

f) Full face mask should be designed in such a way that neither the puck nor the stick blade shall get through an opening in it.

**221 – PLAYER SKATES**

The players shall wear “Ice Hockey Skates” with safety blades.

**222 – PLAYER’S STICK** *(Fig. 11)*

a) Sticks shall be made of wood or other material approved by the IIHF and the KHL;

b) It shall not have any projections and all edges shall be beveled;

c) The top end of a hollow shaft stick must have a form of protection;

d) Adhesive non-fluorescent tape of any color may be wrapped around the stick at any place;

*All measurements are in cm*

![Fig. 11. Player stick](image)
f) Player Stick Dimensions:

1. Shaft:
   maximum length - 163 cm from the heel to the end of the shaft
   maximum width - 3 cm
   maximum thickness - 2.5 cm
   The shaft must be straight

2. Blade:
   maximum length - 32 cm from heel to toe
   maximum width - 7.5 cm
   minimum width - 5 cm

   g) The player’s stick blade may be curved. The curvature shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the heel to the end of the blade shall not exceed 1.5 cm.

Clarifications to Rule 222

B – Interpretations

Sticks painted in fluorescent color shall not be permitted (Rule 555).

223 – PLAYER’S HELMET

a) During the game and during the pre-game warm-up, all players shall wear a hockey helmet with chin strap properly fastened;

b) Where a player(s) fails to wear a helmet during the pre-game warm-up, the Referee shall make respective notion in the Official Game Report;

   c) Helmet shall be worn so that the lower edge of the helmet is not more than one finger width above the eyebrows, and There should only be enough room between the strap and the chin to insert one finger;

d) Should the helmet of a player come off while play is in progress, the player shall not be permitted to participate in the game and must go directly to the player bench for changing the helmet;

Clarifications to Rule 223

B – Interpretations

1. Wearing no helmet by a the substitute goalkeeper is legal only when he skates up to his players bench after the intermission.

2. Wearing helmet(s) while seated on the players bench shall not be obligatory for players and the substitute goalkeeper.

224 – PLAYER FACE MASK AND VISOR

a) It is recommended that all players wear a full-facemask or a visor;

b) Players born after December 31, 1974 (?) shall wear, as a minimum, a visor in compliance with
the IIHF standards;
c) The visor shall extend down to cover the eyes and the lower edge of the nose in frontal
and lateral projections;
d) All players and the goalkeepers in the category under 18 years and younger shall wear
a full-face mask in compliance with the IIHF standards;
f) Players shall not be permitted to wear colored or tinted visor or tinted full-face mask.
Visor shall be transparent and colorless. This requirement extends to all players as well as the
Referees and Linemen.

225 – PLAYERS’ GLOVES

The player gloves shall cover hand and wrist and his palm and shall not be removed to
permit the use of cross bare hands.

226 – NECK AND THROAT PROTECTOR

a) It is recommended that all players wear a neck and throat protector;
b) All players and the goalkeepers in the category under 18 years and younger must wear a neck
and throat protector in compliance with the IIHF standards;

227 – MOUTH GUARD

a) It is recommended that all players wear a custom-made mouth guard;
b) All players in the age category under 20 must wear a mouth guard except those wearing fu
full face mask.

228 – ELBOW PADS

All elbow pads which do not have a soft protective outer covering of sponge rubber or similar
material shall be considered as dangerous equipment

230 – THE GOALKEEPER’S EQUIPMENT

With the exception of skates and stick, all the equipment worn by the goalkeeper shall
be constructed solely for the purpose of protecting the head and the body and shall
not include any garment or addition which would give the goalkeeper undue assistance
in keeping goal.
Abdominal aprons, extending down the front of the thighs on the outside of the pants,
are prohibited.

231 – THE GOALKEEPER’S SKATES

The goalkeeper shall wear special “The goalkeeper Skates” of approved design.

232 - THE GOALKEEPER’S STICK (Fig. 13)

a) Sticks shall be made of wood or other material, such as aluminum or plastic, approved by the
IIHF or KHL;
b) It shall not have any projections and all edges shall be beveled;
c) The top end of the shaft must have a form of protection;
d) Adhesive non-fluorescent tape of any color may be wrapped around the stick at any place;
f) Dimensions:

1. Shaft:
   maximum length - 163 cm from the heel
   maximum width - 3 cm
   maximum thickness - 2.5 cm

   Widened part of the shaft: maximum length - 71 cm from the heel and not more than 9 cm wide. The shaft and shank shall be straight.

2. Blade:
   maximum length - 39 cm from the heel
   maximum width - 9 cm, except at the heel where it shall not exceed 11.5 cm.

   All measurements in cm

Fig. 13. The goalkeeper’s stick

g) The goalkeeper’s stick blade may be curved. The curvature shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the heel to the toe shall not exceed 1.5 cm.

Clarifications to Rule 232

Interpretations

The goalkeeper’s stick shaft, above widened part should be straight and without curvatures. If this is not the case, Rule 555a shall apply.

233 – THE GOALKEEPERS’ GLOVES

Clarifications to Rule 233

Interpretations

1. Should the blocking glove or catching glove come off the goalkeeper’s hands in the course of the game, the Referee shall stop the play if the puck is in possession of an attacking player, except when the attacking player has a clear scoring chance.
2. In situations where an attacking player knocks blocking glove or catching glove off the goalkeeper’s hands the Referee shall assess a penalty on this attacking player.
233a – BLOCKING GLOVE (Fig. 14)

The maximum outside dimensions of the protective padding attached to the back forming part of a blocking glove, shall not exceed:

- 38.1 cm in length
- 20.32 cm in width

233b – CATCHING GLOVE (Fig. 15)

a) The maximum outside dimensions of the catching glove shall not exceed:

- 20.32 cm in length at any part of the wrist calf which shall be 10.16 cm in width (height);
- Distance from the heel along the pocket to the top of the T-trap shall be no more than 46 cm;

b) The perimeter of the catching glove shall not exceed 114.3 cm

234 – THE GOALKEEPER’S HELMET AND FACE MASK

a) All the goalkeepers shall wear a hockey helmet with a facemask or hockey the goalkeepers head protector with a facemask. The goalkeeper’s facemask shall be constructed in such a way that the puck shall not go through it. For the under 18 goalkeepers facemask shall be constructed in such a way that the puck and the stick blade shall not go through it;

b) Should the helmet and facemask or the head protector and facemask come off while play is in progress, the Referee shall stop play;

c) If a the goalkeeper removes his helmet and/or facemask in order to bring a stoppage in play, the Referee shall assess the offending goalkeeper a

- Minor penalty

(2)

d) If the goalkeeper removes his helmet and/or facemask in order to bring the stoppage in play in a breakaway situation, the Referee shall award to the non-offending Team «A»

- Penalty shot

(PS).

e) If the goalkeeper removes his helmet and/or facemask in order to bring the stoppage in play during a Penalty Shot, the Referee shall award to the non-offending Team «A»

- Goal;
f) Should a hard shot strike the goalkeeper's facemask, while play is in progress, the Referee must stop the game. Except if the puck deflects on to attacking player stick and he scores. In this case the Referee shall award a

- Goal;

**Clarifications to Rule 234**

**B – Interpretations**

1. If the goalkeeper's helmet and/or facemask come off while play is in progress and before the Referee calls a stoppage of play, the puck does go into the goal net, the goal shall be allowed (see also Clarification to Rule 554d).
2. If the puck goes in after a deflect off the goalkeeper's helmet and/or facemask, The Referee must award a Goal.
3. The puck striking the goalkeeper's helmet and/or facemask shall not be considered a reason for automatic stoppage of play.

**235 – THE GOALKEEPERS’ LEG GUARDS** (Fig. 16)

a) The goalkeeper's leg guards shall not exceed 28 cm wide when on the leg of the goalkeeper;
b) A piece of any material covering the space between the ice and the bottom of the leg guards in front of the skates is not permitted.

**240 – UNIFORMS**

a) All players from each team shall be dressed uniformly in sweaters, pants, stockings and helmet (except of the goalkeeper who is permitted to wear a helmet of a different color to the rest of the team);
   1) The basic color shall cover approximately 80% of each part of the equipment, excluding names and numbers;
   2) Sweaters, including the sleeves and stockings shall be of the same color;
   3) Each player shall wear an individual number 25cm to 30cm high on the back of the sweater and 10cm high on both sleeves;
   4) Numbers are limited to the figures 1 to 99 inclusive;
   5) Player’s sweater shall keep wearing over the pants during the game
b) In KHL competitions each player shall have his surname in Latin block characters of 8 to 10 cm in height;
c) If a player wears hair long enough to conceal his surname or his playing number, it must be gathered in a bun (pony tail) manner or hidden under the helmet;
d) Any player denying these clauses shall not be eligible to play in the game in question.
Clarifications to Rule 240

B – Interpretations

1. No graffiti type of designs, patterns or art work shall be permitted on the goalkeeper's pads or gloves. Graffiti style means any inscriptions or sketches (in any color combinations), initials, and/or mottos painted in any color or manner.
2. Any drawings or slogans which are abusive or obscene and/or refer to cultural, racial and religion shall not be permitted on any type of equipment including the helmet and facemask.
3. If during the match, the referee determines that the player sweater tucked into the pants, the Referee shall issue a warning to the player and the player has to fix his equipment. This warning will not be counted in the number of warnings relating to Rule 555 "Illegal and Dangerous equipment". If a player does not fix his equipment, ie does not wear a sweater over pants and / or not wears a special belt sweater buckled, the Referee makes a record in the official game sheet and the player will be penalized in accordance with Annex 1 to the KHL Regulations.

250 – THE PUCK (Fig. 18)

a) “The puck” shall be made of vulcanized rubber or other material approved by the League and be primarily black in color;
b) The dimensions of a the puck shall not exceed:
   - Diameter - 7.62 cm
   - Thickness - 2.54 cm
   - Weight -156 to 170 gms;
c) The printed logo, trademark and/or advertising shall not exceed in diameter 4.5 cm of the area of each side of a the puck or 35% of the area of each side of the puck;
   - There may be printing on both sides of a the puck.
260 – MEASUREMENT OF EQUIPMENT (see Annex 2)

a) The Referee may, at any time and at his own discretion, measure any equipment;
b) The Captain of a team may make a formal complaint against specific dimension of any equipment. The Referee shall make the necessary measurement immediately. However, no goal shall be disallowed as a result of any measurement;
   1) If the complaint is not sustained, the requesting team shall be penalized with a
      • Bench Minor penalty (Rule 555) (2’)
   2) If the complaint is sustained, the guilty player shall be penalized with a
      • Minor penalty (Rule 555) (2’)
c) Such request shall be limited to one Team to any stoppage of play.
d) The measurement of the goalkeeper's equipment, with the exception of the stick, may only be requested immediately at the end of any period.
e) If a captain of the team that is two men short in the last two minutes of the game or in any time in overtime, requests an equipment measurement that proves to be legal equipment following the measurement, the Referee shall award to the non-offending Team «A»
      • Penalty shot (PS)

Clarifications to Rule 260

A – Referee and Linesman Procedures

1. All measurements of the stick (including blade curvature) shall be made using standard template for stick measurements.
2. The goalkeeper's equipment shall be measured immediately after the end of the period following respective complaint voiced by the opposing team’s captain.
3. Stick measurements or the goalkeeper's equipment measurements may be made in the intermission between expiration of the regulation time and overtime.
4. During intermission between expiration of overtime and shots to determine the winner stick and the goalkeeper's equipment measurements shall not be made.
5. The goalkeeper's equipment measurements may be made in the Referee Crease or, if possible, at another suitable location.
6. The Referee may demand measurements of any stick or any dangerous piece of equipment without request of an opposing team. Such dangerous stick and/or must be removed from the game. Any other equipment deemed illegal may only be measured upon complaint from opposing team.

B – Interpretations

1. The goalkeeper's or player stick may be measured at any time during the game.
2. Stick measurements may be made after a goal is scored by any of the two teams (see also Rule 260).
3. It shall not at all be compulsory that a player is physically involved in the game when his stick is being measured. The fact of his legal presence on the ice shall be considered sufficient ground for meeting opposing team’s request for measurement.
4. The goalkeeper may take part in the game using player stick, and, if request is made for its measurement, the stick shall be measured as the player stick.
5. To make the player stick blade measurement, it shall be necessary to start measurement, at 1,5 cm from the blade’s edge or at any other point along the length of the blade, starting from that point down to the heel.
6. If stick is ruled illegal, the Referee shall bring it back to the offending player team while a team
mater of the offending player, whose stick was ruled illegal should bring legal stick to the penalty bench. A team may rectify the illegal blade curve at its players bench. If that player goes on using that same stick and a complaint as to its legal shape follows, the stick may be measured again.

7. If team captain protested to the Referee officially concerning an opponent’s stick size, it shall be necessary for this opposing player to be on the ice at the time of filing such protest.

8. If a team captain requests measurement of an opposing player stick blade curve but the Referee is in no position to make correct measurement, the stick shall be removed from the game. According to Rule 555 no penalty may be assessed to any team.

9. Stick measurement may be made at the start of the procedure of shots to determine the winner.

10. No player except team captain or his alternates may voice a wish or request concerning size of any piece of equipment of the opposing team.

C – Situations

Situation 1

Request for stick measurement of the attacking team’s player was made at a stoppage in the attacking zone of that team.

Ruling:

If the stick is ruled illegal you should assess penalty and the ensuing face-off be made at one of the two face-off spots in the end zone of the offending team (see. Clarifications to Rule 440). Should the stick be ruled legal, the team requesting measurement shall be assessed a penalty while the ensuing face-off is made at one of the two face-off spots in the defending zone of the team that requested measurement (see Clarifications to Rule 440).

Situation 2

The goalkeeper's equipment was measured between periods and ruled illegal followed by minor penalty assessed to the goalkeeper.

Ruling:

Any player may serve the penalty for his team’s the goalkeeper, as at the moment of measurement. There were no players on the ice. If the goalkeeper’s stick is measured in the course of the game and is ruled illegal penalty shall be served by any skater who was on the ice during stoppage (see. Rule 511)

Situation 3

Team captain made official request concerning an opponent’s stick size. Opponent, who at the moment was on the ice went to his team’s players bench leaving the ice.

Ruling:

As soon as request was made and up to the time when the stick is in the Referee’s view it may be measured. This means that stick of the player leaving the ice toward his team’s players bench may be measured if request for measurement had been made before the player left ice and his stick
was in view of any the Referee or Linesmen, who was on the ice.

**Situation 4**

One of the teams requested that the stick of a penalized opponent’s player, who just proceeded to the penalty box to serve assessed penalty or just left the penalty box upon expiration of his penalty time, be checked as to its legal size.

**Ruling:**

Stick of a player serving a penalty or leaving the penalty bench resuming play may be measured at any time.

**Situation 5**

Player is elected to take a Penalty Shot. Before starting the procedure, the opposing team requests that player stick size to be measured.

**Ruling:**

a) If his stick is ruled legal the team requesting measurement shall be assessed

- **Bench Minor penalty** (2’).

Team manager or coach shall name, through that team’s captain, the player who will serve the penalty. That player must proceed to the penalty bench immediately and stay There regardless of Penalty Shot is converted or not;

b) If the stick is ruled illegal, the player at fault shall be assessed

- **Minor penalty** (2’).

He must proceed to the penalty bench. The offending team’s manager or coach shall, through the team’s captain, name another player to take the Penalty Shot.

**Note:** The interval before and after execution of the Penalty Shot shall be ruled as one single stoppage of play.

**Situation 6**

Player, elected to take the Penalty Shot refuses to surrender his stick for measurement required by the Referee or, in dissent, breaks the stick.

**Ruling:**

Player may not use that stick before it is measured and is ruled legal. Player may not take the Penalty Shot. He must be assessed

- **Minor penalty + Misconduct penalty** (2’+10’).

He must immediately proceed to the penalty bench and stay There12 minutes. The offending team’s manager or coach shall, through the team’s captain, name an additional player for serving
the Minor Penalty. This player must immediately proceed to the penalty bench before Penalty Shot is taken. Manager or coach shall, through the team’s captain, name another player to take Penalty Shot.

**Situation 7**

Team «A» requests measurement of Team «B» player stick. This player is about to take a Penalty Shot. Stick is ruled legal.

**Ruling:**

Team "A" shall be assessed minor penalty for delaying the game. Player of Team «A» must immediately proceed to the penalty bench and serve the assessed penalty regardless of the result of the Penalty Shot (Rule 502 b)
SECTION 3. OFFICIALS AND THEIR DUTIES

300 – APPOINTMENT OF OFFICIALS

For all matches the following officials shall be appointed (KHL, SHL, JHL Competitions Regulations):

a) GAME OFFICIALS:
   One or two The Referees;
   Two Linesmen;

b) OFF-ICE OFFICIALS:
   One Scorekeeper;
   One Timekeeper;
   One Announcer of commercial breaks;
   Two Goal Judges (for JHL only);
   Two Penalty Bench Attendants;

   c) ONE VIDEO GOAL JUDGE (for KHL only).

310 – GAME OFFICIALS

311 – REFEREE AND LINESMEN EQUIPMENT

All Referees and Linesmen shall wear black trousers, officials’ sweaters and black hockey helmet with eye protection face mask. They must have standard whistles and a metal measuring tape at least 2 m long. On each sleeve of the Referee’s sweater. There must be an arm band of red or orange at the upper part of the sleeve, 10 cm in width.

312 – REFEREE DUTIES

a) The Referee shall have general supervision of the game, full control of game officials and players, and his Ruling: shall be final in case of any dispute.

b) The complete duties of the Referee are outlined in Annexes A 1.1 and A 1.2.

313 – LINESMEN DUTIES

a) The Linesmen shall be responsible mainly for the infractions concerning the lines (offside, icing the puck);

b) They shall face-off the puck in most circumstances and will assist the Referee in conducting the game;

c) The complete duties of the Linesmen are outlined in Annexes A 1.1, A 1.2 and A 1.3

Clarifications to Rule 313

A - Referee and Linesman Procedure

1. Linesmen shall not signal or inform the Referee of infractions such as but-ending, since this infraction is assessed Double Minor Penalty. However they should voice their opinion if asked by the Referee.
2. Linesmen shall not signal or inform the Referee of infraction such as spearing, since this infraction is assessed Double Minor Penalty. However they should voice their opinion if asked by the Referee.

3. Similarly, Linesmen shall not stop the game for high sticking since this infraction is assessed Double Minor Penalty. However they should voice their opinion if asked by the Referee.

**B – Situations**

**Situation 1**
Delayed penalty is assessed to team “A” whereupon linesman signals infraction by Team «A» for which it shall be assessed Bench Minor Penalty.

**Ruling:**
Linesman may not stop the game or signal the infraction. Linesman should inform the Referee of the infraction at the first stoppage of play.

**320 – OFF - ICE OFFICIALS**

**321 – GOAL JUDGE (FOR JHL CHAMPIONSHIPS ONLY)**

a) There shall be one goal judge stationed behind each goal. The Goal Judges shall not change goals during the game;
b) The Goal Judge shall decide only if the puck has passed between the goal posts and completely over the goal line, and shall then give the appropriate signal;
c) The Referee may consult with the Goal Judge, but the Referee shall give the final Ruling: in matters of a disputed goal;
d) Goal judges shall be dressed in black trousers and official sweaters;
e) If, in the course of the match, it became obvious that the goal judge persists in taking wrong decisions, the Referee may call for a substitute goal judge.

**322 – SCOREKEEPER**

**Clarifications to Rule 322**

**A – Actions by The Referees and Linesmen**
The Referee and Linesmen must be confident that the information they supply to the Scorekeeper is correct.
The complete duties of the Scorekeeper are outlined in Annex 4.21 to 4.23.

**323 – TIMEKEEPER**

**Clarifications to Rule 323**

**B – Interpretations**

Any time loss on the Official Clock (actual playing time or penalty time), due to a wrong face-off procedure shall be corrected. To this end Video Goal Judge may be engaged to make certain that time correction was right.
B – Situations

Situation 1

Goal is scored but the Referee is advised that the time on scoreboard did not run at the moment of scoring.

Ruling:

The goal shall be allowed provided actual playing time of a period has not expired. Discussing the episode with Linesmen, Timekeeper and Video Goal Judge the Referee should fix the time span during which scoreboard time was not running and make relevant corrections. Should this not be possible, the game shall resume from the time showing on the scoreboard.

The complete duties of the Timekeeper are outlined in Annex A 1.4.4.

324 – COMMERCIAL BREAK INFORMER

The complete duties of the Announcer are outlined in Annex A 1.4.5.

325 – THE PENALTY BENCH ATTENDANT

There shall be one Penalty Bench Attendant per team penalty bench. The complete duties of the Penalty Bench Attendant are outlined in Annex A 1.4.6.

330 – VIDEO GOAL JUDGE AND VIDEOGOAL SYSTEM (for KHL Championship only)

a) Video Goal Judge System (VGJ) shall be applied only at the request of the Referee or the Video Goal Judge;

b) In SHL and JHL Championships only the Referee may turn to Video Goal System;

c) The following are the only situations subject to be reviewed by the Video Goal Judge:

1. The puck crossing the goal line.
2. The puck in the goal net prior to the goal frame being displaced.
3. The puck in the goal net prior to or after the expiration of time at the end of a period or a match.
4. The puck directed into the goal net by hand or kicked into the goal net.
5. The puck deflected into the goal net off a game official.
6. The puck struck with a high stick above the height of crossbar by an attacking player prior to entering the goal net.
7. Establishing the correct time on the official clock, provided the game time is visible on the Video Goal Judge’s monitor;

d) Regulations for Video Goal Judge and procedures are outlined in KHL Sports Regulations, Annex 4.

Clarifications to Rule 330

A – Referee and Linesman Procedures

1. In SHL and JHL Championships any Ruling on video replay of a disputable play concerning scoring shall be made only by the Referee. He shall proceed with the viewing routine, assisted
2. Before the starting face-off of a match and of each period the Referee shall check and make sure that the telephone line between Scorekeeper’s Bench and Video Goal Judge room as well as VGJ are intact and function properly.

3. After any disputable episode relating to a possible goal scored, The Referees should be prepared to Video Goal Judge turning on the Orange light signaling his intention to view the replay. Prior to making the face-off to resume play the Referees should make sure Video Goal Judge has actually completed viewing procedure.

4. The Referee shall display “The puck in the Goal net” signal or “No Goal” signal. However in case of uncertainty he nevertheless should display the signal and immediately afterward signal video replay.

5. The Referee shall not approach Players Benches before starting viewing procedure.

6. The Referee shall not give explanations to players as to the reason(s) of video replay of a disputable episode (as the result of the replay may not coincide with original reason for viewing the replay).

7. During the replay procedure all play except the goalkeepers shall move to their respective players benches.

8. It shall not be obligatory to inform the teams of the result of replay result. Suffice it to show “The puck in the Goal net” signal or “No Goal” signal.

9. Prior to video replay procedure the Referees should quickly and concisely discuss the situation and be prepared for any response by Video Goal Judge.

10. The Referees should be prepared to make a Ruling; should Video Goal Judge’s response be uncertain.

11. When the Referee requests viewing a situation, he should inform Video Goal Judge of the reason for his request. At the same time he should be prepared for Video Goal Judge’s Ruling: to view all possible reasons.

12. Video replay may be initiated by either by the Referee or by Video Goal Judge after execution of a Penalty Shot before the next face-off or after a shot to determine the winner before the next shot, if there are no special restrictions in the Rules.

13. The Referees should know Rule 330 and 7 situations when video replays are allowed.

**B – Interpretations**

1. The Referee may not request video replay in the following situations:
   1. the puck crossing the goal line before or after the whistle;
   2. the puck directed into the goal net by any part of the body except hand or foot;
   3. player going down and taking the goalkeeper into the goal net as he was falling except if the puck did cross the goal line;
   4. to determine the puck moving backward in a Spin-O-Rama move (360° turn) during execution of a Penalty Shot or a Shot to Determine the Winner;
5) Goal displacement during Penalty Shot or a Shot to Determine the Winner;
6) Player in the goal crease as the puck was entering the goal.

2. During execution of a Penalty Shot or a Shot to Determine the Winner The Referee may not request video replay of a deflect and ensuing second shot.

3. VGJ System may be used for time corrections on the Official Clock time after a whistle calling a stoppage caused by wrong face-off routine during which the actual playing time was still running on the Official Clock (Scoreboard).
SECTION 4 - PLAYING RULES

400 – PLAYERS ON THE ICE

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

- **Bench Minor Penalty**
  for Too Many Players on the Ice (Rule 573).

b) Each team shall be allowed to have only one goalkeeper on the ice at one time while play is in progress.

c) The goalkeeper may be removed and substituted by a player. However, such player shall not be permitted the privileges of the goalkeeper.

402 – START OF GAME AND PERIODS

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

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

c) The right of choosing players bench shall be reserved for home team;

d) Teams shall change ends for each regulation time period or overtime period unless otherwise stipulated by the Championship(s) Regulations;

e) Prior to starting face-off, first to take the ice shall be the visiting team followed by the home team (Rule 412).

411 – CHANGE OF PLAYERS AND THE GOALKEEPERS FROM THE PLAYER BENCH DURING PLAY

a) Players and goalkeepers can be replaced at any time of the game from the players bench, provided that:

1. Substitute players or goalkeepers are within the imaginary space bounded by the length of corresponding players bench plus 1.5 m at the edges and 1.5 m from the board (Fig. 19).

2. Changing are for players and the goalkeepers are out of the play before any change is made.

3. The team that iced the puck shall not be allowed to change players before next face-off takes place and play has resumed (Rule 460i);

*All measurements in cm.*

![Fig. 19 Changing Area for Players](https://example.com/fig19.png)
b) If in the course of changing, player or the goalkeeper, entering the ice or leaving the ice plays the puck or makes any physical contact with an opponent, at the time when this changing is actually on the ice, this shall be an infraction and penalty shall be assessed:

- **Bench Minor Penalty** (2')
  for too many players on the ice for infraction of too many men on the ice (Rule 573);

c) If, when a the goalkeeper leaving the ice, touches the puck or makes any physical contact with an opponent, when a substituting skater is factually on the ice already, that team is assessed:

- **Bench Minor Penalty** (2')
  for too many players on the ice for infraction of too many men on the ice rule (Rule 573);

d) If. In the course of changing the puck incidentally strikes a player entering play, the game shall not be stopped and no penalty shall be assessed to the player entering or leaving the game;

e) If when a the goalkeeper leaves his the goal crease and proceeds to his players bench for the purpose of substituting another player and if the is made prematurely, the official shall stop the play when the offending team gains possession of the puck. The ensuing face-off shall take place at:

1. At the center ice face-off spot or, if the puck was beyond the center red line at the time of stoppage;

2. At the spot nearest to where the play was stopped – if the puck was inside the center red line;

No players or the goalkeeper shall be allowed to warm up on the ice after first or second period or at any stoppage of play.

**Clarifications to Rule 411**

**B – Interpretations**

1. There shall be no limit as to the number of changes when the goalkeeper may be substituted for an additional player or a back up the goalkeeper in the process of the match.

2. Item (a) of this Rule concerns the process of substitution of players and the goalkeepers. If the goalkeeper is replaced by a substitute goalkeeper and the other way round, or a player is substituted for another player, or if a player replaced by a goalkeeper, they must observe Rule 411(a). If they fail to observe this Rule, the Referee shall impose appropriate penalty on to the team in line with Rule 573.

3. Item d) of this Rule concerns only the process of substitution of a goalkeeper for an additional player.

4. Player who has one skate on the ice and another at his players bench shall be considered as having left the ice.

5. Player entering the game must stay within the 1,5-meter imaginary area of his players bench until his team-mate to be substituted has left the ice.
C – Situations

Situation 1

In case of delayed off-side by Team «A», team “B” makes premature substitution of the goalkeeper for a player, stopping the play in their defending zone.

Ruling:

Ensuing face-off shall take place at one of the two face-off spots of Team “A”’s defending zone.

412 – CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY

a) Following a stoppage of play, the visiting team shall promptly place a line-up of players on the ice for play and no substitution shall be made until play has resumed. The home team may then make any desired substitution, which does not result in the delay of the game. If there is any undue delay by either team in changing lines, the Referee shall order the offending team or teams to take their positions immediately and shall not permit a line change;

b) The procedure shall be carried out as follows:

1. The Referee shall take his position for the start of the next play, and the Linesman dropping the puck shall proceed promptly to the location of the face-off.
2. The Referee shall allow the visiting team five seconds to make their player changes.
3. After the five seconds, the Referee shall raise his arm to indicate that the visiting team shall no longer make a player change.
4. With the arm still up, the Referee shall allow the home team five seconds to make their player changes.
5. After the five seconds, the Referee shall drop his arm to indicate that the home team shall no longer make a player change.
6. As soon as the Referee drops his arm, the Linesman conducting the face-off shall blow the whistle, which signals both teams that they shall have no more than five seconds to line-up for the face-off.
7. At the end of the five seconds, or sooner if the facing-off players are ready, the Linesman shall drop the puck. It shall not be the responsibility of the Linesman to wait for the players to come into position for the face-off.

c) When a team attempts to make a player change after its allotted period of time, the Referee shall send the player(s) back to the bench and issue a warning to the coach. Any subsequent infraction of this procedure at any time during the course of the game shall result in the team receiving a:

- **Bench Minor (Rule 575)** (2’)

This penalty shall be announced as a "Bench Minor Penalty for the Delay of Game - Violation of change of players after icing the puck".

d) Teams are not permitted to make player substitution following a false face off, except when a penalty is assessed that affects the on ice strength of either team.

e) A team that is in violation of this rule shall not be permitted to make any player changes prior to the ensuing face-off. Should the stoppage of play following the icing infraction, or should the offending team elect to utilize their team time-out at this stoppage of play, they are still not permitted to make any player changes. However, a team shall be permitted to make a player change...
substitution to replace the goalkeeper who had been substituted for an extra player, to replace an injured player or the goalkeeper, or when a penalty has been assessed that affects their on-ice strength. The determination of players on ice will be made when the puck leaves the offending player stick.

f) If a team persists in changing players after they have iced the puck, and warned by the Referee, the Referee shall assess to the offending Team a:

- **Bench Minor penalty**

This penalty shall be announced as a "Bench Minor Penalty for the Delay of Game - Violation of change of players after icing the puck".

### Clarifications to Rule 412

#### A – Referee and Linesman Procedure

1. The Referee should, at each stoppage of play, raise and drop his hand signaling the process of players substitution, even when it is obvious that there will be no changes of players.
2. In Situations when the visiting team delays taking the ice hoping the home team would take the ice first, this procedure would enable to control substitute players. However this procedure allows visiting team to make substitution(s) of their own players only but allows the home team to ice their players as having the privilege of the last substitution. The Referee must strictly observe the 5-seconds principle and disallow visiting team to make players substitution(s) after he has raised his hand. If the Referee sees that the coach is trying to let his players on to the ice and making no attempt at intentionally delaying the procedure of changing (in any team), he then may grant teams few additional seconds for changes.
3. The Referee should allow players entering the ice over the boards to continue even if 5 seconds expired but he should issue a warning to that team for slow substitution.
4. During stoppage of play the Referee should take a look at the players bench of the visiting team, and, if there is no signs of changes, count required time and raise his hand. Similar procedure shall be observed with regard to the home team. In this case the Referee should possess the hockey sense, that is, would the substitution be made or not.
5. After a goal is scored the Referee should follow similar signals with player changes as he does during any regular stoppage of play.
6. Linesmen shall not be involved in the process of players changes, as this relates to the Referee duties.
7. After the icing call has been given the Linesman picking up the puck shall have sufficient time to retrieve it to the respective face-off spot.
8. The Referee should ensure that Linesman clearly sees his signals in the process of players changes.
9. If Team «A» attempts at changing their players after the time allotted, the Referee shall send back the players and not hesitate to skate up to the team’s players bench to explain to the coach proper procedure and warn him before he imposes the penalty under this Rule.
10. If Team «A» are trying the late change of players the Referee should warn the offending team that any further infraction of change procedure shall result in **Bench Minor Penalty**.

#### B – Interpretations

1. When procedure of players changes is over teams are not allowed to make any further changes before next face-off and play would resume except when a penalty (or penalties) are called on one or both teams. These penalties may be assessed after the correct procedure of players changes has been made, and before a face-off or for infractions of face-off procedure.
2. Change of players implies substitution of one to five players except the goalkeeper.

**415 – CHANGE OF THE GOALKEEPERS DURING STOPPAGE OF PLAY**

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

- **Bench Minor penalty (Rule 592) (2').**
  This penalty shall be announced as a "Bench Minor Penalty for the Delay of the Game - Violation of Change of Goalkeepers during stoppage of Play".

b) When a goalkeeper substitution has been made during a stoppage of play or a time-out, the goalkeeper who left the game may re-enter the game as soon as the play resumes.

c) The substitute goalkeeper shall not be permitted to warm up on the ice.

**Clarifications to Rule 415**

**B – Interpretations**

If The substitute the goalkeeper has substituted the main the goalkeeper during stoppage of play he shall stay on the ice until play resumes or until he is substituted for an additional player.

**416 – INJURED PLAYERS**

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

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

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

d) The injured penalized player shall not be eligible to play until his penalty has expired. If an injured player returns to play before his penalty has expired, the Referee shall assess additionally to this player a

- **Minor penalty (2')**
  This penalty shall be announced as a "Minor Penalty for the Delay of the Game - Injured Player refusing to leave the Ice".

e) When it is clear that a player has sustained serious injury the Referee or Linesman shall stop play immediately;

f) When play has been stopped due to an injured player, excluding the goalkeeper, the injured player shall leave the ice and shall not return to the ice until after play his resumed. If an injured player refuses to leave the ice after the Referee’s warning, he shall be assessed

- **Minor Penalty (see Rule 554e) (2')**
  This penalty shall be announced as a "Minor Penalty for the Delay of the Game - Injured Player refusing to leave the Ice".

**417 – INJURED GOALKEEPERS**

a) If a goalkeeper sustains an injury or becomes ill, he shall be ready to resume play immediately or be replaced by a substitute the goalkeeper. This substitute the goalkeeper shall not be permitted to warm up.
b) If both goalkeepers of the Team «A» are incapacitated and unable to play, the team shall have ten minutes to dress another player in uniform as the goalkeeper. In this case none of the two goalkeepers entered for the match shall be eligible to resume play.

**Clarifications to Rule 417**

**A – Referee and Linesman Procedures**

1. The Referee(s) and Linesmen may stop play in case of injury sustained by a the goalkeeper.
2. The Referee must stop play immediately in case the puck strikes the goalkeeper’s face mask after a powerful shot and there are signs of a serious injury except, when There is a clear scoring chance.

**B – Interpretations**

1. If a goalkeeper sustains injury and proceeds toward his players bench, he shall be replaced. If, during this act the goalkeeper tries to go back to the goal net he shall be assessed

   **Bench Minor penalty (Rule 592)**

   This penalty shall be announced as a "Bench Minor Penalty for the Delay of the Game - Violation of Change of Goalkeepers during stoppage of Play".
2. If injured the goalkeeper is replaced by a player, this player shall be allowed ten minutes to change into the goalkeeper’s equipment. Count down of ten minutes starts from the moment the Referee made certain that the injured the goalkeeper is incapacitated to continue play. Injured the goalkeeper shall not be eligible to return to the ice after the replacing player has put on the goalkeeper’s equipment and took his place in goal.

3. If a player, replacing injured the goalkeeper, has dressed and set to enter the game before expiration of the regulation ten minutes he shall be allowed to use remaining time for warm-up.

**419 – ICE CLEANING**

1) A The Referee or a Linesman has the authority to remove a build up of snow around the goal post or on the goal line near the goal net.

2) If a goalkeeper deliberately piles snow or obstacles at or near his goal, that in the opinion of the Referee would tend to prevent scoring he shall be assessed a:

   **Minor penalty (2’)**

   This penalty shall be announced as “Minor penalty for unsportsmanlike conduct”

3) If the goalkeeper heading to the bench to replace intentionally leaves his stick or any part thereof, or any object in front of his goal, shovels snow or creates other obstacles in front of the goal or in the immediate vicinity, which in the opinion of the Referee prevents puck past to the goal, so Referee shall provide the non-offending team the right to perform

   **Penalty Shot (PS)**

   If the goalkeeper is on the ice.
   If the goalkeeper is not on the ice, the Referee shall award the non-offending team

   **Goal:**

   For the award of goals in accordance with this rule goalkeeper should not be on the ice. This means that the goalkeeper was not on the ice when replacing player was on the ice without breaking the rules of replacement players.
420 – TIMING OF GAME

a) The regular game shall consist of three 20 minute stop time periods and two 15-minute intermissions.
b) The full 60 minute game duration shall be referred to as 'Regulation Time';
c) The teams shall change ends for each period of Regulation Time.
d) Regulation time shall be turned on at the moment of face-off and be stopped at the moment of Referee’s call;
e) When any unforeseen delay occurs within five minutes of expiration of the first, second period, the Referee may announce regulation intermission immediately. After the intermission the teams shall finish off the remaining match regulation time without change of ends and without any delay for resuming play in consideration of the next period;
f) In the outdoor rinks the teams shall change ends at mid third period and mid overtime period;
g) During intermissions ice cleaning shall be done.

Clarification to Rule 420

A – Referee and Linesman Procedure

The Referee shall not be required to call the end of a period. Sound of siren shall be sufficient.

421 – OVERTIME PERIOD

a) In a game where a winner shall be declared, and the game is tied after Regulation Time, the game shall be prolonged by a sudden death overtime period unless otherwise stated in the Championship(s) Regulations.
b) Term “sudden death” or “golden goal” shall signify that during overtime period the team scoring first shall be announced the winner.
c) If no goal is scored in the overtime period, game winning shots shall be used to determine the winner.

Clarifications to Rule 422

422 – TIME-OUT

a) Each team shall be permitted one 30 second time-out during the course of Regulation Time or during Overtime;
b) During a normal stoppage of play, any player designated by the Coach may ask the Referee for the time-out. The Referee shall report the time out to the Scorekeeper;
c) The players and the goalkeepers of both teams, except for penalized players, are allowed to go to their respective players benches;
d) Each team may take their time-out at the same stoppage of play, but the team taking the second time-out shall notify the Referee before the end of the first time-out.
e) No announcements on PA, music advertising, etc. shall be permitted during the 30 second time-out.

Clarifications to Rule 422

A – Referee and Linesman Procedure
1. No request for 30 second time-out may be made by a Team «B» before change of players procedure is over, and/or when players and officials have taken their positions and are set to conduct the face-off.
2. No request for 30 second time-out may not be made by any team after removal of a player for infraction of face-off procedure.
3. The goalkeeper shall not be allowed to warm up during 30 second time-out.

430 – DETERMINING THE RESULT OF THE GAME
Determining the result of the game shall be done according to the KHL, SHL and JHL Regulations

440 – FACE-OFFS

a) A face-off shall take place at the beginning of each period and after any stoppage of play;
b) All face-offs will only take place at the nine designated face-offs spots;
c) Face-offs shall take place at the center ice spot:
   1. At the start of a period,
   2. After a goal scored,
   3. After an error by an official on Icing,
   4. For premature substitution of a the goalkeeper unless otherwise expressly provided by these rules (See Rule 411e);
   5. If the Face-off spot is the nearest according to the Playing Rules.
d) When a stoppage of play has been caused by any player of the attacking side in the attacking zone, the ensuing face-off shall be made in the neutral zone on the nearest face-off spot. In determining the nearest face-off spot the Referees shall be guided by the Rule that provides the least amount of territorial advantage to the offending team. In this case the nearest face-off spot shall be the one closest to the defending zone of the offending team. It could also be the center ice face-off spot.
e) When the play is stopped for any reason not specifically attributable to either team while the puck is in the neutral zone, the ensuing face-off shall take place at the nearest face-off spot outside the blue line whenever possible. When it is unclear as to which of the four face-off spots is the nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing face-off.

f) When an infringement of a rule has been committed by players of both sides in the play resulting in the stoppage, the ensuing face-off will be made at the nearest face-off spot in that zone, if as a result of the penalty calls is no players advantage of one team or as a result of reductions of penalties, the penalty time shall not be installed on the scoreboard;
g) When players are penalized after a stoppage of play so as to result in penalties being placed on the penalty time clock to one team, the ensuing face-off shall take place at one of the two end zone face-off spots in the offending team's end zone. There are only four exceptions to this rule:

1. When a penalty is assessed after the scoring - face-off at Centre Ice
2. When a penalty is assessed at the end (or start) of a period - face-off at Centre Ice
3. When the defending team is about to be penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circles - face-off in the Neutral Zone
4. When the team not being penalized ices the puck, the face-off in the neutral Zone outside the blue line of the team icing the puck;

h) If only one Misconduct or Game Misconduct penalty imposed on a player in his attacking zone, the subsequent Face-off shall be made in the neutral zone at the blue line of the attacking player
has violated the rules. In other cases, a face-off spot will be determined in accordance with paragraphs f) and g) of this rule.

i) When stoppage occurs between the end face-off spots and near end of the rink, the puck shall be faced-off at the end face-off spot on the side where the stoppage occurs unless otherwise expressly provided by these rules.

j) If the goal was scored wrongly in accordance with Rule 471 a) 1, 2, 3 face-off will be made in the nearest face-off spot in the neutral zone.

k) When a goal is illegally scored as a result of the puck being deflected directly off an official, the resulting face-off shall be made at the nearest face-off spot to the deflected puck off the official.

l) If, after stoppage the game or before the face-off in the defense zone of the opposing team is a fight or a conflict, and one or two players of the attacking team are near the blue line of their attacking zone or their teammate, came off from the bench, cross the imaginary line connecting the outer edges of the face-off circles, the face-off shall be made at the nearest face-off spot in the neutral zone;

m) For violation of Rule 411 (e) face-off shall be made at a central point when the game is stopped for the center red line. If the game is stopped in front of the center red line, the face-off shall be made in the nearest face-off spot in the zone where the game was stopped;

n) If the game is stopped due to an injury of the player, the next face-off shall be made in the face-off spot in the zone nearest to the puck situated, ie where the game was stopped. If the injured player's team possesses the puck in the attacking zone, the face-off is conducted in a face-off spots at the blue line closest to the attacking area. If the injured player is in the defense zone, and the opposing team possesses the puck in their attacking zone, the face-off shall take place in one of the end face-off spots of the defending team.

Clarifications to Rule 440

B – Interpretations

1. Face-off in the end zones on face-off spots shall be made on the side of the ice where freezing of the puck. If the puck were thrown out of the rink, face-off shall be made on the face-off spot in the end zone where the throw-out occurred.

2. When penalty is assessed only to an attacking player in his attacking zone, the ensuing face-off shall be made at one of the two face-off spots in the defending zone of the offending team, regardless of which team caused the stoppage of play.

3. When penalty is assessed to a player of the attacking Team «A» game to be continued in his attacking zone, face-off shall be transferred to one of the end zone face-off spots in the defending zone of the offending team.

4. If the attacking player occasionally knocks off the goal from a set position in his attacking zone, the ensuing face-off shall take place at a face-off spot in neutral zone, closest to the attacking zone.

5. If a Linesman signals delayed off-side delayed off-side and defending team ice the puck, the ensuing face-off shall take place at a face-off spot in the end zone as in the case of a normal icing.

6. If the puck strikes an official and travels out of the ice surface in neutral zone, ensuing face-off shall take place at the nearest face-off spot to where the puck hit in neutral zone, nearest to the place where the puck hit or deflected off an official. If this occurred in the end zone, face-off shall take place at the end face-off spot on the side where the puck hit or deflected off an official.

7. The goalkeeper may not take part in any face-off.
8. According to this rule a penalty assessed on a player that has led to stop the game time and the penalty assessed on the player before the resumption of the game, are not considered to the penalty assessed in one stop of the game.

B – Situations

Situation 1

Team «A» plays shorthanded because of Minor Penalty. Team “B” is assessed delayed Minor Penalty in their attacking zone. Team «A» deliberately abstains from keep playing in their defending zone, thus letting their penalty time tick off.

Ruling:

If Team «A» abstains from keep playing and takes no attacking actions, Referee shall stop play, and ensuing face-off shall take place at one of the two end face-off spots in Team “B”.

Situation 2

Stoppage occurred in defending zone because of actions by a defending player.

Ruling:

Ensuing face-off shall take place at the end face-off spot in defending zone of this team on the side where the puck was at the moment of stoppage.

Situation 3

Stoppage of play occurs in defending zone of the team “A” caused by the Referee has assessed penalty to this team. But before play resumed the player of the team “B” is assessed a penalty.

Ruling:

Penalties were not assessed on both teams in one stop the game (Rule 440 Interpretation 8). Therefore the subsequent face-off shall be transferred from the defensive zone of the team "A" to the defensive zone of the team "B" (Rule 440 Interpretation 3).

Situation 4

Team «A» iced the puck, and, before play resumed in defending zone of team “A”, player of Team “B” receives a penalty resulting in one man short situation.

Ruling:

Face-off shall be transferred into the defending zone of the offending Team “B”.

Situation 5

Player of Team «A» is penalized inside his attacking zone. Ensuing face-off shall take place in the defending zone of Team “A”. However before play resumes player of team “B” commits an infraction and is assessed a penalty.
Ruling:

Stoppage of the game in the defensive zone of the team "B" is connected with the penalty of team “A” player. Ensuing face-off shall take place at one of the two face-off spots of Team «A» defensive zone which was the first offending team. But because no penalties were imposed on both teams in one stop of the game (Rule 440 Interpretation 8). So face-off should be moved out of the team "A" defensive zone to the team "B" defensive zone (Rule 440 Interpretation of 3).

Situation 6

Stoppage of play has occurred in a defending zone because of (coincidental) penalties assessed to players of attacking and defending teams.

Ruling:

Face-off shall take place at one of the end face-off spots in the defending zone on the side where the puck was at the moment of stoppage unless otherwise stipulated by the Rules.

Situation 7

Team ”A” player receives Misconduct penalty in his attacking zone.

Ruling:

Ensuing face-off shall take place at one of the face-off spots in the neutral zone at the blue line of the attacking zone of the offended player. (no players advantage and penalty time is not installed on the scoreboard Rule 440 § s.) If the penalty called in the neutral zone, the next face-off shall be made in the nearest face-off spot. In determining the nearest face-off spot officials should follow the rule, do not give the team that violated the rules of the territorial advantage. In this case, the nearest face-off spot should be the closest spot to the offended defensive zone.

Situation 8

Stoppage of the game time due to the calling minor penalty to the player of team “A” and face-off is placed in the defending zone of the team “A”. Before resumption of the game player of the team “B” assessed with Misconduct penalty in his attacking zone.

Ruling:

Subsequent face-off shall be made in the defending zone of the team "A" (players advantage is created and the penalty time is set to the scoreboard of the team "A" Rule 440 § g, h).

Situation 9

Team “A”
1. #18 case of stoppage the game 2+2’ – 3.00
2. #3 before resumption of the game 2’ – 3.00

Team “B”
2. #24 before resumption of the game 2’ – 3.00
4. #12 before resumption of the game 2+2’ – 3.00

Ruling:
Stoppage of the game time at 3.00 is connected with the assessing double minor penalty on the team "A" player. Face-off shall be made in the defending zone of the team "A". Before resuming the game a minor penalty is assessed on the player of the team "B". Minor penalties on #18 "A" and the # 24 "B" shall cut off, to the penalty box "A" placed an additional player to serve a Minor penalty of the player #18 "A". Before resuming the game, during the same stoppage there is a scramble and the player # 3 "A" Minor penalty is assessed, and the player #12, "B" Double Minor Penalty. Due to reduction of penalties there is no one penalty on the scoreboard. Additional player placed to the penalty box to serve the penalty for the player #18 "A" comes back. Face-off shall be made in the face-off spot, which was determined after the assessing of the penalty, which led to stoppage the game.

442 – PROCEDURE FOR CONDUCTING FACE-OFFS

a) The Referee or the Linesman shall drop the puck between the sticks of the two players facing off.
b) The players shall be positioned squarely facing their opponent’s end of the rink, approximately one stick length apart, with the blade of their stick on the ice on the white part of the face-off spots.
c) The player of the attacking team in his attacking half of the rink shall place his stick on the ice first followed immediately by the player of the defending team.
d) However, when the face-off is at the centre ice spot the player of the visiting team shall place his stick first on the ice.
e) The Referee shall not blow the whistle for start of match;
f) It shall not be permitted to change players before end of face-off procedure except when a team is assessed a penalty influencing alignment of players on the ice;
g) If the facing-off player refuses the Referee’s demand to immediately take correct position, the Referee may replace him with a team-mate who is on the ice at the moment;
h) If a player skates into the face-off circle the Referee or Linesman shall call repetition of face-off except when non- offending team gains possession of the puck;
i) For infractions of face-off procedure the Referee shall assess respective penalty (penalties) to offending player (see Rule 554g, item b).

Clarifications to Rule 442

A – Referee and Linesman Procedure

1. Face-off procedure shall stay immutable in any of the nine face-off spots.
2. Linesman shall not signal face-off by raising his arm but drop the puck.
3. Linesman conducting face-off shall not drop the puck the puck until he makes certain his colleague has taken correct position.
4. Linesman conducting face-off shall not drop the puck until he makes certain all players not taking part in the game have left the ice, even if five seconds have expired.
5. Linesman conducting face-off should ensure that correct number of players are on the ice before he drops the puck.
6. If a player takes wrong position relative to face-off markings on the ice Linesman may, without prior warning, dismiss the player from taking face-off.
7. Linesman shall use regulation five seconds following the whistle to remind players of correct positioning during face-off.
8. If a player taking the face-off makes contact with an opponent before the puck was dropped the official shall dismiss that player from taking the face-off, without warning.
9. If a player of one of the teams enters face-off circle or positions himself when Linesman and
two players are set for taking the face-off, Linesman shall dismiss that player from taking part in the face-off procedure replacing him by another team-mate on the ice.

10. If a player were replaced for a face-off the Referee shall not determine who of the players shall be taking the face-off. This shall be the duty of respective team but change shall be made of the players who were on the ice at the time. That player must immediately take correct position for the face-off.

11. Officials should try to avoid simultaneous change of both players taking the at the end face-off spot. It should be the first offending player who shall be dismissed and replaced.

12. If players of both teams in conducting the face-off procedure enter the face-off circle prematurely (and no warning were given to either team) then both players taking part in the face-off shall be replaced.

13. Linesman at the blue line should watch players entering the face-off circle behind the back of the Linesman conducting the face-off. If the Linesman at the blue line sees infraction of face-off procedure he shall blow the whistle and advise his colleague conducting the face-off accordingly. This procedure is only applicable toward the team that have not been given warning yet. If this happens to be the second infraction by the same team’s action, in this case shall be the duty of the Referee, as this relates to assessment of a penalty.

14. Linesmen should not dismiss a second player of the same team from taking part in face-off procedure. This shall be the duty of the Referee, as it relates to assessment of a penalty.

15. Linesmen may drop the puck if only one player has taken position at face-off but it would be preferable to do it first time when face-off takes place in neutral zone.

16. If a player was dismissed from taking part in face-off at the end face-off spot the Referee while keeping his position on the ice, in case of first infraction by this team, should issue warning to that team. If the opposing team commits infraction during the same face-off the Referee should similarly issue warning to that team following their first infraction.

17. If, during a face-off at the end face-off spot any problems arise, the Referee may skate to another side of the rink to assist the Linesman and issue warning to players. In these situations the Referee should blow the whistle signaling the Linesman that he moves into another side. After the warning issued to the team that created those problems during face-off, the Referee should return to his regulation position for resumption of play.

18. If a team was issued a warning, and its player was replaced at face-off, and after that players of both teams enter face-off circle prematurely the Referee shall assess penalty to the team whose player was replaced at face-off and give warning to another team.

19. If a team were penalized, the process of issuing warning to that Team «A»nd ensuing assessment of a penalty, starts anew.

20. If a player were penalized during face-off process, both teams may change players.

B – Interpretations

1. It shall not be necessary that player whole stick’s blade were placed on the ice surface during face-off. Touching the ice with the blade’s toe or heel shall be sufficient.

2. Only skates of players not taking part in the face-off must be outside face-off circle or outside its line marks.

3. Players of both teams not taking part in the face-off must take static position and not change it outside face-off circle, even if they are in their own half of the rink. Player of attacking team positioned in the opponent’s half shall be the first to take his position on the ice during face-off.

4. Player taking part in the face-off shall not be permitted during face-off to make a spinning motion and kick the puck. However if that player has played the puck with his stick but failed to gain possession he may vamp the puck with his foot. Meaning of this rule consists in that a player is unable to make a turn and kick the puck and deny by so doing the opponent a chance
to play the puck with his stick without trying first to play the puck his stick.

5. To the players on the face-off is not allowed to use their hands to play the puck. Any attempt to win the face-off with the hand should lead to stop the game, replacing the player has violated the rules of touch and repetition of the face-off. However, if the non-offending team immediately takes possession of the puck, the game shall continue. Any on ice official can stop the game for that violation.
The two players involved in the face-off can not use their hands to play the puck as long as the third player from either team touches the puck by the rules. Then the face-off is finished and won player defined. Hand pass should be fixed in accordance with Rule 599.

B – Situations

Situation 1

Linesman is set to drop the puck when one of the players taking part in the face-off, knocks the puck off his hands.

Ruling:

Linesman conducting the face-off shall blow the whistle, then determine true intention of the act and, if necessary, dismiss the offending player from taking part in the face-off.

450 – OFFSIDES (Fig. 20)

a) Players of an attacking team shall not precede the puck into their attacking zone.
b) The determining factors in deciding an offside are:

1. The player skates position - player is offside when both skates are completely over the blue line in his attacking zone before the puck completely crosses the line,
2. The puck position - the puck shall have completely crossed the blue line into the attacking zone.

Fig. 20. Position offside

c) If this rule is violated play shall be stopped and ensuing face-off conducted:

1. At the nearest face-off spot in neutral zone if the puck was carried over into the attacking zone by a player of the attacking team;
2. In the face-off spot at the blue line attacking zone nearest to the place from where the puck was passed or dumped in the attacking zone from between the face-off spots at the blue line and blue line of the attacking zone;
3. In the center face-off spot if the puck was passed or dumped in the attacking zone from between the center red line and the face-off spots at the blue line of the attacking zone;  
4. In the face-off spot at the blue line of the defending zone nearest to the place from where the puck was passed or dumped in the attacking zone from between the blue line of the defending zone and the center red line;  
5. At the face-off spot in the defending zone of the attacking team, if the puck was passed or thrown by attacking player from his defending zone.  
6. At face-off spot in defending zone of the offending team, if, in the opinion of Linesman or The Referee, the intentionally skated offside. Intentional offside’s are made for safe stoppage of play disregarding the reason;  
7. At the nearest face-off spot to the place where a shot or a pass (even in case of a deflect off an attacking/defending player or official).

**Clarifications to Rule 450**

**A - Referee and Linesman Procedure**

If a Linesman made a mistake in calling offside and stopped play, face-off shall take place at face-off spot in the neutral zone at the blue line closest to the place where the play was stopped by mistake.

**B – Interpretations**

1. Player who actually is carrying the puck over the blue line ahead of the puck, skating backward is not offside if he actually does control the puck before his both skates cross the blue line.  
2. Player must be touching ice with one skate or shoe at the moment of complete the puck crossing blue line.  
3. If a player shoots the puck out of his defending zone sliding on the ice and his team-mate crosses the blue continuing skating inside his blue line of the attacking zone ahead of the puck and picks it up he shall be offside. Face-off shall take place at a face-off spot of the team whose player was offside on the side of the rink from where the shot was made.  
4. When penalty time expires and the penalty bench attendant opens up the door (the door is at the end zone) the player entering the ice may turn offside. The fact that he may wait for the puck cross the blue line before entering the ice does not change the situation of his being offside. As soon as the door of the penalty box opens up the shall be considered being on the ice.

**C – Situations**

**Situation 1**

A player has one skate on the blue line or in the neutral zone while his second skate is in the attacking zone at the moment when the puck completely has crossed the blue line.

**Ruling:**

No offside.

**Situation 2**

A player has both skates in neutral zone and his stick is in the attacking zone when the puck completely crosses the blue line.
Ruling:
No offside.

Situation 3
A player has one skate in the air over the blue line or above the blue line in the neutral zone (over the ice but without touching the ice) while his other skate is in the attacking zone when the puck is completely crosses the blue line.

Ruling:
This player is offside because his skate should have touched the ice.

Situation 4
A player has both skates in the attacking zone, when the puck has completely crossed the blue line.

Ruling:
This player is offside.

Situation 5
A player in the neutral zone shoots the puck along the ice while his team-mate has crossed the blue line of his attacking zone ahead of the puck but does not play or touch it.

Ruling:
Player is in delayed offside position. If this player goes out of the attacking zone he then may play the puck.

Situation 6
A player has one skate in the neutral zone while his other skate is on the blue line when the puck has completely crossed the blue line.

Ruling:
No offside.

Situation 7
A player’s both skates are completely in the attacking zone but the puck ids still on the blue line.

Ruling:
No offside until the puck has completely crossed the blue line.

Situation 8
Player whose both skates are in the attacking zone over the blue line, receives a pass from a teammate. He stops the puck with his stick before it has crossed the blue line and then pulls it back over the blue line.

**Ruling:**

The player is offside. His one skate must be at least in the neutral zone or on the blue line before he carries the puck over and into the attacking zone.

**Situation 9**

Attacking player is in the attacking zone with both skates completely over the blue line. His teammate in the neutral zone shoots the puck which in its way touches an opposing player, deflects off his body or stick, then crossing the blue line.

**Ruling:**

Offside.

**Situation 10**

Attacking player is completely in the attacking zone with his both skates over the attacking zone and over blue line. An opposing player controlling the puck in the neutral zone shoots or passes or carries the puck back into his defending zone, while the attacking player is still in the zone.

**Ruling:**

No offside.

**Situation 11**

Attacking team controls the puck in the attacking zone. The puck is close to the blue line, where it turns half in the neutral zone but touches the blue line (one half on the line, the other half - in the neutral zone). After that a player of the attacking team returns the puck back into the attacking zone.

**Ruling:**

No offside as the puck should have crossed the blue line completely and be completely in the neutral zone.

**Situation 12**

Attacking player carries the puck over the blue line. Then moves the puck with his stick back over the blue line and into the neutral zone, although his skates are still in the attacking zone, and then he carries the puck over into the attacking zone.

**Ruling:**

Offside.
**Situation 13**  
Defending player shoots the puck out of his defending zone and it has crossed the blue line completely. The puck then deflects off his team-mate who is in the neutral zone, back to the defending zone, while the attacking player is still in this zone.  

**Ruling:**  
Offside, as this action is a pass.

**Situation 14**  
Attacking player “saddling” the blue line receives a pass on his stick which stick is in the neutral zone. Then he carries his skate that had been in the neutral zone over the blue line while the puck is still on his stick which stick is in the neutral zone and afterward pulls the puck back over the blue line.  

**Ruling:**  
Offside

**Situation 15**  
Attacking player is in the attacking with his body and both skates completely over the blue line, receives pass from a team-mate from the neutral zone. He cradles the puck with his stick before it has crossed the blue line, then touches the blue line with one skate, leaves one skate on the line and carries the puck over the blue line keeping position of his skates on that line.  

**Ruling:**  
No offside.

**Situation 16**  
Attacking or defending player in the end zone shoots the puck from the zone over the blue line and into the neutral zone. The puck completely crosses the blue line, strikes official in the neutral zone, then deflects off him back to the end zone crossing the blue line with the attacking player still in the attacking zone.  

**Ruling:**  
Delayed offside shall be called until that player leaves the zone thus “clearing it up”.

**Situation 17**  
The puck has deflected causing attacking team’s player offside and ensuing stoppage of play.  

**Ruling:**  
Face-off shall take place at the nearest face-off spot to that zone but in the neutral zone.
451 – DELAYED OFFSIDE PROCEDURE

1. If an attacking player precedes the puck into the attacking zone, but a defending player is able to play the puck, the Linesman shall raise his arm to signal a “Delayed Offside”, except if the puck has been shot on goal causing the goalkeeper to play the puck.

2. If a player of the attacking team takes a shot on goal forcing opposing goalkeeper to make the play, delayed off-side rule shall not apply, and the linesman shall immediately stop the play.

3. The Linesman shall drop his arm to nullify the offside violation and allow the play to continue if:
   - The defending team either passes or carries the puck into the neutral zone,
   - All attacking players immediately leave their attacking zone making skate contact the blue line. The attacking zone must be cleared completely from the players of attacking team, the before delayed offside may be nullified, while the puck is still in the attacking zone. Attacking player shall not touch the puck or try to gain possession of the lost puck or force defending player carrying the puck to skate back deep into his defending zone.
   - As soon as Linesman drops his arm, any attacking player may skate back to their attacking zone.

Clarifications to Rule 451

**B – Interpretations**

1. In the process of clearing the zone any defending player may carry the puck over the goal line provided he is not trying to delay the game.

2. If a powerful shot on goal or close to the goalkeeper is taken, the Intentional Offside Rule shall apply.

3. If an attacking player breaking out of the end zone, deliberately plays the puck or attacks an opponent taking the puck out of that zone, this act shall be called as Intentional Offside.

4. No goal is called if scoring occurred by an player of the offending rule team whilst delayed offside rule is intact (official’s arm still up except if defending team shoots or dribbles the puck into its own goal net without contact or other pressure from the offending team.

5. If the puck is shot from and over center red line and crosses the goal line, icing shall be called, even in the delayed offside situation. At any delayed offside Linesman shall first make certain the puck does not follow into the goal frame. If it does play shall be stopped immediately. For signaling the Linesman shall use his hand free of the whistle.

6. If the goalkeeper has been pulled and the situation of clearing the zone gets complicated by the puck hitting the empty goal net at the moment of actual zone clearing by an attacking player (players), no goal is called until offside is nullified.

7. Referring to item 6 above it may be stated that scoring a goal may count for the attacking Team “B” but only after delayed offside is nullified.

8. If stoppage of play occurred as a result of a delayed offside, ensuing face-off shall take place at face-off spot, nearest to that where the pass was made from.

9. If the puck, as a result of a bad pass or shot by an attacking player, incidentally strikes another attacking player who has happened to be there earlier than the puck was in the attacking zone, or as a result of a bad pass or shot the puck has left the playing surface, it shall be necessary to call stoppage of play. Ensuing face-off shall take place at the nearest face-off spot in the respective zone, nearest to the place where the pass or shot were taken from.

10. If Linesman signals delayed offside, and a defending player or a goalkeeper has thrown the puck out in a way that it travels over the safety glass and out of bounds, the ensuing face-off shall take place at one of the end face-off spots of the defending team, nearest to the spot where original shot was taken from, while the defending player or the goalkeeper shall be
assessed

- **Minor Penalty** (2')
  
  Rule 554c – Shooting Or Throwing The Puck Outside The Playing Area

11. If a Linesman signals delayed offside and, as a result of a shot the puck deflects off a defending player and out of bounds, ensuing face-off shall take place at the nearest face-off spot in the zone where the shot was taken from.

12. If, during a delayed offside an attacking player in his attacking zone has decided to proceed to his players bench (which is partially located in the attacking zone) to be substituted by a teammate, he shall be considered as having left that zone provided he left the ice completely and the substitute player entered the ice in the neutral zone. If the substitute player entered the ice in the attacking zone while delayed offside was still in force, this substitute player is definitely offside and must clear that zone. If remaining attacking players have cleared the attacking zone and Linesman dropped his hand signaling delayed offside before the player has entered the ice, that player shall not be offside.

13. If a defending team is to be assessed a penalty in its defending zone, and Linesman calls delayed offside by the attacking team, the ensuing face-off shall take place at one of the end face-off spots of the offending team.

460 – ICING THE PUCK (Fig. 21)

a) For the object of this rule, the centre red line divides the ice rink into two halves. The point of last contact with the puck by the team in possession shall be used to determine whether or not icing has occurred.

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

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

![Fig. 21. Icing the puck](image)

d) If a Linesman made a mistake determining icing, face-off shall take place center face-off spot;

e) The meaning of this rule consists in avoidance of unneeded stoppages in the game. Therefore, actions of the Referee and Linesmen in interpreting this Rule should aim at reaching that goal;

f) Word combination “(team plays) Short Handed” signifies that following an infraction the team were assessed a penalty (penalties) and, as a consequence, have fewer players on the ice than the opposing team;

g) No icing shall be called:

1. If the puck enters the goal - the goal is allowed,
2. If the offending team is “Short Handed” at the moment when the puck is shot,
3. If the puck touches any part of an opposing player, including the goalkeeper, before crossing the goal line,
4. If the puck is iced directly from a player participating in a face-off,
5. If, in the opinion of the Linesman, any player from the other team, except the goalkeeper, is able to play the puck before it crosses the goal line.
6. Once the goalkeeper leaves his the goal creaser when the goalkeeper is outside his the goal crease during icing situation and moves in the direction of the puck.

h) Following a stoppage of play for an icing infraction, the offending team is prohibited from making any player change until play has resumed.

i) Even in case of a commercial break following icing or in case when the offending team have taken the 30-second time-out, it shall be prohibited to make any changes of players. However this team reserves the right to ice sixth player (replacing the goalkeeper), or substituting an injured player or the goalkeeper, as well as full line-up change in case of a penalty affecting numerical composition of any of the teams. Determining factor of who of the players of the defending team were on the ice, shall be the moment when the puck has left the stick of the player making the icing;

j) If a team goes on changing players following icing, the n, after warning the Referee shall assess penalty for infraction of Players Substitution Rule

- **Bench Minor Penalty**

This penalty shall be announced as a “Bench Minor Penalty for the Delay of the Game - Violation of Change of Players after Icing the Puck”.

**Clarifications to Rule 460**

**A – Referee and Linesman Procedures**

1. Linesman after having received the icing signal from his colleague shall have to decide on icing the puck. However he should look back at the colleague when he will be crossing the blue line, the n, again,- before he blows the whistle or signals “Wash out” thus nullifying icing.

2. It shall be permanent duty of Linesman calling an icing whether r the player may play the puck or not.

3. If there is no icing signal from the farther Linesman, the close Linesman must take responsibility for the icing call provided he is clearly confident it really was an icing.

4. If a Linesman moving deep into the zone following suggested icing, missed “Wash out” signal from his colleague and blew his whistle calling icing, ensuing face-off shall take place at center ice face-off spot.

5. When the distant Linesman is in no position to determine whether r the puck was shot from beyond the center red line and whether the puck deflected off someone from beyond the center red line or not, the close-by Linesman may signal “Wash-Out”.

6. Regardless of situation or reason for nullification of icing by one of the Linesmen the other Linesman shall confirm the situation by signaling “Wash-Out”.

7. If the puck follows through the goal crease or touches one of the lines forming the crease, icing shall be called.

8. In Four Refs System, the Referee(R2) in the neutral zone shall control players on the ice who may be violating the Icing Rule at the moment of stoppage caused by icing.

9. Rear Linesman, signaling icing, should, at the moment of stoppage, shift and take position on the ice opposite players bench of the team offending the icing Rule to make sure that the team will not be changing players whereupon he should round up the process of calling icing.
B – Interpretations

1. Determining factor at the icing call shall be the number of players the team has on the ice at the time or at the moment of shooting the puck made by any team from their half, up to the center red line and crossing by the puck opponent’s goal line.
2. Face-off following the icing call shall take place at the end face-off spot on the side where the puck was iced from.
3. In icing situation the penalty box attendant should open up the door at the expiration of penalty time signaling that the player in the penalty box is a player on the ice.
4. Icing shall be called if a the goalkeeper outside the goal crease at the moment of the, at the moment the shot was taken from beyond the center red line moves back to his goal crease.
5. Icing is not called if the goalkeeper leaves his the goal crease after the shot was taken from beyond the center red line and thinking’s his mind and returns to the goal crease.
6. When the goalkeeper is outside his the goal crease on his way to his team’s players bench to be replaced by an additional player or for another reason at the moment of the shot from beyond the red line:
   1) does not attempt to play the puck – icing;
   2) if he does attempt to play puck – no icing;
   3) skates back to his the goal crease and does not attempt to play the puck – icing;
   4) skates back to his the goal crease and attempts to play the puck – no icing.
7. No icing shall be called if the goalkeeper is outside his the goal crease and does not attempt to return to his goal crease.
8. The puck on the player's stick blade should come in contact with the center red line to call off potential icing.
9. If in the opinion of a Linesman any player (except the goalkeeper) of the opposing team has a chance to play the puck before it has crossed his goal line but has not used that chance, play shall be stopped and icing shall not be called. This ruling falls within a situation where the opposing team making a shift in the process of the game, has a chance to play the puck but decides not to, to avoid a penalty for too many players on the ice, no icing shall be called.

C – Situations

Situation 1

Player has shot the puck from beyond the center red line on opponent’s goal and the puck has entered the goal net.

Ruling:

Goal is allowed.

Situation 2

Player is passing the puck from beyond the blue line to a team-mate whose both skates are in his half of the center red line. The puck strikes that player stick which is beyond the center red line, whereupon crosses the opponent’s goal line.

Ruling:

No icing.
Situation 3

The puck shot by an attacking player strikes a defending player who is beyond the center red line, and, after deflection off that defending player, has crossed the goal line of the team that originally took that shot.

Ruling:

No icing.

Situation 4

The puck shot by a player from his own half of the rink and from beyond the center red line, lands onto the goal net after crossing the goal line.

Ruling:

Icing is called as the puck originally has crossed the goal line.

Situation 5

Player’s skates are over the center red line but the puck on his stick blade is not. From this position he shoots the puck over the goal line but in doing so he shifts the puck with his stick over the red line and never touches the puck which is on his stick at the center red line.

Ruling:

Icing is called.

Situation 6

The puck, shot from beyond the center red line strikes goal cross bar or post and has crossed the goal line.

Ruling:

No icing.

Situation 7

The puck shot from beyond the center red line bounced over an opposing player’s stick. That player tried to play or stop the puck but failed.

Ruling:

Icing: opposing player has attempted to play the puck.

Situation 8

Linesman signals delayed offside. Defending team ice the puck.
Ruling:

Face-off shall take place at face-off spot as in normal icing situation. Because at the instant when the puck has crossed the blue line, delayed offside shall be called off, however the icing rule remains in force.

Situation 9

The goalkeeper in his goal crease with both skates, has his stick risen but has missed the puck.

Ruling:

Icing.

470 – DEFINITION OF A GOAL

A goal shall be allowed:
1. When the puck has entered the goal between the goal posts below the crossbar and entirely across the goal line by the stick of a player of the attacking team.
2. If at the moment the puck crosses the goal line, the goal frame is not completely on the ice.
3. When the puck has entered into the goal net in any manner by a player of the defending team.
4. If the puck has been deflected into the goal net off the shot of an attacking player by striking any part of his team-mate’s.
5. If a player of the attacking team has been physically interfered with by an action of any defending player so as to cause him to be in the goal crease when the puck enters the goal net.
6. When the puck has become free in the goal crease and then entered into the goal net after a shot by the stick of an attacking player.
7. When the puck deflects directly off the skate of an attacking or defending player.
8. If an attacking player who is in the goal crease at the moment the puck crosses the goal line, and the goalkeeper is not in the goal crease and is in no way able to defend his goal.
9. When an attacking player is in the goal crease at the moment the puck crosses the goal line and can in no way interfere with the ability of the goalkeeper who is also in the goal crease, to defend his goal except cases described under Rule 471.
10. A goal may not be disallowed following a face-off conducted directly after this goal has been scored.
11. If the opposing team’s goalkeeper is not on the ice while a player controlling the puck outside his defending zone and having no opposing players between himself and the opposing team’s goal, has been physically (and illegally) checked thus denying him a clear scoring chance.
12. In the Interpretations of this rule the term “goal crease” shall imply a volume formed by line markings of the goal crease on the ice and the space extending vertically above the ice 1.27 m and up to the upper edge of the cross bar of the goal.
13. Only one goal may be allowed at any one stoppage of play.
14. Putting the puck on the stick blade and batting it into the goal net (as in the game of lacrosse) shall be allowed provided the puck is not above the player shoulders or above the goal’s cross bar.

Clarifications to Rule 470

A – Referee and Linesman Procedures
1. When the puck has entered the goal, the Referee shall blow his whistle and show the “Puck in the Goal net” signal in directly pointing at the goal net if the puck crossed the goal line and was and was shot to the net, by the opinion of the Referee correctly. Or show gesture "Wash out", if the puck did not crossed the goal line or was shot to the net, the opinion of the Referee not correctly.

2. If the puck has entered the goal before the siren sound at the end of a period (19:59), and the Referee has allowed a goal, it shall not be necessary for the Referee to conduct a face-off at the center face-off spot. But he should ensure the Scorekeeper register the goal in the official score sheet as scored at 19:59.

3. If the goalkeeper has caught the puck with his catching glove in front of the goal line but the catching glove moves backward and over the goal line, goal shall be allowed.
   Note: The situation requires video goal judge’s intervention.

4. If the puck is not visible but is known to have entered the goal line, e.g. in the pocket of catching glove, goal shall be allowed.
   Note: The situation requires video goal judge’s intervention.

5. If the puck lies cradled under the goalkeeper's body, and both, the Referee and Video Goal Judge are in no position to visually determine if the puck has really crossed the goal line, the goal shall be disallowed.

6. Possible situation: the puck is not visually seen but all other factors evidence that puck was in the goal net. The goal shall be allowed.

C – Situations

Situation 1

Attacking player moves his skate so that the puck deflects into goal net.

Ruling:

Goal shall be allowed provided the puck has definitely not been kicked.

Situation 2

The puck touches a moving attacking player skates and enters the goal net.

Ruling:

Goal shall be allowed provided the puck has definitely not been kicked.

Situation 3

The goalkeeper leaves his goal crease to make a save on a shot on goal but an attacking player passes the puck to a team-mate who scores at the moment when the goalkeeper, in trying to return to his goal crease, touches the puck with any part of his body. At that moment another player of the attacking team happens to be in the goal crease.

Ruling:

Goal shall be allowed, as the goalkeeper has not been positioned in his the goal crease and the attacking player clearly has not been able to prevent the goalkeeper from making a save.
**Situation 4**

The goalkeeper is in his goal crease. The puck strikes an attacking player who is also in the goal crease and stays there. The player leaves the goal crease and puts the puck in the goal net.

*Ruling:*

Goal shall be allowed

**Situation 5**

After a shot the puck touches an attacking player helmet or any part of his body before entering into the goal net.

*Ruling:*

Goal shall be allowed provided there has been no intention of redirecting the puck into the goal net by the scoring player’s head or any other part of his body.

**Situation 6**

A goal has been scored. But after viewing the video replay the Referee is advised that the time on the official clock time was not running at the moment of the goal being scored.

*Ruling:*

The goal shall be allowed provided regulation time of the period has not expired.

**Situation 7**

Penalty box attendant has made a mistake and the penalized player spent some extra time on the penalty bench during which time the opposing team scored a goal.

*Ruling:*

Goal shall be allowed.

**Situation 8**

Attacking player has skated past the goalkeeper and touched the goal crease but has not stayed in the crease in front of the goalkeeper when the puck has entered into the goal net.

*Ruling:*

Goal shall be allowed.

**Situation 9**

Attacking player has positioned himself outside the goal crease or on the line forming the goal crease, and screens the goalkeeper’s view at the moment the goal is scored.
**Ruling:**
Goal shall be allowed.

**Situation 10**
Attacking player positioned on goal crease making no contact with the goalkeeper at the moment when the puck is outside the goal crease and scores.

**Ruling:**
Goal shall be allowed.

**Situation 11**
Attacking player puts his skate or foot to intercept the puck which traveled past him but deflects off his foot or skates into the goal net.

**Ruling:**
Goal shall be allowed.

**Situation 12**
Player kicks the puck and it strikes his stick or of his team-mate’s stick, and follows into the opposing team’s net directly.

**Ruling:**
Goal shall be allowed. Stick must be held by the player.

**471 – DISALLOWING A GOAL**

a) No goal shall be allowed:
1. If an attacking player throws, bats with his hands or otherwisredirects the puck by any means other than his stick into the goal net even if the puck has been further deflected off any player, goalkeeper or official;
2. If a goal is scored by kicking the puck;
3. If an attacking player has contacted the puck with his stick above the cross bar;
4. If the puck has been directly deflected into the goal off an official,
5. If the goal has been displaced from its normal position;
   Note: Regarding this rule it is considered that the goal net is in position until both flexible goal pegs remain their position inside vertical posts and in the respective holes in the ice, even if the flexible goal pegs curved and the goal frame raise up.
6. If an attacking player initiates contact with the goalkeeper, incidentally or through other reason, when the goalkeeper is in the goal crease and a goal is scored at that moment;
7. If an attacking player initiates contact with the goalkeeper, other than incidental one, at the time when the goalkeeper is outside the goal crease, and at that moment the goal has been scored;
8. If a goal is scored when an attacking player has positioned himself in the goal crease.
screening the goalkeeper’s view, and in so doing has interfered with his ability to defend his goal net;
9. If the goalkeeper holding the puck has been pushed into the goal net after he had already stopped it. If the situation is in line with the rules of calling penalties, relevant penalty may be assessed;
b) If the puck is under the player who, is in the goal crease or close to it (intentionally or through other reason) and a goal can not be scored by that player pushing the puck into the goal net. If the situation is in line with the rules of calling penalties, appropriate penalty may be assessed, including Penalty Shot (Rule 557).

Note: The term «Contact» in any form between a goalkeeper and an attacking player may be by means of a stick or any part of the body.

Note: All such penalties shall be imposed strictly at the discretion of the Referee.

Clarifications to Rule 471

B – Interpretations

1. No goal shall be allowed if an attacking player has contacted the puck with his stick above the crossbar whereupon the puck deflects into the goal net off any player, goalkeeper or official. Similar rule shall apply when an attacking team’s player slaps the puck with his hand into the goal net.
2. No goal shall be allowed after any kind of a “Kick Shot”.
3. The term “Kick Shot” implies any action produced by kicking the stick blade positioned behind the puck.
4. No penalty shall be assessed to a player using the “Kick Shot” except when after the kick the stick blade raises, on inertia, above the shoulder level leading to high sticking infringement in relation to an opponent. In this case the Referee shall assess High Sticking penalty to the offending player.
5. No penalty shall be assessed to a goalkeeper using the “Kick Shot” when saving a shot on goal.
6. No goal shall be allowed if the official clock time reads 20:00 or 0:00.0
   Attacking player may not deliberately direct the puck into the goal net by any part of his body. No goal shall be allowed even though the puck deflects into the goal net off any player, goalkeeper or official except when a defending player directs the puck into his own goal net.
7. No goal shall be allowed as a result of the puck’s deflection off an official into the goal net except when a player picks up deflection and scores.
   No goal shall be allowed if a player deliberately “scores” with his head, helmet, visor or any other part of his body.
8. No goal shall be allowed if the puck strikes an official whereupon deflects into the goal net off a player or goalkeeper.
9. No goal shall be allowed if the puck has entered the goal net not being a single piece.
10. No goal shall be allowed if an attacking player has crossed the goal crease, and the puck shot by a team-mate strikes him or his stick and deflects into the goal net with the goalkeeper still in his goal crease. It is presumed that the player has been in the goal crease before the puck got there.
11. No goal shall be allowed, nor a video replay shall be made or requested if the puck is under the player and the Referee has stopped play before the puck has crossed the goal line.

C – Situations

Situation 1
Defending player dribbles the puck into his own goal net while an attacking player is in the goal crease.

**Ruling:**
Goal shall be allowed.

**Situation 2**

Attacking player puts his skate or foot to intercept the puck which traveled past him but deflects off his foot or skates into the goal net.

**Ruling:**
No goal.

**Situation 3**

Attacking player strikes the puck with his hand whereupon it deflects into the goal net off any other player (attacking or defending), his stick or skates, goalkeeper or official.

**Ruling:**
No goal.

**Situation 4**

Attacking player deliberately slaps the puck with his hand. The puck deflects off the goalkeeper to an opposing player (team-mate of the former) who scores.

**Ruling:**
No goal.

**Situation 5**

Attacking player deliberately slaps the puck with his hand. The puck deflects off the goalkeeper, then off another defending player to another attacking player who scores.

**Ruling:**
Play shall be stopped. No goal shall be allowed.

**Situation 6**

The puck slides into the goal net but springs out. Play continues shifting to the opposing goal net and a goal is scored causing stoppage of play. During this stoppage officials determine that a goal scored in the first instance shall be allowed, not in the second case.

**Ruling:**
Ruling in this case shall only be applicable after stoppage of play and before play resumes. Goal
causing stoppage shall be disallowed and the official clock time shall be readjusted back to the time of the first goal. Rules Infringement(s) fixed by the Referee from the moment of the first goal and up to time of the stoppage should be assessed respectively.

**Situation 7**

The puck slides into the goal net but springs out. Play continues shifting to the opposing goal net and a goal is scored causing stoppage of play. During this stoppage officials determine that the first goal was scored by kicking action (high sticking, hand)

**Ruling:**

Ruling in this case shall only be applicable after stoppage of play and before play resumes. First goal scored by kicking action (high sticking, hand) should not be counted. Goal causing stoppage shall be disallowed and the official clock time shall be readjusted back to the time of the first goal. Rules Infringement(s) fixed by the Referee from the moment of the first goal and up to time of the stoppage should be assessed respectively.

**Situation 8**

Linesman intends to advise the Referee of an infringement calling for a Major Penalty or Match Penalty to be assessed but before he does the offending team scores.

**Ruling:**

Linesman shall report the incident to the Referee who, in turn, shall disallow the goal and assess the penalty.

**Situation 9**

Attacking player skates through the goal crease and, in the opinion of the Referee, screens the view of the goalkeeper, interfering with his attempt at a save at the moment when the puck enters the goal net.

**Ruling:**

No goal.

**Situation 10**

Attacking player has positioned himself inside the goal crease thus, screening the goalkeeper’s view and interfering with his attempt at a save at the moment when the puck goes enters the goal net.

**Ruling:**

No goal.

**472 - GOAL AND ASSIST AWARDED TO THE PLAYER**

1. A “Goal” shall count one point only for the player who scored.
2. For each “Assist” one point shall be credited to the a player
3. Each assist shall account for one point in the player statistical record. No more than two assists can be given on any goal.
4. Assist may be credited to two players if scoring took place on deflection of the puck off the goalkeeper.
5. Obvious mistake made in crediting a goal or an assist must be corrected immediately. No amendments shall be made to the Official Game Sheet after the Referee has signed it.

Clarifications to Rule 472

B – Interpretations

No player shall be credited with an assist if the Referee has allowed a goal without the puck entering in the goal net.

C – Situations

Situation 1

A player has scored a goal or made an assist but his name was not registered in the Official Game Sheet.

Ruling:

The goal shall be disallowed. The player shall be removed from the game. The absence of the player’s name on the Official Game Sheet shall be made known to the Referee before play resumes. The goal shall not be disallowed if absence of the player’s name on the Official Game Sheet is discovered later in the game.

Situation 2

Player A8 passes to player A9 who, in turn, passes to player A10 who scores.

Ruling:

Assists shall be credited to players A8 and A9.

Situation 3

Player A8 shoots in the direction of the goal net but not at the goalkeeper. Player A9 picks up the puck and passes to player A10 who scores.

Ruling:

Assists shall be credited to players A8 and A9 as no player of team «B» controlled the puck.

Situation 4

Player A8 passes to player A9 but the puck deflects off a body, stick or skates of team «B» player whereupon A9 picks up the puck, passes it to A10 who scores.

Ruling:
Assists shall be credited to players A8 и A9 as no player of team «B» controlled the puck.

**Situation 5**

Player A8 shoots on goal, strikes the goalkeeper who makes a save. The puck deflects back to play, whereupon player A10 scores.

**Ruling:**
Assists shall be credited to player A8.

**Situation 6**

Player A8 passes to player A9 who tries to pass on to A10 but player B8 intercepts and gains control of the puck. Player A10 attacks B8 and scores.

**Ruling:**
No assist shall be credited as an opposing team’s player controlled the puck before scoring.

**Situation 7**

Player A8 passes to player A9 who, in turn, passes to player A10 who makes a shot on goal. The goalkeeper makes a save and the puck deflects back to play whereupon player A10 does score.

**Ruling:**
Assists shall be credited to players A8 и A9 (Rule 472).

### 480 – PUCK OUT OF BOUNDS

When the puck goes outside the playing area or strikes any obstacle, other than the boards or protective glass above the ice surface, the play shall be stopped and the face-off shall take place at the nearest point on the face-off spot where the puck was shot or deflected, unless expressly provided under these rules.

### 481 – PUCK ON THE GOAL NET

a) When the puck is lodged in the outside goal netting of the goal net, players are allowed to knock off or push off the puck from under the goal netting of the goal net provided it takes no longer than three seconds.

b) When the puck is lodged in the outside of the goal netting for longer than three seconds, the Referee shall stop the play and conduct a face-off:

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

*Clarifications to Rule 481*

**A – Referee and Linesman Procedures**
When the puck, after the shot by an attacking player lodges on the back side of the goal netting of the goal net, and a player of the defending team can play the puck but does not do it, the Referee should make the player go on with the play by voice order “Wash out!”. If the player does not attempt to move the puck off the back side of the goal netting, the Referee should stop the play and warn defending team that it must try and move the puck off the goal netting. Ensuing face-off shall take place at the end zone spot of the defending team.

C – Situations

Situation 1

The puck is lodged in the upper goal netting of the goal of the defending team. But before the Referee calls stoppage of play, a player of the attacking team moves the puck off the upper goal netting with his stick.

Ruling:

The Referee shall not stop the play as this action has been executed without infringement of the High Sticking Rule.

Situation 2

The puck is lodged in the upper goal netting of the goal of the defending team. But before the Referee calls stoppage of play, player of the attacking team throws the puck off the upper goal netting with his stick and scores.

Ruling:

If there is no infringement of the High Sticking Rule by the player, and he was not in the goal crease at the moment when the puck got on the goal netting, goal shall be allowed.

Situation 3

The puck is lodged in the upper goal netting of the goal net of the defending team. But before the Referee calls stoppage of play, player of the attacking team throws the puck off from under the goal netting with his and stick and scores.

Ruling:

If there is no infringement of the High Sticking Rule by the player and he was not in the goal crease at the moment when the puck got on the goal netting, goal shall be allowed.

482 – PUCK OUT OF SIGHT

Should a scramble take place or a player incidentally fall on the puck and the puck is out of sight of the Referee, he shall immediately stop the play, and the face-off shall take place at the nearest face-off spot to where the play has been stopped unless otherwise provided for in the Rules.
483 - ILLEGAL PUCK

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

484 – PUCK STRIKING AN OFFICIAL

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

490 – STOPPING/PASSING THE PUCK WITH HANDS

a) A player shall be permitted to stop or bat the puck in the air with the open hand or push it along the ice with his hand and the play shall not be stopped, unless in the opinion of the Referee, the player has deliberately directed the puck to a team-mate or has allowed his team to gain an advantage in any but defending zone, the play shall be stopped and face-off shall take place at the face-off spot giving the least advantage obtained by a player of the offending team, in accordance with Rule 440.

b) If team mates pass the puck between themselves in the defending zone, the Referee shall not stop the play provided the hand pass was completed before the player and the puck have left that zone. However if a player made a hand pass from the neutral zone and his team-mate in his defending zone the Referee should stop the play and conduct a face-off at the face-off spot defending zone.

Clarifications to Rule 490

A – Referee and Linesman Procedures

1. There shall be no need for the Referee to signal hand pass if the defending team’s player(s) made it in their defending zone provided the puck has not left that zone.
2. The Referee shall first signal possible rules infringement and signal “Wash out” or stop the play and repeat the signal.
3. Linesman shall signal possible infringement if the Referee did not see the act and then stop the play. For stoppage of play, Linesmen should always try and reserve, whenever possible, the right of the Referee to blow the whistle first.

B – Interpretations

1. There shall be no restrictions as to the number of hand passes by a defending team’s players in their defending zone.
2. The goalkeeper shall be allowed to make a hand pass or bat the puck with his hand to a team-mate in his defending zone but he may not catch the puck and throw it to a team-mate.

C – Situations

Situation 1

A Player bats the puck with his hand. The puck strikes the goalkeeper, deflects off him while his team-mate picks up the puck batted by the first player.
**Ruling:**

The Referee shall stop the play.

**Situation 2**

A Player bats the puck with his hand. The puck strikes his team-mate’s body and is picked up by a player of the opposing team.

**Ruling:**

Play shall not be stopped except when team mate of the player batting the puck first plays that puck. The fact of the puck striking a player body does not mean he played the puck.

**Situation 3**

Player in his defending zone bats the puck with his hand directing the puck ahead into the neutral zone. The puck strikes an opposing player in the neutral zone (he does not control or plays the puck), and then the puck is picked it up by a player (in the neutral zone) of the team who originally batted the puck.

**Ruling:**

Play shall be stopped. Ensuing face-off shall take place at the end face-off spot of the team whose player batted the puck first.

**492 – HIGH STICKING**

a) It is forbidden to stop or bat the puck with player’s or goalkeeper’s sticks if the stick is above shoulder level.

1. If a player bats the puck to a team-mate, play shall be stopped, and the Referee shall signal «High Sticking».
2. If a player of the attacking team highs ticked the puck in his attacking zone and batted it to his team-mate in the attacking zone, ensuing face-off shall take place at the nearest face-off spot in the neutral zone. In all other cases face-off shall take place at the nearest face-off spot in the defending zone of the team offending the High Sticking Rule.
3. If a player bats the puck to an opponent, play shall be continued and the Referee shall signal “Wash-Out”.
4. If a player of the defending team bats the puck into his own goal net, the goal shall be allowed;

b) A goal shall be disallowed if the stick of an attacking player has touched the puck above the cross bar.

**Clarifications to Rule 492**

**A – Referee and Linesman Procedure**

1. When a player contacts the puck with his stick above the shoulder level, the Referee shall first
signal possible infringement of the High Sticking Rule. If a player of the opposing team the
gains possession of the puck, the Referee, shall either signal Wash-Out, letting the play go on,
or, if the offending player or his team-mate gains possession, blow the whistle and again signal
“High Sticking”.

2. It shall be the duty of the Referee to stop play in case of High Sticking, wherever he might be
on the ice, particularly in end zones.

3. Linesmen may stop play in case of this infraction only in the neutral zone and only after he is
absolutely confident that the Referee has not seen the moment of infraction.

4. Linesman shall not signal possible infraction. But if he should stop the play he must blow the
whistle and show relevant signal. Linesmen may act this way only when the Referee has not
seen the play and has not signaled possible infraction. Linesmen shall, at all times, whenever
possible let the Referee blow the whistle first.

B – Interpretations

1. When play has been stopped because of High Sticking, ensuing face-off shall take place in
compliance with the Rule 492(a) and Rule 440(d), regardless whereupon the stoppage was
carried by the puck going out of bounds.

2. If play has been stopped because of High Sticking, ensuing face-off shall take place at the
face-off spot that gives least territorial advantage with respect to the area where High
Sticking occurred or where the puck were highs ticked by the offending player’s team-
mate.

C – Situations

Situation 1

The puck strikes the attacking player stick raised above the cross bar, then strikes the player’s
body and enters the goal net.

Ruling:

No goal.

Situation 2

The puck strikes an attacking player’s stick raised above the cross bar, then deflects off the
player’s body or the goalkeeper or official and enters into the goal net.

Ruling:

No goal.

Situation 3

The stick of a defending player is above the cross bar or shoulder level of an attacking player’s.
The puck deflects off the defending player into the goal net.

Ruling:

Goal shall be allowed as the puck has never touched the attacking player stick.
Situation 4

A player of the team in possession of the puck contacts the puck with his stick at the time of a delayed penalty call assessed to the team not in possession of the puck.

Ruling:

As soon as any player of one of the teams plays the puck, stoppage of play shall be called. Ensuing face-off shall take place at one of the two end face-off spots of the offending team.

Situation 5

In observing to Rule 492a the following situations may occur:
1. Player of Team «A» plays the puck with high stick in his defending zone and the puck goes out into the neutral zone where it is played by his team-mate. Face-off in the defending zone of Team “A” player.

2. Player of Team “A” plays the puck with high stick in the neutral zone and the puck goes into the defending zone of Team “A” where it is played by that player’s team-mate. Face-off shall take place in the defending zone of the player who played with High Stick.

Ruling:

Thus, provided the Rule 492a is observed, face-off shall take place at a face-off spot giving the least territorial advantage to the team offending the High Sticking Rule.

Situation 6

Player of the team "B" contacts the puck with high stick. Puck deflects off the team “A” goalkeeper’s chest and it picks up by his teammate player, originally had shot the puck with high stick.

Ruling:

The play has to be stopped. Touch or rebound puck from the opponent or the official is not control or possession of the puck.

493 – INTERFERENCE BY SPECTATORS

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

b) In the event of a player being held or interfered with by a spectator, the Referee or the Linesman shall stop the play. If the team of the player interfered with is in possession of the puck, the play shall be allowed to be completed. Report to the Proper Authorities.
SECTION 5. PENALTIES

500 – PENALTIES – DEFINITIONS AND PROCEDURE

All penalties are divided into the following categories showing penalty time to be served:

1. MINOR PENALTY (2’)
2. BENCH MINOR PENALTY (2’)
3. MAJOR PENALTY (5’)
4. MISCONDUCT PENALTY (10’)
5. GAME MISCONDUCT PENALTY (GM)
6. MATCH PENALTY (MP)
7. PENALTY SHOT (PS)

All penalties shall be the actual playing time.

1. Penalties, assessed after the end of the game shall be reported by the Referee on the Official Game Sheet.
2. Some rules state that the Manager or Coach shall designate a player to serve a penalty. If they refuse to do so the Referee has the authority to name any player of the offending team to serve the penalty.
3. When the Minor or Major penalties to two players of the same team terminate at the same time, the captain of that team shall name to the Referee which player shall return to the ice first. The Referee shall instruct the Scorekeeper accordingly.
4. For a Game Misconduct penalty a total of 20 minutes shall be recorded Official Game Sheet against the penalized player.
5. For all Game Misconduct and Match penalties a total of 25 minutes shall be recorded on the Official Game Sheet against the penalized player.

Clarifications to Rule 500

B – Interpretations

1. Penalty shall not be assessed for infractions during the pre-game warm-up. However according to Rule 510 “Supplementary Discipline”, proper authority of the League may apply disciplinary sanctions. The Referee is required to report any incident occurring during the pre-game warm-up. Such report may, if need be, be filed with the assistance of the Video Goal Judge or the Scorekeeper’s.
2. When players return to the ice to start the match when starting line-ups and the game officials are already on the ice, the Referee may, in this case, assess relevant penalties.
3. When a period or a match regulation time has expired but the teams and officials are still on the ice, and an infraction occurs, the Referee may assess penalties as he did during the process of the game. In this case the Referee should file an official report.
4. If a player is assessed Misconduct penalty in the last ten minutes of the game provided There is no overtime period in the game, he shall proceed to the dressing room.
5. If any player is assessed Minor Penalty, Misconduct penalty, Major penalty, Game Misconduct penalty and Match Penalty to boot, the Scorekeeper must record on the Official Game Sheet: against this player: 2 minutes as for Minor penalty, 10 minutes as for Misconduct penalty, 5 minutes as for Major penalty, 20 minutes as for Game Misconduct penalty and 25 minutes as for Match Penalty.
6. In case of assessments of Minor penalties during the same stoppage of play the order of serving shall be the duty of the relevant team’s captain. The order of committing the infractions shall not be a determining factor.
7. When any player is assessed Double Minor Penalty, the Scoreboard shall indicate wherever
possible, 4 minutes.
8. Penalty may be assessed but as a consequence of delayed penalties may not actually be served. Determining factor in these situations shall be the penalties being served at this time.
9. Penalty may not be nullified if it is not indicated on the Scoreboard. Coincidental Minor penalties, coincidental Major penalties, Misconduct, Game Misconduct and Match penalties shall not be indicated on the Scoreboard.
10. When two or more players serve penalties and penalty time of one of the m or several expires, players return to the ice in the order of expiration of their penalty times.

501 – MINOR PENALTY

a) For a Minor Penalty any player, other than the goalkeeper shall be ruled off the ice for two minutes and no substitution shall be permitted;
b) If player is assessed Major and Minor Penalty at the same time, Major Penalty shall served by the penalized player first. This rule shall apply when both penalties are imposed on one and the same player.

502 – BENCH MINOR PENALTY

a) For a Bench Minor Penalty, any player who was on the ice at the time of the infraction, other than the goalkeeper of the penalized team, designated by the Manager or the Coach through the Captain, shall be ruled off the ice for two minutes and no substitution shall be permitted. Designated player shall immediately proceed to the penalty bench and serve that penalty as though he personally were assessed Minor Penalty. If players are not on the ice, penalty may be served by any player;
b) If, while a team is “Short Handed” because of one or more Minor or Bench Minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate, unless such penalty was assessed at the same time as an opposing player penalty which originally caused both teams to play one player short, in which case the next minor or bench Minor Penalty assessed to the scored upon team shall terminate. This Rule shall not apply when a goal is scored as a result of a Penalty Shot;
c) Playing “Short Handed” shall mean that because of penalty/penalties a team shall have less players on the ice than the opposing team.

Clarifications to Rules 501 and 502

B – Interpretations

1. There should be three questions answered with regard to Minor Penalty:
   1) Are the team serving Minor or Bench Minor penalty?
   2) Are the team playing Short Handed relative to the opposing team?
   3) Has a goal been scored by this team?
   Should all three questions be answered “Yes”, the first Minor or Bench Minor penalty shall terminate after a goal scored.
2. If a team plays Short Handed and a goal is scored as a result of Penalty Shot, none of the penalized players shall return to the ice.
3. Minor or Bench Minor penalty shall be assessed to the team playing Short Handed because of Major Penalty or Match Penalty. However a goal is scored by a non-offending team. Minor or Bench Minor penalty shall not be assessed and the goal shall be allowed.
4. Penalty Shot shall be assessed to Team “A” already playing Short Handed because of one or several Minor or Bench Minor penalties. But team “B” scores a goal. Penalty Shot assessed to
team «A» shall be nullified and Minor (Double Minor, Major or Match Penalty) are assessed while the first Minor Penalty being served by team “A” is terminated.

**B – Situations**

**Situation 1**

Team “A” are assessed Bench Minor Penalty for Too Many Men on the Ice. At this same stoppage of play team «A» request stick measurement of the team “B” player’s stick. Stick is ruled legal causing assessment of a second Bench Minor Penalty to team «A».

**Ruling:**

One player of team “A” shall serve both Bench Minor Penalties (2+2 minutes).

**Situation 2**

Player A5 is assessed delayed Minor Penalty for Hooking. During the ensuing stoppage Play of play team «A» are additionally Bench Minor Penalty.

**Ruling:**

A5 shall serve Minor Penalty. Team «A» shall designate another player for serving Bench Minor Penalty. Teams shall play 3-on-5.

**Examples in case of scoring by team playing Short Handed:**

**Situation 1**

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
</tr>
</thead>
<tbody>
<tr>
<td>A6 – 2 min at 3:00</td>
<td>B11 – 2 min at 3:00</td>
</tr>
<tr>
<td>A9 – 2 min at 3:30</td>
<td>Goal at 4:00</td>
</tr>
</tbody>
</table>

**Ruling:**

At 3:00 teams play 4-on-4.
At 3:30 teams play 3-on-4.
A9 returns to ice at 4:00.

**Situation 2**

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
</tr>
</thead>
<tbody>
<tr>
<td>A6 – 2 min at 3:30</td>
<td>B11 – 2 min at 3:00</td>
</tr>
<tr>
<td>A9 – 2 min at 4:00</td>
<td>Goal at 4:30</td>
</tr>
</tbody>
</table>

**Ruling:**

A6 returns to ice at 4:30.

**Situation 3**

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
</tr>
</thead>
<tbody>
<tr>
<td>A15 – 2 min. at 3:00</td>
<td>B12 – 2 min. at 3:30</td>
</tr>
<tr>
<td>A23 – 2 min. at 4:00</td>
<td>Goal at 5:00</td>
</tr>
</tbody>
</table>

**Ruling:**
A15 returns to ice as his Minor Penalty has terminated. At 5:00 nobody returns, teams play at equal strength 4-on-4.

**Situation 4**

A6 – 2 min at 3:00  
A9 – 5 min+ GM at 3:30  
B11 – 2 min at 3:00  
Goal at 4:00

**Ruling:**
At 3:00 teams play at equal strength 4-on-4.  
At 3:30 teams play 3-on-4.  
A9 - GM.  
Team «A» shall designate substituting player to serve 5-minute penalty for A9.  
None of the players return to ice at 4:00 (Rule 502b).

**Situation 5**

A6 – 5 min+ GM at 3:00  
A9 – 2 min at 3:30  
B11 – 2 min at 3:00  
Goal at 4:00

**Ruling:**
At 3:00 teams play at equal strength 4-on-4.  
A6 - assessed GM.  
Team “A” shall designate substituting player for serving 5-minute penalty for player A6.  
At 3:30 teams play 3-on-4.  
A9 returns to ice at 4:00.

**Situation 6**

A6 – 5 min+ GM at 3:00  
A9 – 2 min at 3:30  
B11 – 2 min at 3:00  
Goal at 4:00

**Ruling:**
At 3:00 Teams shall play 4-on-5.  
A6 - GM.  
Team “A” shall designate substituting player for serving 5-minute penalty for player A6.  
None of the players return to ice at 4:00.

**Situation 7**

A15 – 5 min at 3:00  
A23 – 2 min at 3:30  
B12 – 2 min at 4:00  
Goal at 4:30

**Ruling:**
A23 returns to ice as team “A” were playing short handed.

**Situation 8**

A6 – 2 + 5 min+ GM at 4:00  
A9 – 2 min at 8:00  
Goal at 9:15

**Ruling:**
A6 - GM.
Team “A” shall designate substituting player serving the penalty for A6. A9 returns to ice at 9:15 as Minor Penalty assessed to A9 is the first Minor Penalty being served.

**Situation 9**

<table>
<thead>
<tr>
<th>Player</th>
<th>Time</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A6</td>
<td>2 + 5 min + GM at 4:00</td>
<td>A9 – 2 min at 9:10</td>
</tr>
</tbody>
</table>

**Ruling:**
A6 assessed GM. Team “A” shall designate substituting player serving penalty for A6. Substituting player A6 returns to ice at 9:15 as his Minor Penalty is the first Minor Penalty to be served.

**Situation 10**

<table>
<thead>
<tr>
<th>Player</th>
<th>Time</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A7</td>
<td>5 min + GM at 3:00</td>
<td>A11 – 5 min + GM at 3:10</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A12 – 2 min at 4:00</td>
</tr>
</tbody>
</table>

**Goal at 4:30**

**Ruling:**
A 7 and A11 assessed GM. Players substituting A7 and A11 on penalty bench. None of the players returns to ice as Minor Penalty to A12 not has not yet been served at the moment of scoring.

**Situation 11**

<table>
<thead>
<tr>
<th>Player</th>
<th>Time</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A4</td>
<td>2 min at 10:00</td>
<td>A7 – 2 min at 10:30</td>
</tr>
<tr>
<td>A9</td>
<td>2 min at 11:00</td>
<td>B8 – 2 min at 11:00</td>
</tr>
</tbody>
</table>

**Goal at 12:10**

**Ruling:**
At 11:00 teams continue 3-on-5 as Minor Penalties to B8 и A9 are cancelled. A4 returns to ice at 12:00 and teams play 4-on-5 as Scoreboard indicates only Minor Penalty being served by A7. A7 returns to ice at 12:10.

**Situation 12**

<table>
<thead>
<tr>
<th>Player</th>
<th>Time</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A9</td>
<td>5 min+ GM at 3:00</td>
<td>A6 – 2 min at 3:30</td>
</tr>
<tr>
<td>B11</td>
<td>2 + 2 min at 3:30</td>
<td>Goal at 4:30</td>
</tr>
</tbody>
</table>

**Ruling:**
A9 - GM. Team “A” shall designate substituting player serving 5 minute penalty for A9. At 3:30 teams play 4-on-4. At 3:30 Minor Penalty to A6 and one Minor Penalty to B11 are cancelled out. Team «B» shall designate substituting player serving one Minor Penalty for B11. B11 returns to ice at first stoppage of play after 7:30. None of the players returns to ice.
Situation 13

A6 – 5 min + GM at 3:00
A9 – 2 min at 3:30
B11–5 min+ GM at 3:30
Goal at 4:00

Ruling:
A6 and B11 assessed GM.
Team “A” and team “B” shall designate substituting players to serve 5 minutes each for A6 и B11.
At 3:30 teams play 3-on-4.
Minor Penalties to A9 and Major Penalty to B11 shall not be cancelled out.
A9 returns to ice.

Situation 14

A15 – 5 min at 3:00
A23 – 2 min at 4:00
B12 – 5 min at 3:30
Goal at 4:30

Ruling:
A23 returns to ice as team “A” played Short Handed because of Minor Penalty.

Situation 15

A7 – 2 + 2 min at 12:00
A9 – 2 min at 13:15
B3 – 2 min at 12:00
Goal at 13:30

Ruling:
At 12:00 team “A” shall designate substituting player to serve one Minor Penalty for A7 as one Minor Penalty to A7 and Minor Penalty to B3 are cancelled out.
Player substituting A7 to serve his penalty returns to ice in 13:30 following a goal scored by team “B”.
A7 returns to ice at first stoppage of play after 15:30.

Situation 16

A7 – 2 min at 3:30
B11 – 2 min at 3:30
B14 – 5 min+GM at 3:30
B19 – 2 min at 3:30
Goal at 4:00

Ruling:
B14 - GM.
Team “B” shall designate substituting player to serve 5 minutes for B14.
At 3:30 teams play 5-on- 3 as Minor Penalty to A7 shall be cancelled out with one Minor Penalty to B11 or B19 (on captain’s choice).
At 4:00 either B11 or B19 return to ice.

Situation 17

A6 – 5 min + GM at 3:00
A9 – 2 min at 3:30
B11 – 2 min at 3:30
Goal at 4:00
Ruling:

A6 - GM.
Team “A” shall designate substituting player to serve 5 minutes for A6.
At 3:30 teams play 4-on-5.
Minor penalties to A9 and B11 shall be cancelled out.
None of the players return to ice as player substituting A6 is serving Major Penalty.
A9 and B11 return to ice at first stoppage of play after 5:30

Situation 18

<table>
<thead>
<tr>
<th>Player</th>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>A8</td>
<td>2 + 2 min</td>
<td>at 3:00</td>
</tr>
<tr>
<td>A9</td>
<td>2 min</td>
<td>at 4:00</td>
</tr>
</tbody>
</table>

Ruling:

At 4:30 first Minor Penalty to A8 is terminated and teams shall play 3-on-5.
At 5:30 Minor Penalty to A9, is terminated and teams shall play 4-on-5.

503 – MAJOR PENALTY

a) For a Major Penalty, any player, including the goalkeeper, shall be ruled off the ice for the balance of the game (Game Misconduct penalty) and substitution shall be permitted after five minutes except several items of KHL Rule 528 “Fisticuffs or Roughing”;
b) If a player is assessed Major and Minor Penalty at the same time, Major Penalty shall be served by the penalized player first. This Rule shall apply in case both penalties are assessed to the same player.

Clarifications to Rule 503

B – Interpretations

1. If any player is assessed delayed Minor Penalty and Major Penalty, plus automatic Game Misconduct Penalty, and the non-offending team scores a goal before the call for stoppage of play, the Minor Penalty shall be nullified. Offending team shall designate a substituting player to serve Major Penalty for the player assessed GM Penalty. Order of infractions in this case has no effect.
2. If in a breakaway situation the breakaway player is attacked with an infraction, subject to assessment of Major Penalty, plus automatic GM Penalty and assessment of Penalty Shot, the Major Penalty, plus automatic Game Misconduct Penalty shall be assessed regardless of the player having scored on Penalty Shot or not.

C – Situations

Situation 1

Team «A» play short handed because of Minor Penalty, and the Referee signals delayed Major Penalty to the same Team «B» but before play is stopped, team «B» scores.

Ruling:

The first Minor Penalty being served by this team shall be terminated (Rule 501 – Minor Penalty
and Rule 502 – Bench Minor Penalty). But the Referee shall, all the same, assess Major Penalty, plus automatic Game Misconduct Penalty to the offending player.

504 – MISCONDUCT PENALTY

a) For his first Misconduct Penalty, any player, other than the goalkeeper, shall be ruled off the ice for ten minutes and immediate substitution shall be permitted. The player whose Misconduct penalty has expired shall stay on the penalty bench until the next stoppage of play.
b) When a player is assessed Minor or Major Penalty and Misconduct penalty at the same time, penalized team shall designate an additional player to the penalty bench for him to serve Minor or Major Penalty with no substitutions allowed;
c) For his second Misconduct Penalty any player, including the goalkeeper, shall automatically be ruled off the ice for the balance of the game (Game Misconduct penalty) and immediate substitution shall be permitted.

Clarifications to Rule 504

C – Situations

Situation 1

Player already serving Misconduct penalty on the penalty bench is assessed another Misconduct penalty.

Ruling:

This player shall be assessed Game Misconduct Penalty for second infraction. 10 minutes shall be recorded against the player on the Official Game Sheet for his first Misconduct penalty and 20 minutes for the Game Misconduct Penalty. Second Misconduct penalty shall not be recorded as it automatically becomes Game Misconduct Penalty.

505 – GAME MISCONDUCT PENALTY

For a Game Misconduct penalty, any player, including the goalkeeper or team official, shall be ruled off the ice and ordered to the dressing room for the balance of the game and immediate substitution for the player or the goalkeeper shall be permitted.

507 – MATCH PENALTY

a) For a Match penalty, any player, goalkeeper or team official shall be ruled off the ice and ordered to the dressing room for the balance of the game and substitution shall be permitted after five minutes.
b) Player, the goalkeeper or team official assessed Match Penalty shall be subject to automatic suspension. This means that the player, goalkeeper or team official shall be suspended for the next game of their team as a minimum.

508 – PENALTY SHOT

Object of this rule consists in reinstating actual scoring opportunity that may be denied as a result of infraction against the player by an opponent checking him from behind.
a) Four conditions shall be observed for awarding Penalty Shot for illegal checks from behind:

78
1. The infraction takes place when the puck is outside the defending zone of the non-offending team (i.e. completely across the blue line).
2. The infraction (checking) is committed from behind.
3. Player in possession and control of puck shall have no opposing players other than the goalkeeper to beat.
4. The player in possession and control of the puck, is, in the opinion of the Referee, has been denied a reasonable scoring opportunity
   b) “The breakaway situation” shall imply the player in possession and control of the puck having no opposing players between him and the goalkeeper, or the empty goal net when the goalkeeper has been removed from the ice;
   c) “The player in possession and control of the puck” shall imply that the puck is controlled by the player who, apart from the goalkeeper had played the puck last;
   d) “Control of the puck” shall mean an action by a player propelling the puck with his stick. If, in the process of propelling the puck it strikes another player or his equipment or the goal or becomes free that player shall no longer be considered as controlling;
   e) The Referee shall not stop the play until the attacking team frees control of the puck;
   f) When the opposing goalkeeper is removed from the ice, a player in possession and control of puck outside his defending zone and having no opposing players between him and the goalkeeper is illegally attacked from behind denying him reasonable scoring opportunity, the Referee shall immediately stop the play, and award, in favor of the non-offending team, a

  * Goal

g) If the infraction is associated with assessment of another penalty, the Penalty Shot shall be awarded and the penalty assessed regardless of the result of the Penalty Shot;
   h) If, during the same stoppage of play, two Penalty Shots (for two different infractions) are awarded in favor of one team, only one goal shall be allowed during one stoppage of play (see Situation 7);
   i) Penalty Shot shall be awarded in situations when the goalkeeper commits an infraction against an opponent breaking away regardless where the infraction comes from.

_Clarifications to Rule 508_

_A – Referee and Linesman Procedure_

1. To award a Penalty Shot the Referee shall signal (PS) and then– a signal of the infraction entailing the Penalty Shot.
2. The Referee shall memorize the number of the offending player and advise the Scorekeeper accordingly.

_C – Situations_

_Situation 1_

Attacking player is in a breakaway situation. He is fouled from behind. Player falls on to the ice but stands up and either shoots on goal or tries to dribble past the goalkeeper but fails to score.

_Ruling:_

The Referee shall not award the Penalty Shot as the player rose from the ice and took a clear and unimpeded shot on goal or tried to beat the goalkeeper. But the Referee shall assess Minor Penalty to the offending player.
Situation 2

Attacking player is in a breakaway situation. He is tripped, and the puck becomes free. His team-mate skates up from behind, picks up the free puck, then shoots on goal or dribbles past the goalie but fails to score.

Ruling:

The Referee shall not award the Penalty Shot as the player executed his shot unhindered or beat the goalie. But the Referee shall assess Minor Penalty to the offending player.

Situation 3

Attacking player is in a breakaway situation and is fouled from behind. The Referee signals the Penalty Shot. But before the play has terminated, second infraction occurs by the same offending player or his team-mate.

Ruling:

Awarding the Penalty Shot shall override assessment of a penalty for the first infraction but the offending player shall be assessed penalty for the second infraction. The offending player shall immediately proceed to the penalty bench for serving the penalty and stay there regardless of the Penalty Shot result. If the offending team were already serving another Minor Penalty, they still have to serve this penalty regardless of the result of the Penalty Shot and in accordance with Rule 502b, i.e. the offending team shall play two men short.

Situation 4

A10 serves a penalty on the penalty bench. A8 is to be assessed a penalty for slashing but before the stoppage of play team «B» is awarded a Penalty Shot due to another infraction by team «A». Team «B» scores on the Penalty Shot.

Ruling:

None of the penalized players returns to the ice. A8 must serve his penalty regardless of the Penalty Shot result.

Situation 5

Attacking player is in a breakaway situation. Player of the defending team behind the goal displaces the goal.

Ruling:

The Referee shall award a Penalty Shot as there were no opposing defending players between the player breaking away and the goalie.

Situation 6

The goalkeeper walked out of the goal and his team-mate lies in the goal crease when the puck
shot on goal gets under his body. That player has not attempted to cover or grab the puck under his body. However the puck gets stuck under him.

**Ruling:**

The Referee shall not award a Penalty Shot if the lying player never tried to deliberately cover or grab the puck.

**Situation 7**

Attacking player is in a breakaway situation. He is fouled from behind and the Referee signals a Penalty Shot. But before the episode terminated second infraction is committed by the same player or his team-mate, also calling for a Penalty Shot.

**Ruling:**

If the first Penalty Shot results in a goal, the second Penalty Shot shall be nullified and relevant penalty shall be assessed. If the first Penalty Shot does not result in a goal, the second Penalty Shot shall be taken.

**509 – PENALTY SHOT PROCEDURE**

a) In cases where a player was fouled in a manner that warrants a penalty shot, the player fouled shall be designated to take the penalty shot. If the fouled player is injured on the play, the Captain shall designate any non-penalized player who was on the ice at the time of the infraction to take the penalty shot.

b) In cases where the player fouled is not identifiable, the Coach or the Captain of the non-offending team selects and reports to the Referee the number of any non-penalized player who was on the ice at the time of the infraction, who shall take the shot.

c) The Referee shall cause to be announced the name and number of the player taking the penalty shot, who cannot be a player serving a penalty or have been assessed a delayed penalty.

d) The players of both teams shall withdraw to their player benches.

e) The Linesman shall place the puck on the center spot. Only a goalkeeper shall defend against the Penalty Shot.

f) The goalkeeper shall stay in his crease until the player has touched the puck.

* The player shall, on instruction of the Referee, play the puck and proceed towards his opponent's goal line and attempt to score on the goalkeeper.

h) If the player misses the puck and does not touch the puck on the way past it as it sits on the centre Face-off dot, then the player can return and continue with the Penalty Shot.

i) Penalty shot shall be assessed as completed when a goal is scored, the puck has crossed the goal line, saved by the goalkeeper, or the shot procedure was stopped due to a rules infringement, the Referee should react by Wash Out signal. No goal shall be awarded if scored as a result of second shot or tip-in of any kind.

j) If a goal is scored, the face-off shall take place at center the ice.

k) If no goal is scored, the face-off shall take place at either of the end zone face-off spots in which the Penalty Shot has been attempted.

l) If an infraction for which the Penalty Shot was awarded occurred during actual playing time, the Penalty Shot shall be called and taken immediately in accordance with these Playing Rules. If the Referee signals infraction calling for a Penalty Shot by raising his arm signifying delayed penalty, giving the non-offending team to finish up the play, the Penalty Shot shall be taken after the stoppage of play regardless whether the regulation time of the game or a period has
m) Time required for the Penalty Shot procedure shall not be included on regulation time of the game or a period;

n) Putting the puck on the stick blade (as in lacrosse) above shoulder level shall not be permitted and shall cause stoppage of play if not observed;

o) If a player takes a Penalty Shot or a Shot to Determine the Winner as described under item “m”, the Referee shall stop the procedure and announce the shot terminated;

p) The players or the goalkeeper designated to take part in the Penalty Shot or Shots to Determine the Winner Procedure may not be substituted in case of Rules infraction by the goalkeeper. If a player or a goalkeeper sustain an injury and is incapacitated to take part in the Penalty Shot, the team coach may designate another player and/or goalkeeper;

q) If the goalkeeper walks out of his goal crease before the player taking the shot touched the puck, or commits any other infraction, the Referee shall raise his arm signaling Rules infraction by the goalkeeper and allowing the player to complete the Penalty Shot. If the Penalty Shot does not result in a goal, the Referee shall award retrial of the Penalty Shot;

r) If the goalkeeper walks out of his goal crease ahead of time, the Referee shall:
   1. For the first time - issue a Warning and award retrial of the Penalty Shot;
   2. For the second time assess Misconduct penalty and rule retrial of the Penalty Shot;
   3. For the third time - award a goal against the team whose goalkeeper violated the rule;

s) The goalkeeper may try and stop the shot with any technique or skill but not with a throw of his stick or any other object for which action he shall be penalized by awarding Goal to the opposing team;

t) If during the Penalty Shot procedure any player of the opposing team interferes or distracts the player taking the Shot resulting in failure to score, the Referee shall award retrial of the Penalty Shot and assess Misconduct penalty to the offending player;

u) Procedure of taking the Shots to Determine the Winner is described in the KHL, SHL and JHL Sport Regulations.

Clarifications to Rule 509

A – Referee and Linesman Procedure

During execution of the Penalty Shot or a Shot to Determine the Winner, when a player utilizes the Spin-O-Rama technique (360° turn), The Referee and Linesmen should concentrate on the following:

1. The player is moving ahead in strict succession toward the goal controlling the puck.
2. If the player and the puck stop moving in succession toward the goal, Penalty Shot shall be considered completed.
3. If the player contacts the goalkeeper before the puck goes into the goal net, Penalty Shot shall be considered completed. Goal shall not be allowed, and the player may be assessed penalty for interference (Rule 595).

B – Interpretations

1. Goalkeeper is the only player allowed to defend his goal during a Penalty Shot.
2. The substitute goalkeeper shall not be allowed to warm up before the Penalty Shot.
3. If, at any time, in the course of taking the Penalty Shot (starting on the Referee’s whistle signaling the player to start procedure of the shot) the goalkeeper deliberately moves or displaces the goal, goal (a puck in the goal net) shall be awarded.
4. If infraction causing the Penalty Shot occurred in the dying seconds of the game, and
actual playing time expired before the Referee blew the whistle for a stoppage of play. Penalty Shot Ruling: remains in force. If a goal is scored on the Penalty Shot, time of scoring shall be registered at 19:59.

5. When the player taking the Penalty Shot stumbles or falls as he moves, and the puck is still moving ahead toward the goal, that player may rise from the ice and proceed with the shot. Deliberate fall on to the ice and playing the puck with the hand are forbidden.

6. If a team official interferes with or distracts the player taking the Penalty Shot and, because of that intervention or distraction the shot fails, the Referee shall award a retrial of the Penalty Shot and assess Game Misconduct Penalty to the offending team official (Rule 551b).

7. If a team plays without a goalkeeper wearing the goalkeeper’s equipment, and the Penalty Shot is awarded to their goal, that team must designate a player and entrust him with the goalkeeper’s functions. This player shall follow the same rules that govern actions and behavior of normal goalkeeper during the Penalty Shot Procedure. However such player shall not be required to wear all the equipment of the goalkeeper. After the Penalty Shot has been taken the player shall be reinstated in the rank of a regular players. This situation shall only be applicable when a team has no goalkeeper and only in case of the Penalty Shot.

8. If, during the Penalty Shot or the shot to Determine the puck finds its way into the goal net while the goal has been displaced, a goal shall be allowed. The situation shall not be subject to video replay.

9. If after the Penalty Shot or the Shot to Determine the Winner the puck misses the goal while the goal has been displaced as a result of the goalkeeper’s split save with his leg guard, a goal shall not be allowed.

10. If, after the Penalty Shot or the Shot to Determine the Winner, the goal has been displaced with goalkeeper’s leg guard as a result of his split save before the puck strikes the goal net, a goal shall be allowed. The situation shall not be subject to video replay.

11. During taking a Penalty Shot or Shot to Determine the Winner, any player or goalkeeper shall be assessed the same penalty (penalties) as in regulation time.

C – Situations

Situation 1

Player taking the Penalty Shot looses control of the puck or skates past it in his attempt to shoot on goal.

Ruling:

Player shall be allowed to return and pick up the puck if he frees control of the puck or skates past it while the puck keeps moving toward the opposing team’s goal.

Situation 2

As a result of the Penalty Shot the puck strikes protective glass behind the goalkeeper, deflects off the goalkeeper’s back and into the goal net.

Ruling:

Goal shall not be allowed. As soon as the puck has crossed the goal line the shot shall be
considered complete.

**Situation 3**

A player taking the Penalty Shot has used a slap shot. The puck has slid off the stick blade toe strikes the side boards and deflects off the boards and into the goal net.

**Ruling:**

Goal shall be allowed as the puck is considered as consistently moving toward of the opposing team’s goal.

**Situation 4**

Player taking the Penalty Shot shoots the puck which strikes:
1) the goal post and deflects into the goal net;
2) the goalkeeper and deflects into the goal net;
3) the goal post or the cross bar and deflects off the goalkeeper into the goal net;
4) the goalkeeper and into the goal net deflected off the goal post or the cross bar;
5) the goalkeeper slides down with the puck into the goal net, with the puck crossing the goal line.

**Ruling:**

Goal shall be allowed.

**Situation 5**

Player taking the Penalty Shot shoots the puck it has been deflected back and, after rebounds off the player taking the shot goes into the goal net.

**Ruling:**

Goal shall not be allowed.

**Situation 6**

Player taking the Penalty Shot throws off his gloves during progress toward the goal distracting goalkeeper, then shoots on goal.

**Ruling:**

Penalty Shot shall be considered completed, goal disallowed, the player shall be assessed Misconduct penalty.

**Situation 7**

Player taking the Penalty Shot trying to shoot on goal has not contacted the puck with his stick which continues to travel toward the opponent’s goal. Then the player makes a second try to contact the puck with his stick and, eventually, scores.

**Ruling:**
Goal shall be allowed as there has been no contact of the stick with the puck at the first attempt, this move can not be ruled as a shot. The second attempt, when the stick actually contacted the puck, shall be considered as the first shot.

**Situation 8**

Player taking the Penalty Shot breaks his stick.

**Ruling:**

Penalty Shot shall be ruled as completed.

**Situation 9**

In the process of the Penalty Shot the goalkeeper commits an infraction entailing Minor Penalty against the player taking the Penalty Shot resulting in no goal.

**Ruling:**

The Referee shall assess Minor Penalty to the goalkeeper. Any player of his team named by Manager or Coach, through captain shall serve the penalty. This player shall immediately proceed to the penalty bench and stay there regardless of the result of the Penalty Shot which shall have to be repeated.

**Situation 10**

In the process of the Penalty Shot the goalkeeper commits an infraction entailing Major Penalty, plus Game Misconduct penalty against the player taking the Penalty Shot and no goal has been scored

**Ruling:**

The Referee shall assess Major Penalty, plus automatic Game Misconduct Penalty to the goalkeeper. The goalkeeper shall be removed from the ice for the balance of the game. He shall immediately proceed to the dressing room before the repeated Penalty Shot is taken. Manager or Coach, through the team captain shall name a player to serve the 5-minute penalty. Before the repeated Penalty Shot is taken the designated player must immediately proceed to the penalty bench and stay on it until expiration of the penalty time. Substitute goalkeeper shall defend his goal against the repeated Penalty Shot.

**Situation 11**

Player of team «A» brings verbal insult to the Referee before team «B» takes the Penalty Shot.

**Ruling:**

The player of team «A» shall be assessed Misconduct penalty, and he must immediately proceed to the penalty bench before team «B» takes the Penalty Shot.
**Situation 12**

In the process of the Penalty Shot the goalkeeper commits again an infraction entailing Minor Penalty against the player taking the Penalty Shot resulting in no goal.

**Ruling:**

The Referee shall assess Misconduct Penalty to the goalkeeper. According to the Rule 509 q) and r). Any player of his team named by Manager or Coach, through captain shall serve the penalty. This player shall immediately proceed to the penalty bench and stay there regardless of the result of the Penalty Shot which shall have to be repeated.

**Situation 13**

In the process of the Penalty Shot the goalkeeper commits third time an infraction entailing Minor Penalty against the player taking the Penalty Shot resulting in no goal.

**Ruling:**

Referee shall award a goal against the team whose goalkeeper violated the rule. According to the Rule 509 q) and r).

**510 – SUPPLEMENTARY DISCIPLINE**

In addition to the suspension imposed under these rules, the League may, at any time after the conclusion of the game, investigate any incident and may assess additional suspensions for any offence committed on or off the ice at any time before, during and after the game, whether or not such offences have been penalized by the Referee or registered on the Official Game Sheet.

**511 – GOALKEEPER PENALTY PROCEDURE**

A goalkeeper never goes to the penalty bench.

a) All penalties, assessed to the goalkeeper regardless of who serves the penalty, shall be registered on the Official Game Sheet against the name of the goalkeeper;

b) Any additional penalties assessed to the goalkeeper at the same stoppage of play shall remain in force and must be served by another player of his team who was on the ice at the moment of assessment of the penalties.

c) For Minor or first Misconduct penalty:
   1. The Goalkeeper The goalkeeper continues to play.
   2. His penalty shall be served by another player of his team who was on the ice at the time the play was stopped to assess the penalty for the infraction and was designated by the Manager or Coach through the Captain;

d) Major penalty for fisticuffs shall be served by another player of his team who was on the ice at the time the play was stopped in order to assess the penalty for the infraction and was designated by the Manager or Coach through the Captain. The goalkeeper shall be ruled off the ice.

e) For the second Major penalty (e.g. fisticuffs), Game Misconduct penalty or Match penalty the goalkeeper shall be ruled off the ice. He shall be replaced by the substitute goalkeeper, if available, or otherwise by a member of his team, who shall be permitted 10 minutes to dress in
the goalkeeper's full equipment.

Clarifications to Rule 511

A – Referee and Linesman Procedure

1. After stoppage of play and assessment of penalty to the goalkeeper, the Referee shall immediately skate backward to the Penalty Bench.
2. The Referee should at all times keep sight of all players on the ice and register on his writing pad playing numbers of all players of the offending team who were on the ice at the moment of stoppage for assessment of relevant penalty. Very important that The Referee be confident who of the players exactly were on the ice, to determine player(s) who will serve the penalty.
3. At the penalty bench the Referee shall entrust the Scorekeeper to inscribe playing numbers of all players of the offending goalkeeper’s team who were on the ice at the time of stoppage – for correct assessment of penalty. One of those players on the ice shall have to serve the penalty.
4. The Referee should notify the offending team’s captain that one of the players indicated on the list must serve the penalty for the goalkeeper.

B – Interpretations

1. If a substitute goalkeeper is registered on the Official Game Sheet and is dressed, he may start to play before any other player shall be allowed to put on the goalkeeper equipment and take his position in goal.
2. In case the goalkeeper has been assessed more than one penalty at the same stoppage of play, any player of his team who were on the ice at the moment of stoppage, shall serve both penalties (turn to Situation 2 below for further clarifications to the Rule).

C – Situations

Situation 1

The goalkeeper has been assessed Misconduct penalty. Substitute player is on the penalty bench to serve the goalie’s penalty. While this player sat on the penalty bench, the goalkeeper was assessed second Misconduct penalty.

Ruling:

The goalkeeper shall be ruled off for the balance of the game (second Misconduct penalty becomes automatic Game Misconduct Penalty – Rule 504), the player serving the Misconduct penalty shall leave the penalty bench.

Situation 2

The goalkeeper has been assessed Minor and Misconduct penalty

Ruling:

One player who was on the ice at the moment of stoppage shall have to serve Minor Penalty and a second player who was on the ice at the moment of stoppage, shall serve 12 minutes. Manager or
Coach shall name those players through the team captain.

**Situation 3**

The goalkeeper on the players bench (or at a stoppage of play, or in the process of the game) commits an infraction of the Rules or a foul against a player of the opposing team.

**Ruling:**

Player on the ice at the moment of stoppage shall serve his penalty. Manager or Coach shall name the player through the team captain.

**Situation 4**

The goalkeeper has been assessed delayed Minor Penalty, and at a stoppage of play the goalkeeper is assessed additional Minor Penalty.

**Ruling:**

One player on the ice at the stoppage of play shall serve both, shall serve both Minor penalties. Manager or Coach shall name the player through the team captain.

**Situation 5**

The goalkeeper has been assessed delayed double Minor Penalty, plus Major, plus Game Misconduct Penalty during the same stoppage of play.

**Ruling:**

One player on the ice at the stoppage shall serve all penalties. Manager or Coach shall name this player through the team captain.

**Examples on the goalkeeper penalties assessments**

**Team “A”**

**Situation 1**

A1 (the goalkeeper) 2 + 10 min at 3:00
A1 (the goalkeeper) 2 + 10 min at 3:30

**Ruling:**

At 3:00 Team “A” shall designate two players who were on the ice to the penalty bench to serve the penalty for the goalkeeper: one - 2 minutes, second – 12 minutes.
At 3:30 team “A” shall designate another player who was on the ice to the penalty bench to serve second Minor Penalty for the goalkeeper.
Because of assessment to A1 a second Misconduct penalty, A1 (the goalkeeper) is assessed automatic Game Misconduct Penalty.
Player serving the penalty 2 + 10 min, assessed at 3:00 may leave the penalty bench (the goalkeeper has been assessed Game Misconduct).
At 3:30 team “A” shall play 3-on-5.
Second Minor Penalty to the goalkeeper shall start at 3:30.
Player serving the first Minor Penalty for the goalkeeper shall return to the ice at 5:00 (provided there is no goal scored).
Total penalty time 34 minutes (2+10+2+20) shall be registered on the Official Game Sheet against A1 (the goalkeeper).

**Situation 2**

A30 (the goalkeeper) 2 min 3:00
A30 (the goalkeeper) 2 min 3:30

**Ruling:**
At 3:00 teams play 4-on-5.
Team «A» shall designate to the penalty bench a player who was on the ice to serve the first Minor Penalty.
At 3:30 team “A” shall designate to the penalty bench another player who was on the ice, to serve the second Minor Penalty.
At 3:30 teams play 3-on-5.
Player serving the first Minor Penalty shall return to the ice at 5:00 (provided there is no goal scored).
All penalties shall be registered against player A30 (the goalkeeper) on the Official Game Sheet.

**Situation 3**

A30 (the goalkeeper) 2 min 3:00
A30 (the goalkeeper) 10 min 3:30

**Ruling:**
At 3:00 Teams shall play 4-on-5.
Team “A” shall designate to the penalty bench a player who was on the ice, to serve the Minor Penalty.
At 3:30 team «A» shall designate to the penalty bench a player who was on the ice to serve the Misconduct penalty.
At 3:30 teams play 4-on-5.
Second penalty (Misconduct) shall start at 3:30.
Player serving the Minor Penalty shall, shall return to the ice at 5:00 (provided There is no goal scored)
Player serving the Misconduct penalty, shall return to the ice at first stoppage of play after 13:30.
All penalties shall be registered against player A30 (the goalkeeper) on the Official Game Sheet.

**Situation 4**

A30 (the goalkeeper) 10 min at 3:00
A30 (the goalkeeper) 2 min at 3:30

**Ruling:**
At 3:00 teams play 5-on-5.
Team «A» shall designate to the penalty bench a player who was on the ice to serve the Misconduct penalty.
At 3:30 team “A” shall designate to the penalty bench another player who was on the ice to serve the Minor Penalty.
At 3:30 teams play 4-on-5.
Minor Penalty shall start at 3:30.
Player serving the Misconduct penalty, shall return to the ice after 5:30 (provided there will be no goal scored).
Player serving the Misconduct penalty shall return to the ice after 13:00 at the first stoppage of play.
All penalties shall be registered against player A30 (the goalkeeper) on the Official Game Sheet.

512 – COINCIDENTAL PENALTIES

a) When an equal number of identical penalties (Minor, Major or Match) are assessed to both teams at the same stoppage of play, such penalties shall be known as

COINCIDENTAL PENALTIES

When such penalties are assessed, immediate substitutions shall be made for those penalties and they shall not be taken into account for the purpose of delayed penalties:
b) In the case where the penalized players remain in the game, they shall take their place on the penalty bench and shall not leave until the first stoppage of play following the expiry of their respective penalties;
c) There is only one exception to this rule. If both Teams play at equal strength, no change of Penalized players shall be permitted. When both teams are at Full Strength on the ice, No Substitution shall be permitted if only one Minor penalty is assessed to one player on each team at the same stoppage of play;
d) In the application of this rule, Minor and Bench Minor penalties shall be considered as identical.

Clarifications to Rule 512

B – Interpretations

1. See to it that you cancel out as many penalties as you possibly can.
2. Cancel out penalties in such a way that to avoid sending substituting players to the penalty bench.
3. Cancel out penalties in such a way that you could send back to the ice as many players as possible.

Examples on Coincidental Minor penalties

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Situation 1</strong></td>
<td><strong>Ruling:</strong></td>
</tr>
<tr>
<td>A6 – 2 min at 3:00</td>
<td>At 3:00 teams play 4-on-4</td>
</tr>
<tr>
<td><strong>Situation 2</strong></td>
<td><strong>Ruling:</strong></td>
</tr>
<tr>
<td>A6 – 2 + 2 min at 3.00</td>
<td>At 3:00 teams play 4-on-5.</td>
</tr>
<tr>
<td><strong>Team “A” shall designate to the penalty bench a substituting player to serve one Minor Penalty for A6. Minor Penalty to B11 and one Minor Penalty to A6 shall be cancelled out.</strong></td>
<td></td>
</tr>
</tbody>
</table>
Situation 3

A6 – 2 min at 3:00
A9 – 2 min at 3:00

B11 – 2 min at 3:30

Ruling:

B 3:30 Teams shall play 4-on-5, as Minor penalties A9 and B11 shall be cancelled out.

Situation 4

A6 – 2 min at 3:00
A9 – 2 min at 3:30
A7 – 2 min at 3:30

B11 – 2 min at 3:30

Ruling:

At 3:30 teams play 3-on-5 as penalty to B11 shall be cancelled out to one Minor Penalty either to A9 or to A7 (on captain’s choice).

Situation 5

A6 – 2 min at 3:00
A9 – 2 min at 3:15

B12 – 2+10 min at 3:15

Ruling:

At 3:15 teams play 4-on-5 as Minor penalties to A9 and B12 shall be cancelled out.

Situation 6

A6 – 2 min at 3:00
A9 – 2 + 2 min at 4:00

B12 – 2 + 2 min at 4:00

Ruling:

At 4:00 teams play 4-on-5, as coincidental Minor penalties to A9 and B12 shall be cancelled out.

Situation 7

A6 – 2 min at 3.00
A9 – 2 min at 3.00

B11 – 2 min at 3.00

Ruling:

At 3:00 teams play 4-on-5 as one Minor Penalty to B11 shall be cancelled out to Minor Penalty either to A6 or to A9 (on captain’s choice).

Situation 8

A6 – 2 min at 3.00
A9 – 2 min at 3:30

B11 – 2 + 2 min at3:30

Ruling:

At 3:30 teams play 4-on-4 as Minor Penalty to A9 shall be cancelled out to one Minor Penalty to B11.
Team “B” shall designate to the penalty bench a substituting player from players bench to serve one Minor Penalty for B11.

Situation 9

A6 – 2 + 10 min at 3.00

B11 – 2+10 min at 3.00

Ruling:

Teams play 4-on-4.
Team “A” and team “B” shall each designate one substituting player to the penalty benches who shall return to the ice в at 5:00.
A6 и B11 shall return to the ice at the first stoppage of play after 15:00.
Situation 10
A6 – 2 min at 9:00
A9 – 2 min at 9:20
A8 – 2 min at 9:20
B4 – 2 min at 9:20
B7 – 2 min at 9:20

Ruling:
At 9:20 teams play 4-on-5 as Minor penalties A9 to A8, B4 and B7 shall be cancelled out.

Situation 11
A6 – 2 + 2 min at 3.00
A9 – 2 + 2 min at 3.00
B11 – 2 + 2 min at 3.00

Ruling:
At 3:00 teams play 4-on-5 as Double Minor penalties to A9 and B11 shall be cancelled out.

Situation 12
A6 – 2 min at 3.00
A9 – 2 + 2 min at 3.00
B11 – 2 + 2 min at 3.00

Ruling:
At 3:00 teams play 4-on-5 as Minor penalties to A9 and B11 shall be cancelled out.

Situation 13
A6 – 2 min at 3.00
A9 – 2 min at 3.00
B11 – 2 + 2 min at 3.00
B12 – 2 min at 3.00
A7 – 2 + 2 min at 3:00

Ruling:
At 3:00 teams play 4-on-5 as Minor penalties to A7 and B11 shall be cancelled out, a Minor Penalty to B12 shall be cancelled out with Minor Penalty either A6 or A9 (on captain’s choice).

Situation 14
A6 – 2 min at 3.00
A9 – 2 + 2 min at 3.00
B11 – 2 + 2 + 2 min at 3.00
B12 – 2 min at 3.00
A7 – 2 + 2 min at 3.00

Ruling:
At 3:00 teams play 4-on-5 as Minor penalties to B11 and B12 shall be cancelled out with Minor penalties to A9 и A7.

Situation 15
A6 – 2 min at 3.00
A9 – 2 + 2 + 2 min at 3.00
B11 – 2 + 2 min at 3.00
B12 – 2 + 2 min at 3.00
A7 – 2 min at 3.00

Ruling:
At 3:00 teams play 4-on-5 as Minor penalties to B11 and B12 shall be cancelled out with Minor penalties to A9 and either to A6 or to A7 (on captain’s choice).

Situation 16
A6 – 2 min at 3.00
A9 – 2 + 2 min at 3.00
B11 – 2 + 2 + 2 min at 3.00
B12 – 2 + 2 min at 3.00
A7 – 2 + 2 min at 3.00
**Ruling:**
At 3:00 teams play 5-on-5, as all Minor penalties to both teams shall be cancelled out.

**Situation 17**
A6 – 2 min at 3:00
A3 – 2 + 2 min at 3:00
A5 – 2 min at 3:00

B 8 – 2 min at 3.00
B 9 – 2 min at 3.00
B 7 – 2 min at 3.00

**Ruling:**
At 3:00 teams play 4-on-5 as with the Minor penalty to team «B»shall be cancelled out with Double Minor Penalty to A3 and Minor Penalty to either A6 or A5 (on captain’s choice).

**Situation 18**
A5 – 2 min at 3.00
A6 – 2 + 2 min at 3.00
A7 – 2 min at 3.00

**Ruling:**
At 3:00 teams play 4-on-5 as Minor penalties to A5 and A7 shall be cancelled out to Minor penalties to B8 and B9.

**Situation 19**
A5 – 2 + 2 min 3:00
A6 – 2 min at 3:00
A7 – 2 + 2 min at 3:00

**Ruling:**
At 3:00 Teams shall play 4-on-5, as Minor penalties B8 and B9 shall be cancelled out with Minor penalties to A7 и A6.

**Situation 20**
A6 – 2 min at 3:00
A9 – 2 min at 3:00

**Ruling:**
Teams plays 5-on-5 as the Double Minor Penalty to B11 shall be cancelled out with Minor penalties to A6 и A9.

**Situation 21**
A6 – 2 min at 3:00
A9 – 2 min at 3:00

**Ruling:**
At 3:00 teams play 5-on-5 as all four Minor penalties shall be cancelled out.

**Situation 22**
A6 – 2 + 2 min at 3:00

**Ruling:**
At 3:00 teams play 5-on-5 as all four Minor penalties shall be cancelled.

**Situation 23**
A6 – 2 + 10 min at 3:00
A9 – 2 + 2 min at 3:00

**Ruling:**
Teams play 4-on-5.
Minor penalties to A6 и B11 shall be cancelled out. Team «A» shall play 4 minutes one man Short Handed (A9). A9 returns to the ice at 7:00. A6 returns to the ice at the at the first stoppage of play after 15:00, and B11 returns to the ice at the first stoppage of play after 5:00.

**Situation 24**

<table>
<thead>
<tr>
<th>A6 – PS</th>
<th>at 3:00</th>
<th>B11 – 2 min at 3.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>A9 – 2 min</td>
<td>at 3:00</td>
<td></td>
</tr>
</tbody>
</table>

**Ruling:**

Regardless of PS outcome, at 3.00 teams play 4-on-4.

**Situation 25**

<table>
<thead>
<tr>
<th>A15 – 2 min 4:00</th>
<th>B 10 – 2 min at 4:20</th>
</tr>
</thead>
<tbody>
<tr>
<td>A18 – 2 min 4:30</td>
<td></td>
</tr>
<tr>
<td>A77 – 2 + 2 min at 5:00</td>
<td>B 21 – 2 min at 5:00</td>
</tr>
</tbody>
</table>

**Ruling:**

At 4:20 teams play 4-on-4. At 4:30 teams play 3-on-4. At 5:00 teams play 3-on-4. At 5:00 Minor Penalty to B21 shall be cancelled out with one Minor Penalty to A77. Team «A» shall designate to the penalty bench a substituting player. At 6:00 starts the Minor Penalty time for A77 but A15 shall stay on the penalty bench up to the first stoppage of play after expiry of his penalty, and teams play 3-on-4. A77 shall leave the penalty bench at the first stoppage of play after 10:00. B21 shall leave the penalty bench at the first stoppage of play after 7:00.

**Situation 26**

<table>
<thead>
<tr>
<th>A6 – 2 min at 3.00</th>
<th>B9 – 2 min + GM в 3:30</th>
</tr>
</thead>
<tbody>
<tr>
<td>A7 – 2 min at 3:30</td>
<td></td>
</tr>
</tbody>
</table>

**Ruling:**

At 3:00 teams play 4-on-5. At 3:30 teams play 4-on-5 as Minor penalties A7 и B9 shall be cancelled out. B9 – assessed GM and shall proceed to dressing room. No need for Team «B» to designate any substituting player for B9 to the penalty bench as the penalty time for A7 and B9 is not indicated on the Official Clock time (cancellation of penalties).

**Examples of Coincidental Major penalties**

**Team A**

**Situation 1**

| A3 – 5 min+ GM at 3:00 |

**Ruling:**

At 3:00 teams play 5-on-5. No need for the teams to designate substituting players to the penalty bench as A3 and B8 both assessed GM.
**Situation 2**

A1 (the goalkeeper) – 5 min+ GM в 3:00  
B8 – 5 min+ GM в 3:00

**Ruling:**

At 3:00 teams play 5-on-5.  
No need for the teams to designate substituting players to the penalty bench as A1 and B8 both assessed GM.

---

**Examples on Combined Coincidental Minor and Major Penalties**

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team B</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Situation 1</strong></td>
<td></td>
</tr>
<tr>
<td>A6 – 2 min at 3:00</td>
<td>B14–5 min + GM at 3:30</td>
</tr>
<tr>
<td>A9 – 5 min+ GM в 3:30</td>
<td></td>
</tr>
<tr>
<td><strong>Ruling:</strong></td>
<td></td>
</tr>
<tr>
<td>B 3:30 Teams shall play 4-on-5, as Major penalties and GM penalties to A9 и B14 shall be cancelled out. No need for the teams to designate substituting players to the penalty bench as A9 and B14 both assessed GM.</td>
<td></td>
</tr>
<tr>
<td><strong>Situation 2</strong></td>
<td></td>
</tr>
<tr>
<td>A6 – 2 min at 3:00</td>
<td>B19–2+5 min+ GM в 4:00</td>
</tr>
<tr>
<td>A7 – 2 + 5 min+ GM at 4:00</td>
<td></td>
</tr>
<tr>
<td><strong>Ruling:</strong></td>
<td></td>
</tr>
<tr>
<td>At 4:00 teams play 4-on-5 as Minor Penalty, plus Major Penalty, plus GM to A7 and B19 shall be cancelled out. No need for the teams to designate substituting players to the penalty bench as A7 and B19 both assessed GM.</td>
<td></td>
</tr>
<tr>
<td><strong>Situation 3</strong></td>
<td></td>
</tr>
<tr>
<td>A6 – 2 min в 3:00</td>
<td>B 11 – 2 min в 4:00</td>
</tr>
<tr>
<td>A5 – 2 min в 4:00</td>
<td>b19–5 min+ GM в 4:00</td>
</tr>
<tr>
<td>A7 – 5 min+ GM в 4:00</td>
<td></td>
</tr>
<tr>
<td><strong>Ruling:</strong></td>
<td></td>
</tr>
<tr>
<td>At 4:00 teams play 4-on-5 as Minor penalties have been assessed to A5 и B11 and Major penalties, plus GM penalties to A7 и b19 shall be cancelled out. No need for the teams to designate substituting players to the penalty bench as, A7 and B19 both assessed GM.</td>
<td></td>
</tr>
<tr>
<td><strong>Situation 4</strong></td>
<td></td>
</tr>
<tr>
<td>A3 – 2 + 2 min 3:00</td>
<td>b8 – 2+5 min+ GM в 3:00</td>
</tr>
<tr>
<td><strong>Ruling:</strong></td>
<td></td>
</tr>
<tr>
<td>At 3:00 teams shall play 4-on-4, as one Minor Penalty to each team shall be cancelled out. Substituting A3 player returns to the ice в 5:00, a substituting player B8 returns to the ice at 8:00. B8 shall be assessed GM.</td>
<td></td>
</tr>
</tbody>
</table>

**Situation 5**

95
A3 – 2 + 2 min в 3:00  b8 – 2+5 min+ GM в 3:00
A5 – 2 min в 3:00  b9 – 5 min+ GM в 3:00
A7 – 5 min+ GM в 3:00

Ruling:
At 3:00 Teams shall play 4-on-4, as Major Penalty, plus GM Penalty assessed to A7 and Minor Penalty to A5 and to B8 shall be cancelled out.
A7, B 8 and B 9 have been assessed GM.
Player substituting B9 shall serve 5-minute penalty.
Player substituting B9 shall return to the ice at 8:00.

Situation 6
A7 – 2 min at 4:00  B 4 – 5 min+ GM at 5:00
A9 – 5 min+ GM at 5:00  B 3 – 2 min at 5:10
A8 – 2 min at 5:10  B 7 – 2 min at 5:10
A4 – 2 min at 5:10

Ruling:
At 5:00 teams play 4-on-5 as Major penalties, plus GM to A9 and B4 shall be cancelled out.
At 5:10 teams play on 4-on-5, as all four Minor penalties shall be cancelled out.
No need for the teams to designate substituting players to the penalty bench as A9 and B4 both have been assessed GM.

Situation 7
A3 – 2 + 5 min+ GM at 3:00  B8–2+5 min+ GM at 3:00

Ruling:
At 3:00 teams play 5-on-5, as all penalties shall be cancelled out.
No need for the teams to designate substituting players to the penalty bench as A9 and B8 both have been assessed GM.

Situation 8
A3 – 2 min at 3:00  B8 – 2 min at 3:00
A7 – 5 min+ GM at 3:00  B9–5 min+ GM at 3:00

Ruling:
B 3:00 teams play 5-on-5, as all penalties shall be cancelled out.
No need for the teams to designate substituting players to the penalty bench as A7 and B9 both have been assessed GM.

Situation 9
A6 – 5 min+ GM at 3:00  b11 – 2 min at 3:00
A9 – 2 min в 3:00

Ruling:
At 3:00 teams play 4-on-5 as Minor penalties to A9 and B11 shall be cancelled out.
Team “A” shall designate a substituting player to the penalty bench to serve 5-minute penalty for A6 who has been assessed GM.

Examples on Coincidental Major and Match Penalties

Team A  Team B

Situation 1
A6 – 5 min+ GM at 3:00  B7 – MP at 3:00
Ruling: Teams play 5-on-5, and they do not have to place substituting players to the penalty bench.

Situation 2

A6 – Match Penalty в 3:00
B7 – MP at 3:00

Ruling: Teams shall play 5-on-5, and shall not designate a substituting players to the penalty bench.

513 – DELAYED PENALTY

This rule applies only when Minor, Bench Minor, Major or Match Penalties are involved.

a) If two penalties assessed to two players of the same team, expire at the same time, captain of that team shall name to the Referee which of the two players shall return to the ice first. The Referee shall then inform the Scorekeeper respectively;

b) When Major Penalty and Minor Penalty are assessed at the same time to two or more players of the same team, the Scorekeeper shall register the Minor Penalty as the first assessed;

c) This rule applies when two penalties are assessed to different players of the same team (Rule 501);

d) If a third player of any team is assessed a penalty while two players of his Team are serving penalties, his penalty time shall not commence until the penalty time of one of the other players has elapsed. The player shall proceed at once to the penalty bench, but shall be replaced on the ice by a substitute (substitute player).

f) When any team has three or more players serving penalties at the same time, and because of the delayed penalty rule a substitute player for the third offender is on the ice, none of the three penalized players shall return to the ice until play has been stopped, unless by reason of the expiration of his penalty the penalized team is allowed to have more than four players including the goalkeeper on the ice, in which case the penalized players shall be permitted to return in the order of their penalties.

Clarifications to Rule 513

B – Interpretations

1. In case of the delayed penalty rule players shall serve their full penalty time and stay on the penalty bench until the first stoppage of play after expiry of their penalties.
2. Delayed penalty Rule shall not apply in case of immediate player changes.
3. Penalties shall be registered на Official Game Sheet but they are allowed not to figure on the Official Clock (Scoreboard).

Examples of delayed penalties rule application

Team A

Situation 1
A6 – 2+2+10 min at 13.00
A6 – 2 min 20.00 (end of period)

Ruling: Minor Penalty, assessed at the end of the period, shall commence at the start of the next period, when teams shall play 4-on-5.
Count down of Misconduct penalty time shall be renewed again at 2:00 after expiration of the Minor Penalty.
A6 shall return to the ice at the first stoppage of play at 9:00.
Team «A» shall designate a substituting player to the penalty bench to serve Minor Penalty at the start of the period, and he shall be allowed to return to the ice at 2:00.

Situation 2
Penalties shown below shall be assessed to team “A” during one stoppage of play:
A4 – 2 min.
A5 – 2 min.
A6 – 2 min+ 2 min.
A7 – 5 min+ GM

Ruling:
A7 assessed GM.
Substituting player A7 shall be the last to serve 5-minute penalty.
The order of other three players serving their penalties shall be determined by the team captain (on captain’s choice) even though one player is serving Double Minor Penalty.

Situation 3
A6 – 2 min at 3.00
B7 – 2 + 2 min at 3.00
B7 – 2 min at 3:30 (sitting on the penalty bench).

Ruling:
B 3:00 teams shall play 5-on-4.
Team «B» shall designate a substituting player to the penalty bench to serve additional Minor Penalty for B7.
At 3:30 teams shall play 5-on-4 for Minor Penalty to B7
(at 3:30 still on penalty bench) shall be added to penalty time being served by the substituting player.
Substituting player of team «B» shall serve 4 minutes penalty and return to the ice at 7:00.
Should team «A» not score, teams shall play on 5-on-4 up to 7:00.
B7 shall serve total penalty time of the three of his penalties (6 minutes) and may return to the ice at the first stoppage of play after 9:00.

Situation 4
A7 – 2 + 2 min в 3:00
A8 – 2 min 3:00
A9 – 2 min (bench Minor Penalty) в 3:00.

Ruling:
At 3:00 teams shall play 3-on-5.
At 3:00 A8 and A9 are serving Minor penalties (time on Official Clock).
At 5:00 A7 shall commence serving his two Minor penalties.
At 5:00 teams shall play 4-on-5.
At 5:00 or A8 or A9 may return to the ice (on captain’s choice).
Object of this rule consists in returning as many players to the ice as possible.

Situation 5
A6 – 5 min+ GM в 3:00
A8 (Substituting player for A6) – 2 min at 3:30 (staying on the penalty bench).
A8 (substituting player for A6) – 10 min at 4:00 (staying on the penalty bench).

**Ruling:**

A6 assessed GM.
Team «A» shall designate a substituting player to the penalty bench to serve 5-minute penalty for A6.
At 3:00 teams shall play 4-on-5.
At 3:30 A8 is assessed additional Minor Penalty while on the penalty bench.
Teams shall play 4-on-5.
Minor Penalty to A8 starts at 8:00 after expiration of 5-minute penalty (delayed penalty).
B 4:00 A8 assessed Misconduct penalty.
Teams shall play 4-on-5.
At 4:00 team «A» shall designate another substituting player to the penalty bench to serve Minor penalty for A8 assessed to him at 3:30.
Misconduct penalty to A8 shall commence at 10:00 (delayed penalty).
In case no more penalties are assessed to team «A» and no goal is scored before expiration of 5-minute penalty at 10:00, teams shall play 5-on-5.

**514 – CALLING OF PENALTIES**

a) If the team of the offending player is in possession of the puck, the Referee shall immediately blow the whistle and assess the penalty.
   Face-off shall take place at one of the two end zone spots in the defending zone of the offending team;
b) If the team of the offending player is not in possession of the puck, the Referee shall raise his arm signifying the calling of the penalty and, upon completion of the play by the team in possession shall immediately blow the whistle and assess the penalty;
c) “Possession of the puck” in this rule means that the puck shall be either gained or controlled or deliberately directed to a player or the goalkeeper of the opposing team, or the puck is frozen. Any deflection of the puck off any player of the opposing team, the goal frame or the boards shall not mean completion of play;
d) Deflection of the puck off any player or the goalkeeper of the offending team, or off the goal frame or the boards shall not be considered as possession;
e) If, after the Referee raised his arm, signaling the calling of penalty, a goal is scored by any method, against the non-offending Team «A»s a result of actions by this team, the shall be allowed and the penalty shall be assessed through standard procedure;
f) If, after the Referee raised his arm, signaling the calling of penalty, the non-offending team scores a goal, the shall be allowed, and the first Minor penalty called shall not be assessed. However all other penalties shall be assessed. If the offending Team «A» are already playing short handed, Minor penalty called shall be assessed, and the penalty, being served on the penalty bench, shall terminate (Rule 502b). All other penalties, that have been called at the same play, shall be served;
g) If, after the Referee raised his arm, signaling the calling of penalty but before he has blown the whistle, a goal is scored against the non-offending Team «A»s a result of a straight action by a player of the offending team, the goal shall not be allowed, and the penalty called shall be assessed;

**Clarifications to Rule 514**

**A – Referee and Linesman Procedure**
1. To signal delayed penalty the Referee shall only raise his arm. No need to point to the offending player in the process of the play.
2. Should it be necessary to signal a second delayed penalty, the Referee shall point two times to the second player by his other (not raised) arm keeping up the originally raised one, until stoppage of play.
3. Deflection of the puck after of a shot on goal at delayed penalty, shall not be considered as situation associated with the puck being controlled by a player or by the goalkeeper, and the game shall continue.

C – Situations

Situation 1

At the moment of a delayed penalty call being assessed to team «A», a player of team «B» shoots on goal. The goalkeeper of team «A» gains possession of the puck and deliberately passes it with his glove to a team-mate.

Ruling:

The Referee shall stop play.

Situation 2

At the time of a delayed penalty assessed to player of team «A», team «B» pulls their goalkeeper to replace him with an additional player. Skating with the puck in front of his goal, player of team “B” has been attacked by a player of team “A” with his stick hitting (lifting) the stick of the player of team “B” and the puck enters into the empty goal net.

Ruling:

Goal shall not be allowed because the puck has gone into the goal net as a result of the actions by the player assessed a delayed penalty (Rule 514c) and that delayed penalty shall be assessed to the player of team “A”.

Situation 3

At the time of a delayed penalty assessed to player of team “A”, team “B” pulls their goalkeeper to replace him with an additional player. Player of team “B” controls the puck. Trying to pass the puck to a team-mate he shoots the puck, and a the puck deflecting off a player of team “A” enters into the empty goal net.

Ruling:

Goal shall not be allowed and delayed penalty assessed.

Situation 4

The Referee signals delayed penalty to team «A», and team «B» pulls their goalkeeper replacing him with an additional player. Player of team «B» shoots the puck. The puck strikes a player of team «A», beyond the center red line, and, deflecting off him in opposite direction and into the empty goal net of team «B».
**Ruling:**

Goal shall not be allowed and delayed penalty shall be assessed.

**Situation 5**

The Referee signals delayed penalty to player A6 and is about to call the Penalty Shot for an infraction. However before play was stopped, player A6 commits another infraction penalized with Minor Penalty.

**Ruling:**

If team «B» scores before stoppage of play, Penalty Shot shall be washed out. However the Referee shall assess Minor Penalty to player A6. If team «B» does not score before stoppage of play, the Referee shall award the Penalty Shot and assess Minor Penalty to player A6. This player shall immediately proceed to the penalty bench and stay there regardless of the Penalty Shot result.

**Situation 6**

One team plays Short Handed because of Minor Penalty, and the Referee signals delayed double Minor Penalty to that same team. However before play has been stopped, the non-offending team scores.

**Ruling:**

a) If the double Minor Penalty had to be assessed to one player, then the player serving the penalty returns to play while the player committing the infraction before the goal had been scored shall proceed to the penalty bench.
b) If the Delayed Minor penalties are assessed to two different players, the player serving his penalty returns to play, and the players having committed the infraction before the goal has been scored shall follow to the penalty bench

**Situation 7**

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team «B»</th>
</tr>
</thead>
<tbody>
<tr>
<td>A6 – 2 min</td>
<td></td>
</tr>
<tr>
<td>A9 – 2 min – (DP) - delayed penalty during play</td>
<td></td>
</tr>
<tr>
<td>Goal at 3:30</td>
<td></td>
</tr>
</tbody>
</table>

**Ruling:**

At 3:00 teams shall play 4-on-5. 
Goal at 3.30, player A6 shall leave penalty bench.
A9 shall proceed to serve the penalty.

**Situation 8**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A6 – 2 min</td>
<td>B7 – 2 min 3.30</td>
</tr>
<tr>
<td>A4 – 2 min</td>
<td>Goal at 4:10</td>
</tr>
<tr>
<td>A9 – 2 min – (O)</td>
<td></td>
</tr>
</tbody>
</table>
Ruling:
At 3:00 teams shall play 4-on-5.
At 3:30 teams shall play 4-on-4
At 3:40 teams shall play 3 на 4
Goal at 4:10, player A6 shall leave penalty bench.
A9 shall proceed to serve the penalty.

Situation 9
A6 – 2 min at 3:30
A4 – 2 min at 3:40
A9 – 2 min– (O)
Goal at 4:10

Ruling:
At 3:30 Teams shall play 4-on-4.
At 3:40 Teams shall play 3 на 4.
Goal at 4:10 player A4 shall leave penalty bench.
A9 shall proceed to serve the penalty.

Situation 10
A6 – 2 min at 3:30
A4 – 5 min at 3:40
A9 – 2 min– (O)
Goal в 4:10

Ruling:
Penalty to A9 shall not be assessed provided it is not a Major or Match Penalty. Teams have not played short handed because of Minor Penalty.

Situation 11
Player whose name is not on the Official Game Sheet takes part in the game and is assessed a penalty.

Ruling:
Player shall be ruled off the game. Any player except the goalkeeper named by the coach through team captain shall serve his penalty.

Situation 12
A player assessed Major Penalty plus Game Misconduct Penalty, and then, - Match Penalty, for another infraction, committed before or after the whistle.

Ruling:
Team shall designate one player to the penalty bench for 10 minutes during which time the offending team shall play short handed. 5 minutes plus 20 minutes plus 25 minutes shall be registered on the Official Game Sheet against that player’s name.
FOULS AGAINST PLAYERS

520 – BOARDING

a) A player who body checks an opponent in such a manner that it causes the opponent to be thrown violently into the boards, shall be assessed
   - Minor penalty (2');

b) A player who injures (or tries to injure) his opponent a result of boarding, regardless of degree of harm done to the opponent by boarding him, shall be assessed, at the discretion of a Referee a:
   - Major penalty + automatic Game Misconduct Penalty (5'+GM);
   - Match penalty (MP);

c) “Rolling” an opponent, who is the puck carrier, along the boards when he is trying to slip through an opening, is not boarding.

521 – BUTT-ENDING

Butt-ending - is an action by a player using his stick’s to butt-end or hit an opponent. Even any attempt of butt-ending, shall include any and all movements with the butt-end but no contact made with the opponent.

a) A player who attempts to butt-end an opponent shall be assessed a:
   - Double Minor penalty + Misconduct penalty (2'+2'+10');

b) A player who butt-ends an opponent’s, shall be assessed
   - Major penalty + automatic Game Misconduct penalty (5'+GM);

b) A player who injures an opponent by a butt-ending, shall be assessed
   - Match Penalty (MP).

522 – CHARGING

Charging is an act by a player who, in an attempt to overcome certain distance, jumps at an opponent and strikes him.

a) A player who runs, jumps or charges an opponent or who runs, jumps or charges the opposing goalkeeper in his crease shall be assessed, at the discretion of the Referee, a:
   - Minor penalty (2');

b) A player who injures his opponent as a result of charging shall be assessed, at the discretion of the Referee, a:
   - Major penalty + automatic Game Misconduct penalty (5'+GM);
   - Match penalty (MP).

c) A player charging an opponent after the whistle, if in the opinion of the Referee, he had enough time after the whistle to avoid such contact, shall be assessed a penalty.

523 – CHECKING FROM BEHIND

Checking from behind is an unexpected physical blow to the body from behind against an opponent who is unable to defend himself.

a) A player who runs, jumps or charges an opponent or attacks the opponent by any method from behind, shall be assessed:
   - Minor penalty + Misconduct penalty (2'+10');

b) A player who injures or attempts to injure an opponent’s by attacking from behind, shall be assessed:
• Major penalty + automatic Game Misconduct penalty (5'+GM).

Clarifications to Rule 523

B – Interpretations

1. The term “by any method” shall mean such actions as high sticking an opponent, charging, etc., except interference.
2. Any player boarding from behind or pushing an opponent against the goal frame, particularly in situations when the opponent is unable to defend himself, shall be assessed a penalty. The Referee shall strictly abide by this rule.
3. If player deliberately turns his back on an opponent to provoke blow or body check from behind, this act shall not be ruled as the attack from behind because the player being attacked knew of the attack from behind by the attacking player. In this case infraction may be ruled as Boarding or Charging.

B – Situations

Situation 1

Player of team «A» skates to «one-on-one» situation and a player of team «B» strikes or pushes him with his stick from behind. The Referee shall assess Penalty for Checking from Behind but additionally calls the Penalty Shot.

Ruling:

Team «A» takes the Penalty Shot, the offending player of team «B» shall still serve Automatic Game Misconduct penalty.

524 – CLIPPING

Clipping is an action of delivering a check on an opponent in a clipping manner or lowering one’s own body into position to deliver a check on or below an opponent’s knees from behind, from the side or from the front.

a) A player who delivers clipping infraction, shall be assessed, at the discretion of the Referee a:
   • Minor penalty (2’);

b) A player who injures or attempts to injure an opponent by clipping, shall be assessed, at the discretion of the Referee,
   • Major penalty + automatic Game Misconduct penalty (5'+GM);
   • Match penalty (MP).

525 – CROSS-CHECKING

Cross-checking is an action by a player with his stick held in crosscut manner and none of the stick parts touch the ice.

a) A player who cross checks an opponent’s, shall be assessed
   • Minor penalty (2’);

b) A player who attempts to injure an opponent by cross-checking shall be assessed
   • Major penalty + automatic Game Misconduct penalty (5'+GM);

c) A player, who injures an opponent’s by cross-checking, shall be assessed
• Match penalty (MP).

526 – ELBOWING

a) A player who uses his elbow to foul an opponent shall be assessed, at the discretion of the Referee a:
   • Minor penalty (2');

b) A player who injures an opponent by elbowing, shall be assessed, at the discretion of the Referee a:
   • Major penalty + automatic Game Misconduct penalty (5'+GM).

527 – EXCESSIVE ROUGHNESS

Any player who commits an action not permitted by the rules that may cause or causes an injury to an opponent, to a team or game official shall be assessed a:
• Match penalty (MP)

528 – FISTICUFFS OR ROUGHING – KHL

In the application of this rule, if any player taking part in the fisticuffs is on or off the ice, shall be ruled as being on the ice.
1. Roughing – is a blow delivered by fist or hand or arm with a glove on or off, at the face, head or body of an opponent.
   a) Any player or the goalkeeper who strikes an opponent’s or having been struck retaliates with a blow or attempted blow shall, at the discretion the Referee, be assessed a:
      • Minor penalty (2');
      • Double Minor penalty (2'+2')

2. Fisticuffs shall mean a situation where more than one player or a goalkeeper strikes or attempts to strike opponent several times with his glove on or off or two players begin exchanging blows in the way it would be difficult for a linesman to intervene to separate them. The Referee in this situation has quite a selection of penalties to be able to differentiate the degree of responsibility for initiation of the fisticuffs and participation therein.
   a) A player or a goalkeeper participating in the fisticuffs, and, depending on the degree of his involvement in the fisticuff, shall be assessed, at the discretion the Referee,
      • Minor penalty (2');
      • Double Minor penalty (2'+2');
      • Major penalty (5');
   b) If, during one match any player or a goalkeeper are penalized with second Major Penalty (5') for fisticuffs, such player or a goalkeeper shall be assessed an automatic
      • Game Misconduct penalty (GM);
   c) Any player or a goalkeeper who is the first (third man in) intervenes in the fisticuff already in progress, shall be assessed
      • Game Misconduct penalty (GM);
   d) Any team official, on or off the ice takes part in the conflict or the fisticuff with a player or another team official off the playing surface, shall be assessed
      • Game Misconduct penalty (GM);
   e) Any player or a goalkeeper involved in the fisticuff under the stands premises during intermission(s), shall be assessed
      • Game Misconduct penalty (GM);
f) Any player or a goalkeeper who grabs or holds the opponent’s face mask or helmet or pulls the hair of the opponent, shall be assessed, at the discretion of the Referee

- **Minor penalty** (2');
- **Major penalty + automatic Game Misconduct penalty** (5'+GM);

3. **The fisticuff instigator** shall deemed a player or a goalkeeper who, by his action(s) provokes an opponent’s and shows the following criteria: distance covered, gloves thrown off, first blow, threatening manner or posture.

   a) Any player or a goalkeeper, deliberately throwing off his glove(s) thus provoking an opponent to the fisticuff, shall be assessed

   - **Misconduct penalty** (10');

   b) Any player or a goalkeeper ruled as the fisticuff instigator, shall be assessed, at the discretion the Referee:

   - **Minor penalty + Major penalty + Misconduct penalty** (2'+5'+10');

   c) Any player or a goalkeeper ruled as the fisticuff instigator for the second time, shall be assessed:

   - **Minor penalty + Major penalty + Game Misconduct penalty** (2'+5'+GM);

   d) Any player or a goalkeeper ruled as the fisticuff instigator in the last five (5) minutes of the game or in overtime, shall be assessed:

   - **Minor penalty + Major penalty + Game Misconduct penalty** (2'+5'+GM);

   e) If a player or a goalkeeper ruled the fisticuff instigator, wears full face mask and does not take it off he shall additionally be assessed:

   - **Minor penalty** (2').

4. **“Aggressor”** shall mean a player or a goalkeeper who begins to strike and continues striking to punish a defenseless opponent or another opponent who does not want to be involved in the fisticuff. Such player shall be deemed as the Aggressor. Moreover, the player or the goalkeeper shall be deemed as the aggressor if he has already clearly won the fight but continues to deliver blows to punish or injure an opponent.

   a) Any player or a goalkeeper deemed as aggressor before the face-off at the beginning of the game and after the end of a period, shall be assessed:

   - **Major penalty + automatic Game Misconduct penalty** (5'+GM);

   b) Any player or a goalkeeper deemed as an instigator and aggressor at the same fisticuff, shall be assessed:

   - **Minor penalty + Major penalty + Game Misconduct penalty** (2'+5'+10'+GM).

3. **Conflict** shall be a situation leading to a stoppage of play or occurring during the stoppage when players of two opposing teams slug it out between each other. In this instance penalties may be assessed, at the discretion of the Referee when:

   A player or the goalkeeper, infringing the Referee’s order to stop his action(s), goes on to be involved in the Conflict, or tries to continue or interferes with a linesman fulfilling his duties, shall be assessed, at the discretion of the Referee:

   a) **Misconduct penalty** (10');

   b) **Game Misconduct penalty** (GM).

**Clarifications to Rule 528**

**A - Referee and Linesman Procedure**
1. In Situations when after the whistle players begin pushing each other, the Referee shall issue a **Warning** to coach or captain of each team.
2. If, after the warning the situation springs up again, the Referee shall assess **Minor** penalties for roughing or **Major** penalties for fisticuffs. Depending of the degree of involvement in the conflict the offending player may be assessed additional **Misconduct** penalties or **Game Misconduct** penalties.
3. Should the situation become further complicated through assessments of numerous **Misconduct** or **Game Misconduct** penalties, the Referee shall have to make sure that all penalties assessed be registered on the Official Game Sheet.
4. In situations of multiple penalties being (or having been) assessed, the Referee may ask linesmen to direct the penalized players to the a penalty bench before assessment of respective penalties.
5. The Referee should be prepared for a third man in an altercation between two players.

**B – Interpretations**

1. Roughing may be penalized with **Minor** or **Double Minor** penalty.
2. In case of penalties assessment in accordance with this Rule **Major** or **Match** penalty this infraction shall be registered and announced as “fisticuffs” or “fighting”.
3. Penalties for Fisticuffs or Roughing may be assessed even if players still have their gloves on.
4. Two players may be assessed **Major** Penalty for fisticuffs without identification of who was the aggressor or instigator.
5. The “Third Man In” infraction under this rule shall only be applied to the first player intervening in a fisticuff. Assessment of even one **Major** Penalty shall rule **Conflict** as fisticuffs. However the rulings made, call for relevant definition if the player were really involved in the fisticuffs.
6. **Game Misconduct** Penalty shall be assessed as an addition to other penalties assessed only to the first player in, while **Major** Penalty(ies) shall be assessed to one or both conflicting players.
7. Knocking off the helmet correctly worn, either completely or partially rearranging it on the opponent’s head, shall be ruled and penalized as **Roughing**.

**B – Situations**

**Situation 1**

Two players are fighting on the ice in close proximity of a players bench. A player or the goalkeeper from the players bench intervenes in the fisticuff.

**Ruling:**

Player or the goalkeeper from the players bench shall be openalties **Game Misconduct** as “the third man in” This penalty shall be assessed only as addition to other penalties, assessed to a third man in

**Situation 2**

Player or the goalkeeper on or off ice, engages in a fisticuff with a team official who is off the ice.

**Ruling:**

The Referee shall assess Game Misconduct Penalty to the team official. Player or the goalkeeper shall be assessed **Minor** or **Double Minor**, plus **Misconduct** penalty or **Major Penalty**, plus **Game Misconduct** Penalty.
528 – FISTICUFFS AND ROUGHING (SHL, JHL)

In the application of this rule, the Referees and linesmen should bear in mind that when one of the two players involved in a fisticuff is on the ice and the other is off the ice, both shall be deemed on the ice.

1. Roughing – Any blow or strike with hand or fist with glove on or off aiming at the opponent’s face, head or body.
   a) A player or a goalkeeper who strikes an opponent or who being struck retaliates, shall be assessed, at the discretion of the Referee:
      - Minor penalty (2’);
      - Double Minor penalty (2’+2’);

2. Fisticuffs – is the situation that involves pulsing and shoving by more than one player or a goalkeeper who strikes or attempts to strike an opponent several times by his hand or fist with his glove on or off, or when two players begin striking each other in a manner that makes it impossible for a linesman to intervene to separate them. The Referee has a broad selection of penalties here, enabling him to differentiate the degree of responsibility for initiation of the incident and the degree of players’ involvement therein.
   a) Player or goalkeeper involved in the fisticuff, and, depending on the degree of involvement, shall be assessed, at the discretion of the Referee:
      - Minor penalty (2’);
      - Double Minor penalty (2’+2’);
      - Major penalty + automatic Game Misconduct penalty (5’+GM);
      - Match penalty (25’);
   b) Any player or a goalkeeper, who is the first (third man in) to enter the fisticuff already in progress, shall be assessed a:
      - Game Misconduct penalty (GM);
   c) A team official, on or off the ice, involved in a conflict or fisticuff with a player or another team official who is outside the playing area, shall be assessed:
      - Game Misconduct penalty (GM);
   d) Any player or goalkeeper involved in a fisticuff taking place under the stands premises during intervals of the game, shall be assessed:
      - Game Misconduct penalty (GM);
   e) Any player or goalkeeper who grabs or holds an opponent’s face mask or helmet or pulls his hair, shall be assessed, at the discretion of the Referee, a:
      - Minor penalty (2’);
      - Major penalty + automatic Game Misconduct penalty (5’+GM);
   f) Any player or goalkeeper who strikes an opponent’s blindside and injures him, shall be assessed
      - Match penalty (MP);

3. Any a player or a goalkeeper who through his actions or behavior provokes an opponent to a fisticuff and shows the following signs of aggression: distance covered, gloves thrown off, first blow, threatening behavior or militant posture, shall be deemed as the instigator of a fisticuff.
   a) Any player or goalkeeper who deliberately throws off his glove/gloves, thus provoking the opponent’s to engage him in a fisticuff, shall be assessed
      - Misconduct penalty (10’);
   b) A player or the goalkeeper, deemed as the instigator of the fisticuff, and depending on the degree of retaliating action by the opponent, shall be assessed, at the discretion of the Referee:
      - Minor penalty + Misconduct penalty (2’+10’);
      - Minor penalty + Major penalty + Game Misconduct penalty (2’+5’+GM');
1. Match penalty

2. Minor penalty

4. Aggressor – any player or a goalkeeper who strikes and continues striking to punish a defenseless opponent or another opponent who does not want to be involved in the fisticuff, shall be deemed as the Aggressor. Moreover, the player or the goalkeeper shall be deemed as the aggressor if he has already clearly won the fight but continues to deliver blows to punish or injure an opponent.

a) The player or the goalkeeper ruled as the Aggressor in a fisticuff, and, depending on the degree of retaliation by the opponent’s actions, shall be assessed:

   • Major penalty + Automatic Game Misconduct (5'+GM);
   • Match penalty (MP).

b) A player or a goalkeeper, deemed as instigator and aggressor in fisticuff at once, shall be assessed

   • Match penalty (MP).

5. Conflict – is a situation which leads to a stoppage of play or during stoppage of play, where players of the opposing teams are making it out between themselves. Appropriate penalties shall be imposed at the discretion of the Referee.

A player or goalkeeper who, despite the order by the Referee to stop his aggressive actions, continues to participate in a conflict, attempts at or impedes intervention by a linesman in fulfilling his duties, shall be assessed, at the discretion of the Referee a:

   • Misconduct penalty (10');
   • Game Misconduct penalty (GM).

Clarifications to Rule 528 – SHL, JHL

A – Referee and Linesman Procedure

1. If a situation that involves pushing and shoving after the whistle, the Referee should issue a warning to the coach or captain of each team.

2. If the situation continues after the warning, the Referee should assess Minor penalties for Roughing, or, depending on the degree of player(s) involvement in the conflict the offending player(s) shall be assessed Major penalties + Misconduct penalties or Match penalties for fisticuffs.

3. If situation arises that warrants the assessment of multiple Game Misconduct penalties or Match penalties, the Referee shall ensure that all assessed Game Misconduct penalties or Match penalties were recorded on the Official Game Sheet.

4. Where multiple penalties are assessed, the Referee may tell linesmen to take the penalized players to the penalty box until the proper penalties have been assessed.

5. The Referee shall be aware of the third man coming into the scrum between the original two players.

B – Interpretations

1. For Roughing Minor or Double Minor Penalty may be assessed.

2. When a Match penalty is assessed under this rule it should be recorded as Fisticuffs

3. Fisticuffs or Roughing may be called even though the players still have their gloves on.

4. Two players may be penalized with Major plus Game Misconduct penalty or Match penalty for Fisticuffs without clarification of who of the two was the aggressor or the instigator.
5. “Third man in” infraction shall be applied only to the first player entering fisticuff. Assessment of even one Major Penalty + Game Misconduct penalty shall qualify such conflict as fisticuff. However the final ruling requires appropriate definition whether this player was really involved in the fisticuff.

6. Game Misconduct Penalty may be assessed in addition to other penalties assessed only to the first player intervening in a fisticuff, where Major Penalty plus Game Misconduct Penalty or Match penalty shall be assessed to one or both players.

7. Knocking or pulling an opponent’s helmet off the normal worn position shall be penalized for Roughing.

C – Situations

Situation 1

Two players are fighting on the ice in close vicinity of the players bench. Player or a goalkeeper from the players bench intervene.

Ruling:

Player who is on the players bench shall be assessed Game Misconduct Penalty, as the third man in. This penalty shall be assessed only as addition to other penalties assessed to him as to the third man in.

Situation 2

Player or a goalkeeper who is on or off the ice enters a fisticuff with a team official who is off the ice.

Ruling:

The Referee shall assess Game Misconduct Penalty to the team official. A player or the goalkeeper who intervened shall be assessed Minor or Double Minor plus Misconduct penalty, Major Penalty plus Game Misconduct Penalty or Match Penalty.

529 – HEAD-BUTTING

A player or a goalkeeper:

a) attempting head-butting or deliberately head-butting an opponent, shall be assessed:

- Major penalty + automatic Game Misconduct penalty (5’+GM);

b) the aggressor injuring an opponent as a result of head-butting, shall be assessed:

- Match penalty (MP).

530 – HIGH STICKING

a) A player who carries or holds his stick or any part of it above the height of his shoulders that makes contact with an opponent shall be assessed, at the discretion of the Referee:

- Minor penalty (2’)

b) A player who carries or holds his stick or any part of it above the height of the shoulders that makes contact with an opponent and causes an injury with his stick or any part of it to an opponent shall be assessed at the discretion of the Referee:
• Major penalty + Automatic Game Misconduct penalty (5'+GM)
• Match penalty (MP)

c) However, if the high sticking action that caused the injury was judged accidental, the offending player shall be assessed a:
  • Double Minor penalty (2'+2’)

d) Placing the puck on the stick blade (as in lacrosse) held higher than the shoulder level or the goal cross bar shall be prohibited. In this case stoppage of play shall be called;
e) If a player is taking a Penalty Shot or a Shot to Determine the Winner as described under item “d”, The Referee shall stop the procedure and rule the shot completed.

Clarifications to Rule 530

B – Interpretation

Any player taking a shot swinging his stick backward higher than the shoulder level and making contact with an opponent, shall be assessed, in compliance, with Rule 530 - High Sticking

531 – HOLDING AN OPPONENT

A player who holds an opponent with his hands or stick, or in any other way, shall be assessed
  • Minor penalty (2').

532 – HOLDING THE STICK

A player who holds an opponent’s stick with his hands or in any other way, shall be assessed
  • Minor penalty (2').

533 – HOOKING

a) A player who impedes or seeks to impede the progress of an opponent by hooking him with his stick, shall be assessed:
  • Minor penalty (2');

b) A player who injures an opponent by hooking, shall be assessed, at the discretion of the Referee:
  • Major penalty + Automatic Game Misconduct penalty (5'+GM).

534 – INTERFERENCE

This rule applies in case when a player or a goalkeeper:
1. Impedes or seeks to impede the progress of an opponent who having dropped his stick tries to pick it up.
   a) A a player or a goalkeeper who checks or impedes the progress of an opponent not in possession of the puck, shall be assessed:
      • Minor penalty (2');
   b) A player who either on players bench or on penalty bench who, by means of his stick or his body, interferes with the movement of the puck or any opponent on the ice during the progress of the play, shall be assessed
      • Minor penalty (2');
   c) A player who, by means of his stick or his body, interferes with or at impedes the progress of
the goalkeeper while he is in his goal crease, shall be assessed:

- **Minor penalty**

  (2')

d) A goalkeeper, deliberately contacting a player in the goal crease or off the goal crease through any reason, other than taking position to defend his goal shall be assessed

- **Minor penalty**

  (2')

e) A player who injures an opponent as a result of checking an attacking player not in possession of the puck, shall be assessed

- **Major penalty + Automatic Game Misconduct penalty**

  (5'+GM)

  f) A player, facing the opposing goalkeeper flailing his arms or his stick in front of the goalkeeper’s face aiming to distract or screen the goalkeeper, regardless of whether he is in the goal crease or outside the goal crease, shall be assessed

- **Minor penalty**

  (2')

g) If, when the goalkeeper is removed from the ice, any member of his team, including a team official, interferes by means of the stick, or any other object, or his body, with the movement of the puck or an opposing player outside of his defending zone, The Referee shall award the non-offending team a:

- **Goal.**

**Clarifications to Rule 534**

**B – Interpretations**

1. Attacking player may skate through the goal crease either in front of or behind the goalkeeper.
2. If the attacking player, while skating through the goal crease, contacts the goalkeeper, or the goalkeeper who was skating backward to defend his goal, collides with the player who is in the goal crease. In this case the attacking player shall be assessed Minor penalty for interference.
3. If an attacking player has dumped the puck into the attacking zone, and a defenseman skating backwards attempts a hip check forcing the attacking player to skate round him, this action by the defenseman shall be judged as “creating the obstacle” interference and he shall be assessed Minor penalty for interference.
4. Referring to item g) you have to keep in mind that the puck should be in the neutral zone or in the defending zone of the offending rule team, to award a goal.

**C – Situation**

**Situation 1**

Defending player pushes an opponent who is not in possession the puck onto the goal aiming at stoppage of play caused by the displacement of the goal.

**Ruling:**

The Referee shall assess the defending player Minor penalty for interference.

**535 – KICKING**

A player or a goalkeeper:

a) who kicks or attempts to kick another player, shall be assessed

- **Major penalty + Automatic Game Misconduct penalty**

  (5'+GM)

b) who injures an opponent as a result of kicking him, shall be assessed

- **Match penalty**

  (MP).
536 – KNEEING

a) A player who uses his knee to foul an opponent shall be assessed:
   - Minor penalty (2’);

b) A player who attempts to injure an opponent or injures an opponent by kneeing shall be assessed:
   - Major penalty + Automatic Game Misconduct penalty (5'+GM).

537 – SLASHING

a) Knocking on the stick of an opponent carrying the puck shall not be judged as slashing if done solely with the aim of taking the puck away from the opponent;

b) The Referee shall assess penalty for slashing to any player, flailing his stick in front of an opponent although not actually slashing him but making a swing imitating playing the puck attempting to frighten the opponent;

c) A player or a goalkeeper impeding or trying to impede the opponent’s progress striking him with his stick, shall be assessed:
   - Minor penalty (2’);

d) A player, trying to injure an opponent or injuring an opponent by slashing stick, shall be assessed, at the discretion of the Referee,
   - Major penalty + Automatic Game Misconduct penalty (5'+GM);
   - Match Penalty (MP);

e) A player who swings his stick at an opponent in the process of any conflict, shall be assessed:
   - Major penalty + Automatic Game Misconduct (5'+GM).

Clarifications to Rule 537

B – Interpretations

1. A player who strikes or knocks the stick out of an opponent’s hands, breaking the opponent’s stick by striking with his stick with excessive force and swing, shall be assessed Minor penalty for slashing regardless whether the offending player was in possession of the puck or not.

2. Knocking (in pitter-patter manner) by the stick on or lifting the stick by a of an opponent carrying the puck by moving the stick upwards shall not be ruled as slashing, if these actions are executed solely to take the puck away from the opponent and not aimed at the part of the stick between the opponent’s hands.

3. Knocking down or lifting the stick of an opponent in possession of the puck, by an upward motion resulting in the stick falling out of the opponent’s hands shall not be ruled as slashing, provided these actions are used solely in an attempt to take the puck away from the opponent and not aimed at the part of the stick between the opponent’s hands.

4. Lifting or knocking on the stick of an opponent who is not in possession of the puck, by an upward motion, shall not be ruled as a slashing infraction, provided these actions are used solely with the aim of preventing an opponent from receiving the puck from his team-mate’s pass and are not aimed at the part of the stick between the opponent’s hands.

5. Knocking or lifting the stick of an opponent who is not in possession of puck, resulting in the stick falling out of the opponent’s hands, shall not be ruled as slashing infraction provided these actions were executed solely with the aim of preventing an opponent from receiving the puck from his team-mate’s pass and are not aimed at the part of the stick between the opponent’s hands.
6. A player who puts his stick between an opponent’s legs and by lifting the stick contacts the groin area of the opponent with his stick is classified as “Slashing” and shall be assessed: **Major penalty + Automatic Game Misconduct penalty** with compliance to the Rule 537 d)

538 – SPEARING

**Spearing** – is a spear-like action by a player or a goalkeeper against an opponent with the end of the stick blade, regardless of the grip (two hands or one hand);

**An attempt at spearing** includes all cases of spearing motion even without actual contact with an opponent;

a) A player or a goalkeeper attempting spearing, shall be assessed:
   - **Double Minor penalty + Misconduct penalty** (2'+2'+10');
   
   b) A player or a goalkeeper fouling an opponent by spearing shall be assessed:
   - **Major penalty + Automatic Game Misconduct penalty** (5'+GM);
   
   c) A player or the goalkeeper, injuring an opponent as a result of spearing, shall be assessed:
   - **Match penalty** (MP).

539 – TRIPPING

a) A player or a goalkeeper, making a tripping movement by his stick, leg, shoulder, arm, hand) or elbow to make an opponent stumble or fall, shall be assessed, at the discretion of the Referee,
   - **Minor penalty** (2');
   
   b) A player or a goalkeeper who tripped and injured an opponent, shall be assessed, at the discretion of the Referee:
   - **Major penalty + Automatic Game Misconduct penalty** (5'+GM).
   
   c) A Player or a goalkeeper shall not be ruled as committing the tripping infraction if, in the opinion of the Referee, he first used his stick for taking the puck away from an opponent resulting in tripping and/or forcing the opponent to stumble or fall.

*Clarifications to Rule 539*

C – Situations

**Situation 1**

An attacking player makes a breakaway. The goalkeeper skates toward the attacker to meet him and trips him resulting in no goal scored.

**Ruling:**

The Referee shall award Penalty Shot to the goalkeeper (Rule 508i).

540 – CHECKING TO THE HEAD AND NECK AREA

**Important note:** a player throwing a body check or making other actions, first strikes the opponent’s body, and, sliding upward strikes his head or neck shall not be ruled guilty of checking to the head or neck

a) A player who directly strikes an opponent with any part of his body or equipment to the head or neck, or who “rolls” the opponent’s head toward protective glass above the boards, shall be assessed:
• **Minor Penalty + Misconduct penalty** *(2'+10')*

b) A player, trying to injure or factually injuring the opponent’s face as a result of checking to the head or neck, shall be assessed:

• **Major penalty + Automatic Game Misconduct penalty** *(5'+GM)*

c) Relevant penalty for checking to the head or neck shall be assessed, if an attacking player perform one of the following actions:

1) directly aims and strikes an opponent to the head or neck with any part of the body, missing the opponent’s body;
2) “rolls” or forcefully drives the opponent’s head toward the protective glass or boards by using any part of his body as stated under item 3;
3) puts forward or directs at, and strikes the opponent’s head or neck with his hand, arm, elbow or shoulder;
4) straightens up his body in such a manner as to deliver a blow to the opponent’s head or neck with any part of his body, as stated under item 3;
5) attacking player jumps or hops up to deliver a blow to the opponent’s head or neck;
6) strikes opponent’s head or neck with his stick held horizontally;
7) a goalkeeper hitting the opponent’s head or neck with his blocker, shall be assessed:

• **Match penalty** *(MP)*

d) any player must keep his head up, be aware of his position and of a chance of getting hit with a body check. Body checking is a component part of the game of ice hockey, and all players should at all times be prepared to defend themselves in the framework of the playing rules;
e) at the same time, the fact of being prepared or unprepared to defend himself, being aware or unaware of the coming hit, shall not override assessment of penalty for checking to the head or neck;
f) checking against an opponent in possession the puck lowering his head when an opponent is closing in on him, shall not be ruled as checking to the head or neck, provided the checker has not raised, straightened up or directed his hand, arm, elbow, shoulder or any other part of his body in the direction of the opponent’s head or neck;
g) if player has taken position in a normal playing manner while an opponent is closing in and has checked this opponent, it shall not be ruled as checking to the head or neck, except situations described under items 3 and 4;
h) strikes to the head during fisticuffs shall not be deemed as checking to the head or neck but relevant penalties shall be assessed to players in line with Rule 528 «Fisticuffs or roughing».

**Clarifications to Rule 540**

**B – Interpretations**

Cross-checking to the head or neck shall be judged as checking to head or neck and penalized in accordance with this Rule. If there no cross-checking to the to head or neck it could be classified as high sticking (Rule 530)
OTHER PENALTIES

550 – ABUSE OF OFFICIAL AND UNSPORTSMANLIKE CONDUCT BY PLAYERS

In the application of this Rule, the Referee in many cases has the opportunity to assess the following.

a) **Bench Minor penalty** – for infractions occurring on the players bench or in close proximity thereof, when an offending player cannot be identified.

b) **Minor penalty, Misconduct penalty, Game Misconduct penalty, Match penalty** – for infractions committed on the playing surface or on the penalty bench, when the offending player can be identified.

c) If any player (JHL play only)
   1. During a stop deliberately directs ice fragments to goalkeeper’s face as the latter freezes the puck, such player shall be assessed:
      • **Minor penalty**
      (2’)
   
This penalty shall be announced as “Minor penalty for unsportsmanlike conduct”.

d) Any player who:
   1. Challenges or disputes the ruling of any official during the game;
   2. Interferes in any manner with any official or uses obscene, profane or abusive language to any game official on ice or off ice, before, during or after the game;

   3. Deliberately shoots the puck out of reach of an official who is retrieving it, or intentionally shoots the puck toward an official in protest against his ruling;
   4. Skates into and stays at the Referee Crease as the Referee talks to any other official;
   5. Bangs the boards or glass with his stick or other objects at any time of the game as a sign of protest against the ruling of the Referee or linesman;
   6. Being penalized fails to go directly and immediately to the penalty box or to the dressing room following a fight or altercation which he has been involved in, or causes any delay retrieving his equipment. The player’s gloves and stick shall be delivered to him at the penalty bench by a team-mate.
   7. Persists to entice an opponent incurring a penalty, shall be assessed:
      • **Misconduct penalty**
      (10’);

e) If a player persists in any course of conduct for which he has been previously assessed a Misconduct penalty, he shall be assessed:
   • **Game Misconduct penalty**
   (GM);

f) A player who uses or makes any racial remark or ethnic slur, shall be assessed:
   • **Game Misconduct penalty**
   (GM);

g) Any player who:
   1. Intentionally touches with hands or stick, holds or pushes or checks, with his stick or body, trips, slashes, strikes, hits the game official injuring him in any manner or spits at a game official, or intentionally throws or shoots the puck at a game official;
   2. Makes a travesty of or interferes with or is detrimental to the conducting of the game;
   3. While on the ice or anywhere in the rink before, during or after the game makes any obscene gesture to any official or any person;
   4. Spits at any person on the ice or anywhere in the rink, shall be assessed:
      • **Game Misconduct penalty**
      (GM);

h) If an identified player, who is off the ice, throws his stick or any other object onto the playing surface from the players bench players, he shall be assessed:
   • **Minor penalty + Game Misconduct penalty**
   (2’+GM);

i) If an unidentified player, who is off the ice, throws his stick or any other object onto the playing
surface from the players bench players, his team shall be assessed:

- **Bench Minor penalty** (2');

**Clarifications to Rule 550**

**B – Interpretations**

Officials must at all times not let players or teams officials use abusive, obscene and profane language against them. Any personal remark by any player toward a game official must be inevitably and resolutely stopped and assessed with

- **Misconduct penalty.**

**C – Situations**

**Situation 1**

Any player with a bleeding nose or mouth gathers blood with his hands and throws it at an opponent.

**Ruling:**

This action shall be ruled as a spit and the player shall be assessed:

- **Game Misconduct penalty** (GM);

**551 – ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT BY TEAM OFFICIALS**

a) If any team official:
1. Uses obscene, profane or abusive language to any official or any person.
2. Interferes in any manner with any of the officials of the game.
3. Bangs the boards with a stick or other object at any time his team shall be assessed a:

   - **Bench Minor penalty** (2')

   This penalty shall be announced as “Minor bench penalty for unsportsmanlike conduct”.

b) If he persists, or if he is guilty of any type of misconduct he shall be assessed a:

   - **Game Misconduct penalty** (GM)

c) A team official who uses or makes any racial remark or ethnic slur shall be assessed a:

   - **Game Misconduct penalty** (GM)

d) If any team official:
1. Holds or strikes an official.
2. Makes a travesty of or is detrimental to the conducting of the game.
3. Makes any obscene gesture to any official or any person.
4. Spits at a game official, he shall be assessed a:

   - **Game Misconduct penalty** (GM);

e) If an identified team official throws a stick or any other object on to the playing surface from his player's bench he shall be assessed a:

   - **Game Misconduct penalty** (GM),
   - and his Team **Bench Minor penalty** (2')

f) If an unidentified team official throws a stick or any other object on to the playing surface from his player's bench, his team shall be assessed a:
Clarifications to Rule 551

A – Referee and Linesman Procedures

1. The Referee may assess two Bench Minor penalties to the Coach before assessing Game Misconduct to him.
2. Coach may not be assessed Misconduct penalty.
3. The Referee may, using his selection of penalties assess the following penalties: for infractions committed by the teams officials: Minor penalty, Bench Minor penalty, plus Game Misconduct penalty, Game Misconduct penalty or Match penalty.
4. Assessment of Game Misconduct penalty to a team official according to Rule 551b and Rule 551c shall not entail automatic Bench Minor penalty to the team.
5. If a team official is assessed Game Misconduct Penalty or Match Penalty, he must immediately proceed to the dressing room and stay there until the end of the game.
6. If a team official is assessed Match penalty, remaining team officials must name, through the captain of the Team player who will serve 5-minute penalty for the penalized team official on the penalty bench. The team shall play short handed during that time, provided no other situations governed by other rules arise.

B – Interpretations

1. Penalty may not be assessed for infractions committed during pre game warm-up. However according to Rule 510 “Additional Penalties” appropriate League authority may impose disciplinary sanctions.
2. Rule 551e shall be applied when the goalkeeper is on the ice. If the goalkeeper is off the ice, Rule 569e shall be applied.

554 – DELAYING THE GAME

554a – KEEPING THE PUCK IN MOTION

a) The puck shall be kept in motion at all times. A team in possession of the puck in its own defending zone shall advance the puck towards the opposing goal except:
   1. To carry the puck behind his goal once
   2. If it is prevented to do so by players of the opposing team
   3. If the team is short-handed.

b) A player beyond his defending zone shall not pass or carry the puck backward into his defending zone for the purpose of delaying the game, except when his team is shorthanded.
   1. For the first infraction, the Referee shall assess a:
      - Warning to the Captain of the offending team.
   2. For the second infraction, during the same period, the offending player shall be assessed a:
      - Minor penalty (2’)

e) Any player or goalkeeper who holds or plays the puck with his stick, skates or body along the boards in such a manner to cause a stoppage of play, unless he is actually checked by an opponent, shall be assessed a:
   - Minor penalty (2’)

Bench Minor penalty (2’)

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   2. For the second infraction, during the same period, the offending player shall be assessed a:
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e) Any player or goalkeeper who holds or plays the puck with his stick, skates or body along the boards in such a manner to cause a stoppage of play, unless he is actually checked by an opponent, shall be assessed a:
   - Minor penalty (2’)

Bench Minor penalty (2’)
554b – DISPLACING THE GOAL FRAME

a) A player or goalkeeper who deliberately displaces a goal frame from its normal position shall be assessed a:
   - Minor penalty (2’)

b) If this happens during the last two minutes of the game, or at any time in overtime, by a defending player or goalkeeper in his defending zone, the Referee shall award to the non-offending team a:
   - Penalty shot (PS)

c) If a player or goalkeeper deliberately displaces a goal frame from its normal position when an opponent is in control of the puck with no opposition between him and the goalkeeper, and with a reasonable opportunity to score, the Referee shall award to the non-offending team a:
   - Penalty shot (PS)

d) If, when a goalkeeper has been removed from the ice, a player of his team displaces the goal frame from its normal position when an opponent is in control of the puck with no opposition between him and the goal, the Referee shall award to the non-offending team a:
   - Goal

e) In the Penalty Shot procedure starting on the Referee’s whistle, if the goalkeeper deliberately displaces the goal frame, the Referee shall award a team taking the Penalty Shot, a
   - Goal.

Clarifications to Rule 554b

B – Interpretations

1. In the application of this rule, the game officials should bear in mind that it is implied that a player or a goalkeeper displace the goal frame with their hands, body or by pushing a teammate against the goal frame.

2. Referring to item «d» above, the game officials should bear in mind that the puck must be in the neutral zone or in the defending zone of the team infringing Rule 554b, to award a goal.

3. When the goal frame is accidentally displaced from their installed position by the player of the attacking team and a defending player possession of the puck and began attacking the opposing team’s goal, the play should not be stopped as long as the non-offending team loses possession of the puck. The next face-off shall be made at the nearest face-off spot to the place of stopping the play. If the play was stopped in the defending zone of the non-offending team, the face-off shall be made in one of the two spots at the blue line of this team defending zone. If the non-offending team scores a goal the team responsible for the displaced goal frame, then the goal should be awarded.

554c – SHOOTING OR THROWING THE PUCK OUTSIDE THE PLAYING AREA

a) When any player or goalkeeper, while in his defending zone, shoots, throws or bats the puck with his hand or stick directly, (non-deflected) out of the playing area, except where there is no glass, a minor penalty shall be assessed for delaying the game.
   - Minor penalty (2’);

b) When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper into the player’s bench (or penalty bench if there is no protective glass), no penalty shall be assessed.
c) When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper over the glass, behind the player's bench (or penalty bench if there is no protective glass) the penalty shall be assessed.

d)  
   • Minor penalty  
   (2');

   for delay of game shall be imposed on any player or goalkeeper who deliberately shoots or bats the puck outside the playing area during the play.

e)  
   • Misconduct penalty  
   (10');

   for misconduct shall be assessed on any player or goalkeeper who deliberately shoots or throws the puck out of the playing area, after stoppage a play.

Clarifications to Rule 554c

B – Interpretations

1. The term Playing Surface shall mean, under this Rule, the space surrounded with the boards and protective glass. The height of the Playing Surface has no boundaries. TV zone between the players benches is not playing area unless if there is protective glass.

2. Sentence “if there is no protective glass” shall mean the space in front of players benches at rinks of KHL standards.

3. The determining factor for imposing a penalty shall be position of the puck at the moment of the shooting, throwing or batting the puck with the hand or stick by the player or the goalkeeper.

4. No penalty shall be imposed if the puck is shot from the defending zone and strikes the video cube causing stoppage of play.

C – Situations

Situation 1

A Player or a goalkeeper shoots the puck to the players bench.

Ruling:

No penalty assesses on the player or the goalkeeper if the puck gets on the players bench for any trajectory.

Situation 2

Player or the goalkeeper shoots the puck out of Playing Surface in such a way that the puck striking the glass, deflects out of the Playing Surface.

Ruling:

No Minor Penalty shall be assessed to the player or the goalkeeper.

Situation 3
After the shot the puck striking the stick of a player or goalkeeper or a part of their equipment is deflected over the boards.

**Ruling:**

No penalty shall be imposed in this case.

**Situation 4**

After a shot the goalkeeper has caught the puck. Then he tosses it up and deliberately shoots the puck over the boards or the glass with his stick, gloves or pads.

**Ruling:**

The goalkeeper shall be assessed Minor Penalty if the play was in progress (see d).

**Situation 5**

With the Penalty Shot procedure in progress, a player directly shoots the puck out of Playing Surface.

**Ruling:**

No penalty shall be imposed in this case.

**Situation 6**

The puck iced from the defending zone has hit the goal netting over the protective glass beyond and above the goal at the opposite side of the rink.

**Ruling:**

No penalty shall be imposed. Icing shall be called as soon as the puck has crossed the goal line.

**Situation 7**

Similar to Situation 7 above but the team icing the puck play Short Handed and, therefore, has the right to ice the puck.

**Ruling:**

A penalty shall be imposed, as the reason for stoppage of play was the puck hitting the goal netting outside Playing Surface as a result of the shot from the defending zone.

**Situation 8**

A team which has been assessed delayed penalty, shoots the puck from their defending zone out of the Playing Surface.

**Ruling:**
In this case only delayed penalty shall be imposed. As soon as this team start shooting the puck (this action shall be judged as possession of the puck), play shall be stopped. Reason for stoppage shall be the imposition of delayed penalty but not shooting the puck out of the Playing Surface.

**Situation 9**

Player of the team "A" shoots the puck out of their defending zone on the bench of his team through the open gate.

*Ruling:*

No penalty assesses, face-off shall be made in defending zone of the team "A"

**Situation 10**

Player of the team "A" shoots the puck out of their defending zone on the bench of the team “B” through the open gate.

*Ruling:*

No penalty assesses, face-off shall be made at the spot in the neutral zone at the blue line of the defending zone of the team "A"

554d – ADJUSTMENT OF EQUIPMENT

a) Play shall not be stopped nor the game delayed through reason of repair of or adjustments to the player's equipment and uniform, and the player requiring such adjustments shall retire from the ice

b) Play shall not be stopped nor the game delayed by reason of repair or adjustments to goalkeeper's equipment and uniform, and the goalkeeper requiring such adjustments shall retire from the ice and the substitute goalkeeper shall take his place immediately.

c) For any infraction to this rule the player or goalkeeper shall be assessed a:

- **Minor penalty** (2’)

**Clarifications to Rule 554d**

**B – Interpretations**

The Referee shall, without warning to the goalkeeper, assess him **Minor Penalty** for delaying the game, if the goalkeeper deliberately removes his helmet and/or his face mask attempting to stop the play (see also Rule 234c).

554e - INJURED PLAYER REFUSING TO LEAVE THE ICE

If an injured player refuses to leave the ice after the Referee’s warning, he shall be assessed

- **Minor penalty** (2’).
This penalty shall be announced as a "Minor Penalty for the Delay of the Game - Injured Player refusing to leave the Ice".

**Clarifications to Rule 554e**

**B – Interpretations**

If an injured player refuses to leave the ice after the Referee’s warning, he shall be assessed Minor penalty. If, even after this warning, the player still persists refusing to leave the ice, he shall be assessed Misconduct penalty in compliance with Rule 550c. Such actions shall be taken toward an injured player who wishes to stay the ice and continue to take part in the game after the play was stopped because of his injury.

**554f – MORE THAN ONE CHANGE AFTER GOAL SCORED**

If a team, after scoring a goal makes more than one change of players on the ice it shall be assessed a:

- **Bench Minor penalty**

**554g – VIOLATION OF FACE-OFF PROCEDURES**

a) When a player has been removed from the face-off by an official and another player of the same team delays taking up his proper position after a “WARNING”, his team shall be assessed a:

- **Bench Minor penalty**

b) When a player not taking the face-off enters the face-off circle before the puck is dropped, the player on his team taking the face-off shall be removed and replaced. For the second violation during the same face-off, the offending team shall be assessed a:

- **Bench Minor penalty**

**B – Interpretations**

Item “b” of this rule deals with a second infraction by the same team during the same face-off. Any player who is on the ice may serve the penalty.

**554h – LATE LINE-UP**

If a team, after the end of an intermission does not line up on the ice surface with the required number of players to start a period including overtime, the team shall be assessed a:

- **Bench Minor penalty**

**555 – ILLEGAL OR DANGEROUS EQUIPMENT**

Offending player or goalkeeper shall not be permitted to play until his illegal has been repaired or removed.

a) A player or goalkeeper who:

1. Wears his equipment or visor in a way that may cause an injury to an opponent.
2. Wears any non approved equipment.
3. Uses or wears illegal or dangerous skates, sticks or equipment.
4. Does not wear his equipment, except gloves, head protection and goalkeeper’s leg guards, entirely under his uniform.
5. A player who wears a glove from which all or part of the palm has been removed or cut out to permit the use of bare hand, shall be ruled off the ice and a “WARNING” shall be issued to his team.

b) The Referee may request that a player or goalkeeper remove any personal accessories, should, in the opinion of the Referee, such personal accessory worn during a game be regarded as dangerous for this player and other participants. If these personal accessory are difficult to remove then the player or goalkeeper should tape such personal accessory or put the item safely under the jersey in such a way that they no longer be dangerous. In this case the player or goalkeeper shall be ruled off the ice and a “WARNING” shall be issued to his team.

c) For a second violation by any player or goalkeeper of the same team for any offence of this rule, the Referee shall assess to the offending player or goalkeeper a:

- Misconduct penalty (10’)

d) If a player or goalkeeper refuses to surrender or destroys his stick or any part of his equipment for measurement when requested by the Referee, this equipment shall be regarded as illegal and the player or goalkeeper shall be assessed a:

- Minor penalty + Misconduct penalty (2’+10’)

e) If a team has requested the measurement of any equipment of the opposing Team «A» and if the complaint is sustained the offending player shall be assessed a:

- Minor penalty (2’)

f) If a team has requested the measurement of any equipment of the opposing team and if the complaint is not sustained the team shall be assessed a

- Bench Minor penalty (2’)

g) A player on the ice whose helmet comes off during play, who does not return to his bench immediately but continues to play shall be assessed a:

- Minor penalty (2’)

Clarifications to Rule 555

A – Referee and Linesman Procedure

1. The Referee shall, during warm-up check players and goalkeepers equipment visually. If any infringement of legal equipment has been discovered the Referee shall order a team official to replace illegal or dangerous equipment and report the case to the League in writing.

2. The Referee should issue a warning to the teams for first infraction relating to equipment. This warning shall relate to all equipment. After the warning The Referee should impose penalties for ensuing infractions.

3. Linesmen should not warn players or impose penalties for illegal equipment.

4. If a player’s stick is ruled illegal, it should be surrendered to his team, and the player shall proceed to the penalty bench. Team-mate who is on the ice, shall deliver legal stick to the offending player to the penalty bench without causing stoppage of play as he does.

B – Interpretations

1. The Referee can himself decide if the stick is dangerous. If he does, the stick should be removed from the game. But no penalty shall be imposed.

2. A stick painted in fluorescent color(s) are forbidden and should be removed from the game. If a
player refuses to have his stick replaced, he shall be shall be assessed Misconduct penalty.

3. A player who, after the first warning continues to use dangerous equipment, he shall be assessed Misconduct penalty.

4. A stick with a double curve blade shall be ruled as dangerous equipment.

5. Illegal curve of the stick blade may be measured at any point on the blade along the line of the special measurement template.

6. The goalkeeper shall not be allowed too long sweaters that furnish additional advantage in stopping the puck. The Referee shall request the goalkeeper to change his sweater or have it in line with the Rules. If the goalkeeper refuses to change his sweater after the warning made by the by the Referee, he shall be assessed Misconduct penalty.

C – Situations

Situation 1

A player’s helmet’s strap has unclasped as a result of a body check against him.

Ruling:

The player may continue to play until the next stoppage in play, or until he leaves the ice. No penalty shall be imposed, as his helmet has not come off his head in the process of the game.

556 – BROKEN STICK

“Broken stick” shall be the one, which, in the opinion of the Referee, is not fit for playing. Player may play without a stick.

a) If a goalkeeper or a player whose stick is broken does not get rid of it, neither is he getting rid of its broken parts immediately, and continues to play, he shall be assessed:
   • Minor penalty (2’);

b) A player or goalkeeper whose stick is broken shall not receive a stick thrown onto the ice, but may receive a stick from a teammate on the ice at the time without proceeding to his player bench;

c) When, during a stoppage of play the goalkeeper proceeds to his players bench to change his stick, he shall be assessed:
   • Minor penalty (2’);

d) The goalkeeper is allowed to go to the player bench and change his stick when the play is in progress.

e) If a player takes part in the game when a new stick is being delivered to him or the goalkeeper, he shall be assessed
   • Minor Penalty (2’).

Clarifications to Rule 556

A – Referee and Linesman Procedure

Officials should not give broken stick to spectators or throw it over the boards. Broken sticks shall be dropped over the boards in the areas close to the Scorekeeper bench or delivered to the players
bench.

**B – Interpretations**

1. If upper extension piece part of the metal stick’s shaft has popped out, this stick shall be ruled broken.
2. Player with a broken stick in hands may go to his players bench to have his stick changed but not taking part in the game in any way.

**C – Situations**

**Situation 1**

A player who is on the penalty bench, gives his stick to a team-mate, who had his stick broken while on the ice.

**Ruling:**

The player, who received the stick, shall be assessed **Minor Penalty**. A player on the penalty bench who gave his stick to the team0-mate who was on the ice at the time, penalty shall not be assessed a penalty.

**Situation 2**

Player picks up the stick thrown to him on to the ice from his players bench.

**Ruling:**

The player shall not be assessed a penalty for the stick illegally received but the Referee shall assess penalty in accordance with Rule 550g, and/or Rule 551e and f.

**Situation 3**

A player of team «A» whose stick got broken picks up a stick thrown from players bench of team «B» meant for a player of team «B» who also happened to break his stick.

**Ruling:**

A player of team “A” who has picked up the stick, shall be assessed with

- **Minor Penalty** (2').

This penalty shall be announced as “Minor penalty for illegal changing the stick” Team “B” shall be assessed penalty in accordance with Rule 550 “g” and “h” or Rule 551 ”e” and “f”.

**Situation 4**

Goalkeeper’s stick has been thrown on to the ice by a goalkeeper from the players bench.

**Ruling:**

No penalty shall be assessed to the goalkeeper but the Referee shall assess penalty in accordance with Rule 550g, h or Rule 551e, f.
Situation 5

The goalkeeper has dropped or broken his stick and his team-mate who is on the ice, attempts at retrieving it and throwing it back to him.

Ruling:

No penalty shall be assessed either to the goalkeeper, nor the a player, if their actions do not infringe Rule 569 below.

Situation 6

Player is bringing replacement stick to the goalkeeper who has dropped or broken his stick and decided to stay in the game. He let his goalkeeper’s stick out of his hands to go on taking part in the game.

Ruling:

No penalty shall be assessed, if the player has not taken part in any way in the game, while he was bringing the stick. No penalty shall be assessed for delivery of the stick to the goalkeeper, even though the player is in close proximity of the place where play is going on. But he must let the stick out of his hand if he wishes to take part in the play.

Situation 7

Player A5 plays without a stick. Player A8 hands to him his stick while a player A11 hands his stick over to player A8 in the process of Play.

Ruling:

There is no limitations on the number of handovers of sticks from player to player.

557 – FALLING ON THE PUCK BY A PLAYER

A player falling onto the ice blocking a shot on goal shall not be penalized if the puck happens to be under his body or stuck in his equipment, but any action aimed at freezing the puck shall be assessed a penalty.

a) If a player, other than the goalkeeper, who deliberately falls on, holds or gathers the puck into his body, he shall be assessed a:
   • Minor penalty (2’)

b) If a defending player, other than the goalkeeper, deliberately falls on, holds or gathers the puck into his body when the puck is in the goal crease of his team, the Referee shall award to the non-offending Team «A»:
   • Penalty shot (PS);

c) If the opposing goalkeeper has been removed from the ice and a player deliberately falls on, holds or gathers the puck into his body when the puck is in the goal crease of his team, the Referee shall award to the non-offending Team «A»:
Goal

Clarifications to Rule 557

C – Situations

Situation 1

The puck is in the goal crease. Player who is outside the goal crease, gathers the puck on the ice from inside the goal crease and under his body.

Ruling:

The Referee shall assess a player Minor Penalty. Determining factor in this situation shall be position of the puck when it was covered and play was stopped.

Situation 2

A player who is in the goal crease moves the puck from outside the crease over the ice, then falls on it and covers it with his body.

Ruling:

The Referee shall award a Goal to the non-offending team. Determining factor in this situation shall be position of the puck when it was covered and play was stopped.

558 – FALLING ON THE PUCK BY A GOALKEEPER (Fig. 22)

a) If a goalkeeper, whose body is entirely outside the goal crease, and when the puck is behind the goal line or beyond the two lines on each side of the face-off circles, deliberately falls on or gathers the puck under his body, or places the puck on the goal or the boards, he shall be assessed a:

- Minor penalty (2’)
b) If the goalkeeper falls or gathers the puck under his body in the area between the goal line and the hash marks (as shown on the diagram) unless he is being pressed, he shall be assessed a:

- **Minor penalty** (2’)

559 – HANDLING THE PUCK WITH THE HANDS BY A PLAYER

a) A player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice. If he catches it and skate with it either to avoid a check or to gain a territorial advantage over his opponent, the Referee shall assess such player a:

- **Minor penalty** (2’)

for "closing his hand on the puck"

b) Any player covering the puck with his hand, shall be assessed:

- **Minor penalty** (2’)

c) Any player, except the goalkeeper, who picks up the puck from the ice with hands shall be assessed a:

- **Minor penalty** (2’)

d) If any defending player, except the goalkeeper, picks up the puck with his hands from the ice in his goal crease, the Referee shall award to the non-offending Team «A»:

- **Penalty shot** (PS)

e) If the goalkeeper is not on the ice as in d) above, the Referee shall award to the non-offending team a:

- **Goal**

Clarifications to Rule 559

B – Interpretations

a) If the puck touches the player gloves but the player does not cover the puck with his hand, play shall not be stopped and no penalty shall be assessed.

560 – HANDLING THE PUCK WITH HANDS BY A GOALKEEPER

The object of this rule is to keep the puck in play continuously and any action by the goalkeeper which causes an unnecessary stoppage of play shall be penalized.

a) Unless he is being pressured, a goalkeeper who holds the puck more than three seconds shall be assessed a:

- **Minor penalty** (2’)

b) If a goalkeeper throws the puck forward and the puck is first played by a teammate, the Referee will immediately blow the whistle to stop the play and an end zone face-off will be held.

c) If a goalkeeper shoots or throws the puck ahead in the direction of the opposing goal, and the puck is first played by an opposing team’s player, play shall not be stopped and the goalkeeper shall not be assessed Minor Penalty.

d) A goalkeeper who deliberately drops the puck into his pads shall be assessed a:
Clarifications to Rule 560

B – Situations

Goalkeeper behind the goal line catches the puck in the air and drops it on the ice, and continues to play with the stick.

Ruling:

No penalty assesses to the goalkeeper unless if his action does not violate this Rule

561 – INTERFERENCE WITH SPECTATORS

A player who physically interferes with a spectator shall be assessed, at the discretion of the Referee, a:

- Match penalty (MP)

562 – PLAYERS LEAVING THE PENALTY OR PLAYERS BENCH

Except at the end of each period or for entering the game legally, no player or goalkeeper may, at any time, enter the ice surface from the players bench or the penalty bench;

a) Except at the end of a period, a penalized player who leaves the penalty bench and enters the ice surface before his penalty time has expired shall be assessed a:

- Minor penalty (2’)

b) If a player serving a penalty at the penalty bench, after that penalty time expiry, does not return to the ice and is not going to his players’ bench to be substituted, while his team does make a substitution for any other player from the players’ bench, this team shall be assessed:

- Minor penalty (2’)

c) Any player who, having entered the penalty bench, leaves the penalty bench prior to the expiration of his penalty time for the purpose of challenging an official's ruling, shall be assessed a:

- Minor penalty + Game Misconduct penalty (2’+GM)

d) The first player to leave the players or penalty bench during an altercation shall be assessed a:

- Double Minor penalty + Automatic Game Misconduct penalty (2’ + 2’+GM)

e) Any other player(s) who leave the players bench during an altercation shall be assessed a:

- Misconduct penalty (10’);

f) Any other player(s) who leave the penalty bench during an altercation shall be assessed a:

- Minor penalty + Misconduct penalty (2’+10’;

(to be served at the expiration of his previous penalty).

g) If a player or goalkeeper illegally enters the game and interferes with a player of the opposing team possession of the puck or controlling the puck, who has no opponent between him and the goalkeeper, the Referee shall award to the non-offending team a:
h) If, when the opposing goalkeeper has been removed from the ice, a player illegally enters the game and interferes with a player of the opposing team in possession of the puck or controlling the puck, the Referee shall award to the non-offending team a:

- Penalty Shot (PS);

- Goal

g) If a player shall illegally enter the game from his own player’s bench or from the penalty bench by his own error or the error of the Penalty Bench Attendant, any goal scored by his own team shall be disallowed, while he is illegally on the ice, but all penalties imposed to both team shall be served.

h) If the player leaves the penalty bench because of an error of the Penalty Bench Attendant, he shall not be penalized but shall serve the remaining amount of time of his penalty when he re-entered the game.

i) The Penalty Bench Attendant shall note the time and advise the Referee at the first stoppage of play.

j) Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.

k) If players of both teams leave their respective benches at the same time, the first identifiable player of each team shall be penalized under this rule.

l) For the purpose of determining which player was the first to leave his player's bench, the Referee shall consult with the Linesmen or off-ice officials.

m) A maximum of five Misconduct and/or Game Misconduct penalties per team can be assessed under this rule.

**Clarifications to Rule 562**

**B – Interpretations**

If after the end of a period or the Game, players from the players bench or from the penalty bench move to the area of conflict and enter the conflict, then according to Rule 562 d) no penalties shall be imposed but penalties received by the players taking part in the conflict shall be served.

**565 – TEAM OFFICIALS LEAVING THE PLAYERS BENCH**

a) Any team official who goes on the ice during any period without the permission of the Referee shall be assessed a:

- Game Misconduct penalty (GM)

b) If player or the goalkeeper sustain an injury and ensuing stoppage of play occurred, than the team doctor (or any person fulfilling his duties) may enter the ice, to render assistance to the injured player.

**Clarifications to Rule 565**
B – Interpretations

1. No penalty shall be assessed to the team doctor (or any person fulfilling his duties) provided he enters the ice during stoppage of play to render assistance to the injured player without permission from the Referee.

2. If there are signs of an injury, the Referee shall immediately invite the team doctor (or any person fulfilling his duties)

566 – REFUSING TO START PLAY - TEAM ON THE ICE

a) If, when both teams are on the ice and one team refuses to play for any reason when ordered to do so by the Referee, the Referee shall warn the Captain and allow to the team so refusing 30 seconds to begin the game or resume play.

b) If at the end of that time the team still refuse to play, the Referee shall assess a:
   - **Bench Minor penalty** (2’)

c) If after assessment of a two minute penalty, any team refuses to start play, or in case of repetition or any similar incident, the Referee shall announce the game forfeited.

567 – REFUSING TO START PLAY - TEAM NOT ON THE ICE

a) If a team, which is not on the ice, refuses to go on the ice to start playing when ordered by the Referee through the Captain, Manager or Coach, the Referee shall allow to the refusing team two minutes to begin the game or resume play.

b) If the team resumes play within these two minutes, it shall be assessed a:
   - **Bench Minor penalty** (2’);

c) If, at the end of that time the team still refuses to go on the ice, the Referee shall declare the game forfeited.

568 – THROWING A STICK OR ANY OTHER OBJECT OUT OF BOUNDS

Any player or goalkeeper who deliberately throws his stick, or any part of it, or any other object out of bounds shall be assessed:
   - **Game Misconduct Penalty** (GMP).

569 – THROWING A STICK OR ANY OBJECT WITHIN THE PLAYING AREA

Determining factor in the application of this Rule shall be the position of the puck or the puck carrier when a stick or any part of it or any other object is thrown, shot or directed (with any part of the body) at the puck or the puck carrier.

a) Any player or goalkeeper of the team “A” on the ice or on the bench or team official, who shoots or throws a stick or any part of it or any object or who directs (with any part of his body) a stick or any part of it, or any object towards the puck or puck carrier from the team “B” in his defending zone or in the neutral zone shall be assessed a:
   - **Minor penalty** (2’).
or

- Bench Minor penalty (2’)

b) If any player, goalkeeper or team official commits any of the actions described under item a) of this rule in his defending zone, the Referee shall award to the non-offending team a:

- Penalty shot (PS)

c) If a stick or any part of it or any object is thrown or shot or directed (with any part of his body) away by a player or goalkeeper on the ice and in no way interferes with the play, no penalty should be assessed to the player or goalkeeper;

d) When the actions described in section a) of this rule, are committed against a player in control of the puck out of the defending zone when the opposing goalkeeper has been removed from the ice, the Referee shall award to the non-offending team a:

- Goal

Clarifications to Rule 569

B – Interpretations

1. If a stick or any part of it or any object is thrown or shot or directed (with any part of his body) at the puck carrier of team «A» in his defending zone or neutral zone:

1.1 by a player on the ice of Team “B”, that player shall be assessed:

- Minor penalty.

1.2. by an identified player from the players bench of team “B” (Rule 550g), that player shall be assessed:

- Minor penalty + automatic Game Misconduct penalty.

1.3. by an unidentified player from the players bench of team “B,” that player shall be assessed:

- Bench Minor penalty (Rule 550h).

2. If a stick, part of it, or any object is thrown on to the ice at the puck carrier of team “A” in his attacking zone:

2.1. Player on the ice team “B” shall be assessed:

- Penalty shot.

2.2. by an identified player from the players bench of team “B” (Rule 550g), that player shall be assessed:

- Penalty Shot + Game Misconduct penalty.

2.3. by an unidentified player from the players bench of team “B,” that player shall be assessed:

- Penalty shot only.

3. Interpretations described above shall extend to any player, throwing his stick or any object from the penalty bench.

4. If a stick or any part of it or any object is thrown or shot or directed (with any part of his body) at the puck carrier of team «A» in his defending zone or neutral zone

4.1. by an identified team official of team “B” from the players bench (Rule 551f), that team official shall be assessed

- Game Misconduct penalty + Bench Minor penalty to the team.

4.2. by an unidentified team official of team “B” from the players bench ( Rule 551f).

- Bench Minor penalty.

5. If the stick, part of it, or any object is thrown on to the ice at the puck carrier of team «A» in the attacking zone:

5.1. by an identified team official of team “B” from the players bench (Rule 551f), that team
official shall be assessed
  - Penalty shot + Game Misconduct penalty;
5.2. by an unidentified team official of team “B” from the players bench (Rule 551f), that team official shall be assessed:
  - Penalty shot.
6. If the goalkeeper has been out of the ice, Rule 569(d) shall override other rules, and a goal shall be awarded to the non-offending team. In this case, if this person (player, the goalkeeper or team official) is identified, it shall be assessed
  - Game Misconduct penalty (Rule 550g) or Rule 551(h).
  if this person (player, the goalkeeper or team official) is unidentified, only
  - Goal shall be awarded to the non-offending team.

C – Situations

Situation 1

A player who is on the ice, throws his stick or cast it away to a team-mate who is also on the ice and had his stick dropped or broken. This action has occurred outside the area where play has been on (not in the course of the play), and this action has not affected in any way on the play in progress.

Ruling:

No penalty shall be assessed to a player, throwing or casting away his stick. Similar Ruling: shall apply in situations when the stick is thrown or cast away to the goalkeeper.

570 – THROWING A STICK OR ANY OBJECT ON A BREAKAWAY SITUATION

a) When a player in control of the puck outside his own defending zone, and having no opponent to pass to other team-mate but the goalkeeper, and any member of the opposing team including team officials, throw or shoot a stick or any part of it or any object or who directs (with any part of his body) a stick or part of it or any object in the direction of the puck or puck carrier, the Referee shall award to the non-offending team a:
  - Penalty shot (PS)
  In this case the determining factor shall be the position of the puck. The puck should cross the blue line and be completely outside the defending zone so that the Referee would have the right to award to the non-offending team a Penalty shot or a Goal.

b) When the actions described in section a) of this rule are committed against a player in control of the puck outside his own defending zone when the goalkeeper has been removed from the ice, the Referee shall award to the non-offending team a:
  - Goal

Clarifications to Rule 570

B – Interpretations

1. A goal shall not be award to a team, if the goalkeeper is on the ice.
2. If the goalkeeper being on the ice but not in his goal throws his stick awarding the Penalty shot may be delayed until the next stoppage of play.
C – Situations

Situation 1

Delayed penalty has been assessed to team “A”, and team “B” are removing their goalkeeper to be replaced with an additional player. Before play is stopped, player of team “B” throws his stick at the puck in his defending zone.

Ruling:

For throwing his stick at the puck by player of team “B” in his defending zone, Team «A» shall be awarded a goal, as penalty for throwing the stick may not be cancelled but player of Team «A» who had been assessed delayed penalty, shall proceed to the penalty bench to serve his penalty.

571 – PREVENTION OF INFECTIONS BY BLOOD

a) A player bleeding or covered by blood of any player shall be considered as an injured player and shall leave the ice for treatment and/or cleaning;

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

1. The cut is completely closed and sealed with appropriate bandages.
2. Any blood is removed from the player and his equipment and uniform are replaced or properly cleaned.

If player does not comply with this regulation he shall be assessed a:

- Minor penalty (2');

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

Clarifications to Rule 571

B – Interpretations

1. A player whose sweater is covered with blood may change into a another sweater with a different number but this new number shall be given to the Scorekeeper.
2. If an official’s uniform is covered by blood, the blood stains should be removed before play resumes. By the same token, if an official is bleeding кровь The cut is completely closed sealed with appropriate bandages before he is able to resume fulfilling his duties.
3. Any object carrying blood stains shall not be used on the ice.
4. If the ice or any objects of the ice surface are covered with blood, the Referee shall ensure that all blood stains have been by the rink removed by rink personnel after the first stoppage of play.
5. Player who is bleeding and whose equipment is covered with blood may return to the ice surface only after his cut has been only is completely closed sealed with appropriate bandages and his equipment has been changed or fully cleaned.
572 – CAPTAIN AND ALTERNATE CAPTAIN COMPLAINT

If the Captain or Alternate Captain comes to complain about the penalty, whether he was on the ice or he comes from the player's bench he shall be assessed a:

- Misconduct penalty (10’)

Captain or Alternate Captain may enter the ice from the players bench for discussion of any situation, but only on invitation from the Referee.

573 – TOO MANY PLAYERS ON THE ICE

a) If, at any time during play a team has more than the number of players on the ice to which they are entitled, the team shall be assessed a:

- Bench Minor penalty (2’);

b) If, in the last two minutes of the game and at any time in overtime a deliberate illegal substitution (too many players on the ice) is made, the Referee shall award to the non-offending Team «A»:

- Penalty shot (PS)

Clarifications to Rule 573

C – Situations

Situation 1

The goalkeeper has been removed from the ice to be replaced by an additional player while a player of the opposing team is in possession of the puck. During the play the goalkeeper returns to the ice to play thus committing the infringement of too many men on his team but he does not interfere with the opposing player controlling the puck (Rule 534d) and only attempts at preventing a shot on goal.

Ruling:

The Referee shall assess penalty for too many men rule infraction to the offending team. If the situation occurs in the last two minutes of the game or in overtime, the Referee shall award a Penalty Shot to the non-offending team.

575 – INFRINGEMENT OF CHANGE OF PLAYERS PROCEDURE

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

b) Any further infraction(s) of this procedure at any time during the course of the game shall be assessed to the offending team a:

- Bench Minor penalty (2’).

576 – DIVING

Any player who, at the discretion of the Referee, blatantly embellishes a fall, a reaction or fakes an injury in an attempt to draw a penalty by his action, shall be assessed a:

- Minor penalty (2’).
590 – PENALTIES FOR GOALKEEPERS

The procedures for goalkeeper penalties are outlined in Rule 511. Specific penalties for goalkeepers are outlined in the following rules:
- 234 Goalkeeper’s helmet or face mask
- 509 Penalty Shot Procedure
- 528 Fisticuffs or Roughing
- 554c Shooting or Throwing the Puck Outside the Playing Area
- 556 Broken Stick
- 558 Falling on the Puck
- 560 Handling the Puck with Hands
- 568 to 570 Throwing a Stick or Any Object
- 592 Goalkeeper Going to the Players Bench During Stoppage of Play
- 593 Goalkeeper Leaving the Goal Crease During an Altercation
- 594 Goalkeeper Dropping the Puck on the Goal Netting

591 – GOALKEEPER BEYOND THE CENTER RED LINE

If a goalkeeper participates in the play in any manner when he is beyond the center red line, he shall be assessed:

- Minor penalty

Clarifications to Rule 591

C – Situations

Situation 1

Goalkeeper whose skates are beyond the center red line, plays the puck which is still in his team’s own half from center red line.

Ruling:

Referee shall assess to the goalkeeper Minor penalty. The determining factor in this case shall be the position of the goalkeeper’s skates but not of the puck.

Situation 2

During a stoppage of play because of a goal scored by team “A”, goalkeeper of Team "A" crosses the red line to participate in goal celebrations with his team-mates and then goes back to his goal. His actions never resulted in stoppage of play and he made no actions interfering with the opposing team players.

Ruling:

No Minor penalty shall be assessed to the goalkeeper for crossing the red line during stoppage of play. Should the goalkeeper participate in any manner in a play being beyond the center red line, he shall be assessed a

- Minor penalty

592 – GOALKEEPER GOING TO THE PLAYERS BENCH DURING STOPPAGE OF PLAY

If a goalkeeper goes to the players bench during a stoppage of play, except to be replaced or during a 30-second time-out, he shall be assessed:

- Bench Minor penalty
Clarifications to Rule 592

Referee and Linesman procedure

1. In case of a prolonged stoppage in a game caused by a player’s injury, poor ice conditions or other structures of the rink, the Referee may allow the goalkeepers to go to their players benches. In these Situations goalkeeper does not cause “stoppage of play” by going to his players bench.
2. The goalkeepers shall be allowed to go to their players benches during television commercial breaks.
3. The goalkeeper may also go to the players bench with permission of the Referee for a quick repairs of his equipment (without the intention of delaying the game tactics). Should this procedure require any prolonged time, the goalkeeper shall immediately take his position in goal or be replaced with a substitute goalkeeper.
4. Goalkeeper shall not be allowed to go to his players bench for celebration of a goal scored by his team.
5. In a delayed penalty situation and ensuing stoppage of play, the goalkeeper shall no be permitted to continue his movement toward his players bench but he shall go back to his goal. Linesmen may warn the goalkeeper that he go back and take position in goal. The Referees should warn the opposing teams respectively to avoid such situations when delayed penalties are imposed. They may let it off the first time, limiting it to notice but for the second such action the goalkeeper shall be replaced.
6. In case of an altercation or conflict in an end zone, the goalkeeper in the opposite end of the rink shall be prohibited to go to his players bench. He shall stay in his own half of the rink. If he does go to his players bench, then his action shall be equated by the Referee to goalkeeper’s move to his players bench during stoppage of play.

C – Situations

Situation 1
Goalkeeper has come up to his players bench during normal stoppage of play.

Ruling:
The team must change the goalkeeper, or the Referee shall assess the goalkeeper a Bench Minor penalty.

593 – GOALKEEPER LEAVING THE GOAL CREASE DURING AN ALTERCATION
If the goalkeeper leaves the immediate vicinity of his goal crease during an altercation, he shall be assessed a:
- Minor penalty (2’).

Clarifications to Rule 593

C – Situations

Situation 1
The goalkeeper has left his goal crease during conflict and was the first to enter the altercation already in progress.

Ruling:
He shall be assessed Minor penalty for leaving the goal crease, plus Game Misconduct for the third man in. Furthermore he shall be assessed other penalties for other Rules infractions he may have committed in compliance of the Playing Rules of the game of ice hockey.
594 – GOALKEEPER DROPPING THE PUCK ON THE GOAL NETTING

If a goalkeeper deliberately drops the puck on the goal netting to cause a stoppage of play, he shall be assessed a

- Minor penalty  (2').

595 – PROTECTION OF THE GOALKEEPERS

All penalties imposed under this Rule shall be based strictly at the Referee’s discretion.

a) In all cases in which an attacking player initiates any contact with the goalie, other than incidental contact, when the goalie is inside the goal crease and whether or not a goal is scored, the attacking player, shall be assessed appropriate penalty.

1. “Contact Object”, incidental or any other between the goalie and the attacking player may be the stick or any part of the body.

2. If the attacking player contacts the goalie as a result of action by a defending player, this contact shall not be judged as intentional, provided the attacking player makes reasonable effort to avoid such contact with the goalie.

3. However if the attacking player is in the goal crease, play shall be stopped and ensuing face-off shall take place in the neutral zone at the nearest face-off spot;

b) A goalie is not “fair game” just because he is outside the goal crease. The penalty shall be assessed in every case where an attacking player makes unnecessary contact with the goalie (Rule 522). Incidental contact shall be permitted when the goalie is in act of playing the puck outside his goal crease provided the attacking player made a reasonable effort to avoid unnecessary contact.

c) Where a goalie has played the puck outside his goal crease and is then prevented from returning to his crease due to the action of an attacking player other than incidental, such a player shall be assessed the appropriate penalty.

d) A goalie shall be penalized if, by his actions outside the crease, he interferes with attacking player who is attempting to play the pucky or an opponent.

Clarifications to Rule 595

B – Interpretations

If a player controlling the puck skating forward or backward enters the goal crease and makes contact with the goalie, and the puck enters the goal net, the goal shall not be allowed, and the offending player shall be assessed the appropriate penalty. This rule shall also apply during the Penalty Shot or Shot to Determine the Winner.
DUTIES OF THE OFFICIALS

A 1.1. The order of arrival of the game officials to the venue of the match

Chapter 13, Art. 84 Sporting Regulations.

A 1.2. Game officering by the "Three men system" and "Four man system"

1. Referees and linesmen shall remain on the ice at the end of each period and after the match as long as all players do not leave the ice and did not proceed to their dressing rooms.
2. The Referee shall have general supervision of the game, full control of the all officials and players, his decision shall be final in case of any dispute.
3. Before the match the Referee shall ensure that the appointed officials are in their respective places and satisfy himself that the timing and signaling equipment are in order.
4. The Referee shall impose and report to the Scorekeeper such penalties as are prescribed by the playing rules. He shall allow the goals scored.
5. The Referee may consult with Linesmen, Goal judge and, if possible, with Video Goal Judge in matters of disputed goals before making his decision.
6. He shall report to the Scorekeeper the number of the goal scorer.
7. He shall ask the Public announcer to be announced over the public address system the reason not to allow a goal (except KHL). He shall measure any equipment at its own discretion or if requested by the captain of either team (Rule 260).
8. He shall face off the puck at the beginning of each period and after a goal has been scored.
9. After the game the Referee shall immediately obtain from the Scorekeeper official game sheet. He should check and sign the sheet and return it to the Scorekeeper.
10. Other duties of Referees are described in Chapter 13 of the Sporting Regulations

A 1.3. Duties of the Linesmen

Linesmen shall determine the rule violence and stop the play in cases involving:
• Offside;
• Icing;
• Puck out of bounds, unplayable or interfered by an ineligible person;
• Goal displaced from its normal position;
• Encroachments occurring during a face-off;
• Premature substitution of the goalkeeper;
• Interference by spectators;
• injured players;
• pass with the hand from a player to a teammate;
• High sticking the puck.

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

Linesman shall only blow whistle and report to the Referee penalties concerning:
• Too many players on the ice;
• Sticks or anything thrown on the ice from the vicinity of the player or penalty benches.

The Linesman shall report to the Referee when requested to do so by the referee and give his version of any incident that may have taken place during the playing of the game.

He shall immediately give his version of the circumstances with respect to deliberately displacing the goal net from its normal position.
He shall immediately give his version in a case of:
• Bench Minor penalties;
• Major penalties;
• Misconduct penalties;
• Game Misconduct penalties;
• Match penalties.
LINESMEN shall conduct the face-off at all times, except at the start of each period and after a goal has been scored.

Clarification to Appendix A 1.3

B - Interpretation
Linesmen may stop the play when the puck left the playing area when it is not suitable to play or movement of the puck interfered by illegal person, including the situation when the puck was thrown directly out of the playing area. When the puck directly leaves the playing area and linesman stops the play due to the fact that the Referee did not see the game situation, he shall report about that fact immediately to the Referee

1.4. Off-ice officials

A 1.4.1. Scorekeeper’s duties - before the game

Scorekeeper shall obtain from the Manager or Coach of both teams the list of eligible players. This information should be known by manager or coach of the opposing team (see Appendix 2 - The countdown procedure and pre-game warm-up).
He shall complete the Official Game Sheet stating the following information:
• Name, position and number of each player, indicating the Captain and Alternate Captain, by placing the letters "C" and "A" in front of their names;
• All data concerning the game, such as the venue, date and title.

A 1.4.2. Scorekeeper’s duties - during the game

The Scorekeeper shall record on the Official Game Sheet:
• Goals;
• The number of the scorers and players to whom assists have been awarded;
• The players of both teams who are on the ice when a goal is scored;
• All penalties imposed by the officials with the numbers of the penalized players, the infraction, the time at which it has been imposed, and the duration of each penalty;
• Each Penalty Shot awarded with the name of the player taking the shot and the result of the shot;
• The time of entry into the game of any substitute goalkeeper.
No changes are allowed in the Official game sheet about numbers of the goal scorers and assistants, unless they are made at the request of the team captain immediately after the game situation or before the Referee signed the official game sheet.
Scorekeeper is responsible for:
• Correct posting of the penalties and goals scored on the scoreboard;
• Ensuring that the time served by all penalized players is correct;
• Promptly calling to the attention of the referee any discrepancy between the time recorded on the clock and the official correct time;
• Making any adjustments as ordered by the referee;
• Advising the Referee when the same player gets his second Misconduct penalty in the same game.
A 1.4.3. Scorekeeper’s duties - after the game

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

A 1.4.4. Timekeeper

Timekeeper shall record:
• Game countdown before the game (see Annex 2 - Game countdown and warm-up procedures);
• Time of starting and finishing of each period and game;
• 15-minute intermission between each period;
• All actual playing time during the game;
• Time of the start and finish of all penalties;
• Start and finish of time-outs.
In case no automatic buzzer or siren is provided, he shall signal by a buzzer, siren or whistle the end of each period or overtime period.
The Timekeeper shall give a preliminary warning by signal to the officials and both teams three minutes before the start of each period and two minutes before the start of each period.
He shall call the teams on the ice at the appointed time for the start of the game in each period.
In the event of any dispute regarding time, the referee's decision shall be final.

A 1.4.5. Commercial break informer

Commercial break informer implements the procedure for granting a commercial break in accordance with the Rules of Marketing and Communications.

A 1.4.6 Penalty bench attendance

One Penalty Bench Attendant shall be appointed for each team penalty bench.
The Penalty Bench Attendant shall be responsible for:
1. Providing a penalized player, upon request, with the correct information as to the unexpired time of the penalty.
2. Allowing the penalized player to return to the ice at the appropriate time upon the completion of the penalty.
3. Notifying the Scorekeeper if a player leaves the penalty bench before the end of the penalty.
2013-2014 KHL, SHL, JHL GOALKEEPER EQUIPMENT
MEASUREMENT STANDARDS

PREAMBLE

These equipment standards are written in the spirit of “fair play” and are a supplement to the Rule Book. If at any time the referee feels that this spirit is being abused, the offending equipment will be deemed ineligible for play until a hearing has ruled on its eligibility.

GOALKEEPER CHEST AND ARM PADS

1. No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.
2. Layering at the elbow is permitted to add protection but not to add stopping area. This layering, both across the front and down the sides to protect the point of the elbow shall not exceed 17.78 cm.
3. Shoulder Cap Protectors must follow the contour of the shoulder cap without becoming a projection/extension beyond or above the shoulder or shoulder cap. This contoured padding must not be more than 2.54 cm in thickness beyond the top ridge of the shoulder and shoulder cap.
4. On each side, the Shoulder Clavicle Protectors are not to exceed 17.78 cm in width. Their maximum thickness is to be 2.54 cm. This protection is not to extend or project above or beyond the shoulder or shoulder cap nor extend beyond the armpit. No insert is allowed between the Shoulder Clavicle Protector and the chest pad that would elevate the Shoulder Clavicle Protector.
5. If when the goalkeeper assumes the normal crouch position, the shoulder and/or shoulder cap protection is pushed above the contour of the shoulder, the chest pad will be considered illegal.

GOALKEEPER PANTS

1. No internal or external padding is allowed on the pant leg or waist beyond that to provide protection (no outside or inside ridges).
2. The maximum width (straight line) of the thigh pad across the front of the leg of the pant is 25.40 cm. If the groin and/or hip pads extend beyond the edge of the front thigh pad they are to be included in this 25.40 cm measurement. This measurement is to be taken while the goalkeeper is in an upright standing position. This measurement is to be made 12.70 cm up from the bottom of the pant leg.
3. The same alteration policy, dimensions and measurement procedures will be performed on supplied goalkeeper pant shells elected to be worn over their own goalkeeper pants by goalkeepers.
4. If the goalkeeper is wearing his goalkeeper pant shell really loose, which allows him to close the five-hole (the open space between his legs above his pads) when he is in the crouch or ready position, the wearing of the pant shells in this fashion will be considered illegal and the above-mentioned documents will apply.
5. All thigh pads must follow the contour of the leg. Square thigh pads are considered illegal.
6. All knee protection must be strapped and fit under the thigh pad of the pant leg and not exceed 25.40 cm allowed for the width of the thigh pad.
GOALKEEPER JERSEYS

1. The maximum goalkeeper jersey size is specified below.
2. No inserts or additions are to be added to the standard goalie cut jersey as produced by the manufacturer. Modifications by the manufacturer beyond these measurements are not allowed.
3. No “tying down” of the sweater is allowed at the wrists if it creates a tension across the jersey such that a “webbing effect” is created in the armpit area.
4. No other tie downs or additions are allowed anywhere on the jersey that create a “webbing effect” by the jersey.
5. The length of a jersey is illegal if it covers any area between the goalkeeper’s legs.

GOALKEEPER CATCHING GLOVE

1. A maximum perimeter of 114.3 cm is permitted. The perimeter of the glove is the distance around the circumference of the glove. Please refer to the catching glove measurement procedures outlined below.
2. The wrist cuff is must be 10.16 cm in width (height) and a maximum of 20.32 cm in length in any part of the wrist cuff (this includes the bindings). The cuff of the glove is considered to be the portion of the glove protecting the wrist from the point where the thumb joint meets the wrist. Any protection joining/enhancing the cuff to the glove will be considered part of the glove rather than the cuff.
3. The distance from the heel of the glove along the pocket and following the contour of the glove to the top of the ‘T’ trap must not exceed 46 cm. The heel is considered to be the point at which the straight vertical line of the cuff meets the glove.
4. The catcher glove designed as a “one piece wrist and thumb protection plate” is considered to be illegal. (See Enclosure 1)

Catching glove measurement procedures

A. Suggested Equipment

Suggested equipment includes binder clips, straight pins and a 1.57 cm wide fibreglass cloth measuring tape that measures in millimetre increments.
B. Procedure

- To determine the perimeter, the distance around the glove, the tape is to be placed on the outside edge of the glove with the midway line of the tape following the top ridge of the edge/binding.

At the “starting point” of the measurement, anchor the tape with a pin or binder clip.

- Ensure that the midpoint line of the measuring tape follows the outside top ridge of the edge/binding.
- If at the junction of the cuff and catching portions of the glove there is a “jagged joint”, the measurement tape will follow the imaginary perpendicular line to the glove ridge of the catching portion of the glove located above the cuff.
- A jagged joint anywhere else on the glove will not be allowed this “straight line” privilege (i.e. where the trap joins the main glove).
- To determine the “T” trap distance, the tape is to be placed from the heel of the glove along the pocket and following the contour of the glove to the top of the ‘T’ trap (See Figure 1). This distance must not exceed 46 cm.

GOALKEEPER BLOCKER GLOVE

1. The maximum outside dimensions of the protective padding attached to the back and forming part of the goalkeeper's blocker glove shall not exceed 20.32 cm in width and 38.10 cm in length at any point including the bindings.
2. The flap protecting the thumb and wrist must be fastened to the blocker and this protection must follow the contour of the thumb and wrist. This thumb protective must not exceed 17.78 cm in extreme length when measured from the top of the blocking surface.
3. Raised ridges are not to be added to any portion of the blocking glove.
4. The blocking glove shall be rectangular in shape.

GOALKEEPER LEG PADS

1. The goalkeeper’s leg pads shall not exceed 28 cm wide when measured on the leg of the goalkeeper.
2. The length of the goalkeeper’s leg pads should be limited to a maximum of 96.52 cm from bottom mid-point to top mid-point of the pad.
3. The minimum length of the boot of the pad is to be no less then 17.78 cm. The boot is the bottom of the pad that sits over the top of the skate. The boot channel of the goalkeeper pad must be flat or concave in appearance.
4. No attachments such as plastic puck foils are permitted.

Goalkeeper leg pads measurement procedures

A. Suggested Equipment

Suggested equipment includes goalkeeper leg pad caliper, measuring tape that measures in millimetre increments.

B. Procedure

- The length of the goalkeeper’s leg pad can be measured from the mid-point of the bottom of the pad to the crease of the boot and then continuing up to the top mid-point of the pad.
- The pads seldom come straight and are manufactured with the boot bent as they are.
- The pad can be measured without the goalkeeper having it on.
- The boot is the portion of the pad that covers the top of the skate-the laces- where the toe cap start and the crease where the pad straightens out. It is measured from the mid-point at the toe-cap to the crease where the pad straightens. The length of the boot of the pad must not be less than 17.78 cm and this is included in the 96.52 cm total measurement.

C. Techniques

Measurement of the length of the boot and the length of the pad

The pads are measured for length while off of the goalkeeper’s legs. Place the pad flat on the ground, front side facing up, and straighten the pad by placing your knee on the horizontal rolls located at the knee portion and pulling up on the pad. Clip your flexible tape on the end of the boot and first measure the length of the boot. If there is a hole where the skate fits through the pad, draw an imaginary line and include this length in your measurement and make this the starting point. Continue up the center of the pad and measure to the top. Watch to make sure the pad does not flare at the top. If this is the case, take the longest measurement from top to bottom. (See the Figure 3).
1. All knee protection must be worn under the thigh guard of the pant. All flaps that are attached to the inside of the goal pad above the knee that are not worn under the pant thigh pad will not be permitted.

2. The knee strap pad is the pad that separates the inside of the knee and the ice.

3. The knee protection must be worn with the strap tight and do not cover any portion of the ‘Five-hole’. The padding between the knee strap pad and the inner knee channel is not affected by this measurement standard. (Rule 230)

4. The knee strap pad is not to exceed **15.24 cm** in length x **13.97 cm** in width x **3.81 cm** in thickness. The knee strap pad must be fastened to the inner raiser.

   a) Side view
   b) Thickness of the Knee Strap Pad
5. The total width measurement of the entire inner knee padding (pad risers), including the outer knee strap pad, must not exceed 6.35 cm in thickness. The inner kneepads are not to exceed 17.78 cm in length, 13.97 cm in width. The length of 17.78 cm is measured from where the inner padding attaches to the leg pad and back to the end of the inner padding.

   a) Thickness view

![Thickness view of knee padding](image1)

   b) Side view

![Side view of knee padding](image2)

6. Medial rolls (raised seam ridges) will not be permitted.
7. Calf protection must follow the contour of the calf and ankle and can have a thickness of no greater than 3.81 cm.
8. No raised ridges will be permitted on the calf protector that would be deemed to act as deflectors of pucks.

**GOALKEEPER SKATES**

Any blades, projections or ‘cheaters’ added to the skate boot in order to give the goalkeeper additional contact to the ice surface are deemed as performance enhancing, and are prohibited. (Rule 230)

**Enclosure 1**
Referee Signals

**Delivering The Game – Rule 554**
Placing the non-whistle hand, open palm, across the chest and extended from the shoulder out from the body.

**Attacking a Player in the Goal Crease – Rule 595**
Semi-circular motion by one arm at chest height made parallel to the ice surface, simulating the goal crease, and then extending the other arm horizontally with the hand pointing in the direction of the neutral zone.

**Boarding – Rule 520**
Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.

**Butt-Ending – Rule 521**
A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist.

**Player Change Signal – Rule 412**
The Referee allows a five second period to the visiting team to make a player(s) change. After the five seconds, the Referee shall raise his arm, which indicates that the visiting team may no longer change any player and the home team has five seconds to change players.
Charging - Rule 522
Rotating clenched fists around one another in front of the chest.

Checking From Behind – Rule 523
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.

Clipping – Rule 524
Striking leg with either hand below the knee from behind, keeping both skates on the ice.

Cross-Checking – Rule 525
A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about a half a meter.

Delayed Calling Of Penalty – Rule 514
Extended the non-whistle arm fully above the head. It is acceptable to point at the player once and then extend the arm above the head.

Elbowing – Rule 526
Tapping either elbow with the opposite hand.
**Puck In The Net – Rule 470**

An extension of the arm pointing at the goal to indicate The puck has entered the net.

**Hand Pass – Rule 490**

Use open palm of hand in a pushing motion.

**High Sticking - Rule 530**

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

**Holding – Rule 531**

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

**Holding The Stick – Rule 532**

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

**Hooking – Rule 533**

A tugging motion with both arms as if pulling something from in front toward the stomach.
Interference – Rule 534

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

Kneeing – Rule 536

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

Match Penalty – Rule 507

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

Misconduct Penalty And Game Misconduct Penalty – Rules 504, 505

Both hands on the hips.

Penalty Shot – Rule 508

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

Roughing – Rule 528

Fist clenched and arm extended out to the side of the body.
Slashing – Rule 537
A chopping motion with the edge of one hand across the opposite forearm.

Spearing – Rule 538
Jabbing motion with both hands thrusting out immediately in front of the body and then hands lowered to the side of the body.

Time Out – Rule 422
Using both hands to form a “T” in front of the chest.

Tripping – Rule 539
Striking leg with a moving follow through motion with either hand below the knee keeping both skates on the ice.

Wash Out
A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down;
by the Referee to signal ‘no goal’, ‘no handpass’ ‘no highsticking the puck’.
by the Linesman to signal ‘no icing’ and, in certain situations, ‘no offside’.

CHECKING TO THE HEAD AND NECK AREA – RULE 540
The side movement of the open palm of the hand towards the side of the head.
Linesman’s Signals

Delayed Offside – Rule 451

Non-whistle arm fully extended above the head. To cancel out a delayed offside, the Linesman shall lower the arm to the side.

Icing The Puck – Rule 460

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

Offside Call – Rule 450

The official shall first blow the whistle and then extend the arm horizontally pointing along the blue line with the non-whistle hand.

Too Many Players On The Ice – Rule 573

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