

2010-11 NFHS

# ICE HOCKEY

## RULES BOOK

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To maintain the sound traditions of this sport, encourage sportsmanship and minimize the inherent risk of injury, the National Federation of State High School Associations writes playing rules for varsity competition among student-athletes of high school age. High school coaches, officials and administrators who have knowledge and experience regarding this particular sport and age group volunteer their time to serve on the rules committee. Member associations of the NFHS independently make decisions regarding compliance with or modification of these playing rules for the student-athletes in their respective states.

NFHS rules are used by education-based and non-education-based organizations serving children of varying skill levels who are of high school age and younger. In order to make NFHS rules skill-level and age-level appropriate, the rules may be modified by any organization that chooses to use them. Except as may be specifically noted in this rules book, the NFHS makes no recommendation about the nature or extent of the modifications that may be appropriate for children who are younger or less skilled than high school varsity athletes.

Every individual using these rules is responsible for prudent judgment with respect to each contest, athlete and facility, and each athlete is responsible for exercising caution and good sportsmanship. These rules should be interpreted and applied so as to make reasonable accommodations for disabled athletes, coaches and officials.

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### 2010-11 Ice Hockey Rules Changes

**1-3-1 Change the words:** "Goal posts shall be set between 12 feet (3.66 m) and 15 feet" to read "Goal posts shall be set between 10 feet (3.05 m) and 15 feet."

**1-5-1 Change the words:** "blue lines drawn 60 feet (18.29 m)" to read words "blue lines drawn 64 feet (19.51 m)."

**2-6-1** Any player (including goalkeeper) who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care-professional. (See NFHS Suggested Guidelines for Management of Concussion)

**3-4-4** All players, including goalkeepers, shall wear and have properly inserted into their mouth during the course of play a tooth and mouth protector. A tooth and mouth protector (intraoral) which shall include an occlusal (protecting and separating the biting surfaces) and a labial (protecting the teeth and supporting structures) portion and covers the posterior teeth with adequate thickness. It is recommended the protector be properly fitted and: (a) Constructed from a model made from an impression of the individual's teeth, or (b) Constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself. The tooth and mouth protector shall be of any readily visible color, and may not be: (1) completely white; or (2) completely clear.

**3-5-1** Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, or upper arm are illegal unless they are padded with a closed-cell, slow-recovery foam padding no less than ½" thick.

a. Knee and ankle braces which are unaltered from the manufacturer's original design/production, do not require any additional padding.

**5-2-1** Change to read: The two-official system consists of two referees. The three-official system consists of two referees and one linesman. The four-official system consists of two referees and two linesmen.

**5-2-3 Add:** "recommended that on-ice officials wear a half face shield."

**6-8 Add:** "CONTACT TO THE HEAD." No player shall make contact with an opposing player's head or neck area in any manner.

**6-13-8j** Play is stopped when puck is grasped by hand (not hand pass).

**6-27-4** Penalized players may no longer return to their team bench during time-outs.

**6-38-4** In addition to captains and alternate captains, coaches may now call a timeout.

**6-43 Add: Section 43 (VIDEO REPLAY) as follows:** "By state association adoption, state association-authorized video replay may be used in games for reviewing goals and undetected goals, and for determining correct time on the clock. Procedures for video replay shall be determined by state association policy and procedures.

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## **POINTS OF EMPHASIS**

The NFHS Ice Hockey Rules Committee continues in its belief that the main threat to the health of high school ice hockey is violent and reckless play. The committee wishes to address the following areas in the hope that violence and reckless play will be minimized.

### **CONCUSSION RECOGNITION AND MANAGEMENT**

For the past several years, the NFHS has been at the forefront of national sports organizations in emphasizing the importance of education, recognition and proper management of concussions. To highlight the continuing importance of this issue, the NFHS Sports Medicine Advisory Committee (SMAC) and each sport's rules committee have taken the unprecedented step of including Concussion Recognition and Management as a point of emphasis in each of the NFHS sport rules books for the 2010-11 year. The purpose of this point of emphasis is to explain the change in verbiage in the NFHS Ice Hockey Rules Book regarding the official's recognition of a concussed athlete and to emphasize the importance of proper concussion management. Previously the onus was put upon the on-ice official to determine a player's health and well-being. Please review Rule 2-6-1.

The NFHS SMAC has not only strengthened concussion language, but has also

has revised language regarding tooth and mouth protectors (Rule 3-4-4) and hard and unyielding items such as guards, casts and braces (Rule 3-5-1).

### **CONTACT TO THE HEAD**

Ice hockey is a fast, physical and emotional game. Hits to the head are never to be considered a part of the game. These hits from high hands, elbows, forearms, high sticks and shoving the head into the glass add no value to the game and only increase the risk of injury to players. It is imperative to have helmets securely fastened. To help deter contact to the head, it has become a stand-alone rule. Rule 6-8 is now entitled "Contact to the Head" and no longer exists within "Unnecessary Roughness." It was felt because of the great potential for injury, it should be its own separate rule.

### **FACEOFF PROCEDURES**

The **nine**-location faceoff procedure is now being used by other governing bodies. This procedure was viewed by the NFHS Ice Hockey Rules Committee as simplifying faceoff applications. Rule 6-13 and other corresponding regulations were revised to reflect adoption of the **nine**-location faceoff procedure in the 2009-10 rules book. The rule was cleaned up for the 2010-11 rules book to include the center ice faceoff spot used for faceoffs other than after a goal and the start of periods. Readers are encouraged to carefully review these changes on pages 37-39.

### **SPORTSMANSHIP**

Respect and civility are expectations of all who are a part of the game. They are especially important in the interactions of players, coaches and officials. Obscene and abusive language, especially when directed at others, has no place in high school ice hockey. This type of behavior is unacceptable of players or coaches and penalties shall be assessed for every occurrence. **The penalty for this behavior was changed to include a minor and a misconduct in the 2008-09 rules book.** Placing the team of the offender at a disadvantage sends a clear message regarding the expectation that such behavior will not be tolerated. Officials must be held to the same standard and any incident should be reported to the appropriate state authority.

The NFHS Ice Hockey Rules Committee feels that the reckless play situations listed below should never be tolerated or accepted as a part of hockey.

The rules are clear and are to be enforced at all times regardless of on-ice strength of the teams, the score or the period.

### **CHECKING FROM BEHIND**

Checking from behind is one of the most dangerous situations in ice hockey. This is due to the potential for catastrophic injuries that could possibly result in paralysis or loss of life. Injuries such as concussions, broken collarbones, separated shoulders and sprained necks are also a result of this reckless play.

Coaches need to instruct their players to pull up from body checks when they see the backs of their opponents, especially near the boards.

### **GIRLS HOCKEY: BODY CONTACT VS. BODY-CHECKING**

The NFHS Ice Hockey Rules Committee recommends that all state associations ensure that all forms of legal body contact are understood and treated as part of the game by officials, coaches and players. Rule 6-42a clearly defines the situations for legal body contact. Contact from play such as angling, incidental contact, defending players holding their positions or stopping forward progress are all part of the girls' game. On the other hand, body-checking is not legal and should never be allowed.

The committee will continue to monitor the trends and direction of the girls' and women's games at all levels to ensure that the high school rules are in line and appropriate.

### **RINK DIAGRAM**

See Pages 11-14 for Detail of Markings

10'-15'  
WIDE  
NARROW  
Red  
2"  
(5.08cm)  
10'-15'  
(3.05m -  
4.57m)  
(5.49m)  
18'  
To Goal  
Line  
(1.22m)  
4'  
(0.58cm)

2" Red  
 Maximum: 12' (3.66m) minimum  
 (3.05m-4.57m)  
 (19.51m) 64'  
 Defending Zone  
 (19.51m) 64'  
 Attacking Zone  
 10'-15'  
 (3.05m-4.57m)  
 12" Wide Blue  
 (30.48cm)  
 100' (30.48m) Light Blue  
 Recommended Width  
 Varies  
 Penalty  
 Timekeeper  
 (3.05m)  
 10' R  
 (5.08cm)  
 2"  
 Red  
 Red  
 Blue  
 Blue  
 (6.71m) 22'  
 (1.52m) 5'  
 (6.71m) 22'  
 Red  
 4'  
 (1.52m)  
 5'  
 12" Wide Red  
 (30.48cm)  
 12" Wide Blue  
 (30.48cm)  
 20' (6.10m) radius  
 recommended  
 Goalkeeper's  
 Privileged Area  
 20' (6.10m) radius  
 recommended  
 22'  
 (6.71m)  
 22'  
 (6.71m)  
 20'  
 (6.10m)  
 4'  
 (1.22m) 18' (5.39m)  
 15' (4.57m) maximum  
 Extension Line to Goal Line  
 10' (3.05m) minimum  
 2"  
 (5.08cm)  
 Red  
 Red  
 6' R  
 (1.83m)  
 6'  
 (1.83m)  
 Inside  
 Posts  
 4'  
 (1.22m)  
 (0.61m)  
 2'  
 Blue  
 2"  
 (5.08cm)  
 15' R  
 (4.57m)  
 Blue  
 Detail—  
 Center Ice  
 Spot and Circle  
 Goals-Crease Detail  
 Use Center of Goal  
 Line for Center Point  
 of Semicircle  
 (0.61m)  
 2'  
 Red  
 1" 12" R  
 Radius  
 15' R  
 (4.57m)  
 2"  
 (5.08cm)  
 Faceoff Spot  
 and Circle Detail—  
 End Zone  
 Faceoff Spots—End Zones  
 and Neutral Zones  
 2' (0.61m) Dia.  
 Color Red  
 Faceoff Spot—Center Ice  
 12" (30.5cm) Dia.  
 3' 3' 8"  
 1'10"  
 3'10"  
 1'6"  
 3'  
 1'  
 4'  
 12'  
 4'  
 8'  
 5" 6"  
 ALL LINES ARE 2" IN WIDTH  
 FACEOFF CONFIGURATION  
 DETAIL OF GOAL CREESE  
 2" (5.08cm)  
 Red  
 2" Blue  
 (5.08cm)  
 4'  
 3'10"  
 3'

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Requests for ice hockey rule interpretations or explanations should be directed to the state association responsible for the high school ice hockey program in your state. The NFHS will assist in answering rules questions from state associations whenever called upon.

**Page 11 2010-11 NFHS Ice Hockey Rules Rule 1-1**

**NOTE:** Within this text, the words "he" and "his" are used to include both male and female participants.

# Rule 1 The Rink

**ART. 1 . . .** Ice hockey shall be played on an area of ice called a rink.

**ART. 2 . . .** It is recommended no logo shall disrupt or interfere with any official ice markings.

**ART. 1 . . .** The dimensions of the rink shall be, as nearly as possible, 200 feet (61.0 m) long and 85 feet (25.91 m) wide. The corners shall be rounded in the arc of a circle with a radius of 20 feet (6.1 m) to 28 feet (8.5 m).

**ART. 2 . . .** The rink shall be surrounded by a wall or fence known as the "boards" which shall extend not less than 40 inches (101.6 cm) and not more than 48 inches (121.9 cm) above the level of the ice surface. The ideal height of the boards above the ice surface is 42 inches (106.7 cm).

a. It is recommended that boards be white in color and that the bottom dasher

be yellow.

**ART. 3 . . .** The boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any object that could cause injury to players.

a. It is recommended that all doors giving access to the playing surface swing away from the ice surface.

b. All glass, wire or other types of protective screens and gear used to hold them in position shall be mounted on the boards on the side away from the playing surface.

**ART. 1 . . .** Goal posts shall be set between 10 feet (3.05 m) and 15 feet (4.57 m) from each end of the rink and in the center of a 2-inch-wide (5.08 cm) red line, known as the "goal line," drawn completely across the width of the ice and continued vertically up the side of the boards.

a. It is recommended that posts be placed 15 feet (4.57 m) from the end of the rink. The goal posts shall be set in such a manner as to remain stationary during the progress of a game. It is recommended that, whenever possible, the goal posts be anchored to the ice so the goal will release when struck by a player who collides with the goal cage.

**ART. 2 . . .** The goal posts shall extend vertically 4 feet (1.22 m) above the surface of the ice. They shall be set 6 feet (1.83 m) apart, measured from the inside of the posts. A crossbar of the same material as the goal posts shall extend from

**Rule 1-4 2010-11 NFHS Ice Hockey Rules Page 12**

the top of one post to the top of the other. The goal frames shall not have a metal deflector plate along the base of the back of the goal frame.

**ART. 3 . . .** A net shall be attached to each goal frame. There shall be no tears or holes in the net which would permit the puck to pass through.

**ART. 4 . . .** The paint of the goal posts, crossbar and the exterior surface of the other supporting framework shall be entirely red. All other exterior and interior surfaces shall be painted entirely white.

**ART. 5 . . .** A water bottle may be attached to the goal net for use by a goalkeeper. The bottle must be securely tied to the top of the net.

A semicircle of 6 feet (1.83 m) radius, using the center of the goal line as the center point, shall be marked on the ice in front of each goal by a 2-inch-wide (5.08 cm) red line. The area outlined by the crease lines (including the crease lines) and the space above it to 4 feet (1.22 m) shall be known as the "goal crease." It is recommended that the goal crease area be colored light blue. There shall be two Ls in each goal crease. Each line shall be 5 inches (12.7 centimeters) long and 2 inches (5.08 centimeters) wide. The corners shall touch the goal crease line, 4 feet (1.22 meters) out from the goal line. The line shall be parallel to and perpendicular to the goal line.

**ART. 1 . . .** The ice area between the two goals shall be divided into three parts by two 12-inch-wide (30.48 cm) blue lines drawn 64 feet (19.51 m) from the goal lines, and extending completely across the rink, parallel with the goal lines, and continuing vertically up the side of the boards.

**ART. 2 . . .** That portion of the ice surface in which the goal is situated shall be called the "defending zone" of the team defending that goal. The "neutral zone" is the central portion of the ice. The "attacking zone" of a team is that portion of the ice farthest from their defended goal. The zone line shall be considered part of the zone in which the puck is located.

**ART. 3 . . .** There shall also be a line 12 inches (30.48 cm) in width and red in color drawn completely across the rink in center ice, parallel with the goal lines and continuing vertically up the side of the boards, known as the "center line."

**ART. 1 . . .** A circular blue spot, 12 inches (30.48 cm) in diameter, shall be marked exactly in the center of the rink; and with this spot as a center, a circle of 15 feet (4.57 m) radius shall be marked with a 2-inch-wide (5.08 cm) blue line.

**ART. 2 . . .** Two blue lines 4 feet (1.22 m) apart and parallel to the blue lines, 2 feet (0.61 m) long and 2 inches (5.08 cm) wide, shall be marked on the ice extending from the outer edge of both sides of the center circle.

## Page 13 2010-11 NFHS Ice Hockey Rules Rule 1-7

Two red spots, 2 feet (0.61 m) in diameter, shall be marked on the ice in the neutral zone 5 feet (1.52 m) from each blue line. Within each faceoff spot, draw two parallel lines 4 inches (10.16 cm) from the top and bottom of the spot. The area within the two lines shall be painted red; the remaining area shall be painted white. The spots shall be 44 feet (13.41 m) apart and each shall be the same distance from the adjacent boards.

**ART. 1 . . .** A red faceoff spot inside a circle shall be marked on the ice in both end zones and on both sides of each goal. The faceoff spots shall be 2 feet (0.61 m) in diameter. Within the faceoff spot, draw two parallel lines 3 inches (7.62 cm) from the top and bottom of the spot. The area within the two lines shall be painted red, the remaining area shall be painted white. The faceoff circles shall be 2 inches wide (5.08 cm) with a radius of 15 feet (4.57 m) from the center of the faceoff spots.

**ART. 2 . . .** Two red lines, 18 feet and 22 feet (5.49 m and 6.71 m) from the goal line and parallel to it, 2 feet (0.61 m) in length and 2 inches wide (5.08 cm), shall be marked on the ice extending from the outer edge of both sides of each faceoff circle.

**ART. 3 . . .** One foot away from the outer edge of the faceoff spot, two lines shall be drawn parallel with the sideboards that shall be 4 feet (1.22 m) in length and 18 inches (5.72 cm) apart. Parallel to the endboards, commencing at the end of the line nearest to the faceoff spot, a line shall extend 2 feet, 10 inches (86.36 cm) in length. All lines shall be 2 inches wide (5.08 cm). (See diagrams on pages 9 and 10.)

**ART. 4 . . .** The location of the faceoff spots shall be fixed in the following manner: along a line 20 feet (6.10 m) from each goal line and parallel to it, mark two points 22 feet (6.71 m) on both sides of the straight line joining the centers of the goals. Each such point shall be the center of a faceoff spot and circle.

**ART. 1 . . .** Seats shall be provided for the use of team personnel. The accommodations provided, including seats and doors, shall be uniform for both teams.

It is recommended each team bench accommodate at least 20 persons and be placed immediately alongside the ice, convenient to the dressing rooms, in the neutral zone, as near to the center of the rink as possible with two doors opening in the neutral zone. It is recommended the two team benches be separated by a substantial distance.

**ART. 2 . . .** Only players in uniform and five other team personnel shall be permitted to occupy the team bench area, unless modified by state association adoption.

### **Rule 1-10 2010-11 NFHS Ice Hockey Rules Page 14**

**ART. 3 . . .** All students occupying any exposed bench area shall be required to wear a helmet with a face mask meeting HECC/ASTM standards.

**PENALTY: MINOR (captain's choice of players) after warning to team.**

**ART. 1 . . .** Seats to accommodate eight persons, known as the "penalty bench," shall be provided. It is preferable to have penalty benches for each team separate from each other and substantially away from either team bench.

a. The penalty bench(es) is for the exclusive use of the timekeeper, the penalty timekeeper, scorer and penalized players. No other person shall be allowed on the penalty bench(es).

**ART. 2 . . .** A semicircle of 10 feet (3.05 m) radius, marked with a line 2 inches (5.08 cm) wide, known as the "referee's crease," shall be marked on the ice immediately in front of the penalty timekeeper's seat.

**ART. 1 . . .** A suitable sound device must be provided for the use of timekeepers.

**ART. 2 . . .** An electrical clock, or other timing device, shall be provided for the purpose of keeping the spectators, players and game officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played in any period.

a. Time recording for both game time and penalty time shall show time remaining to be played or served.

b. A backup timing device must be available.

**ART. 3 . . .** It is recommended electric lights should be set up behind each goal for the use of the goal judges. A red light will signify the scoring of a goal. Where automatic lights are available, a green light will signify the end of a period or a game. A goal cannot be scored when a green light is showing.

**ART. 4 . . .** It is recommended enclosures be provided behind each goal to prohibit spectators' interference with the activities of the goal judge assigned to that goal.

The goalkeeper's privileged area is an area bounded in the rear by that goalkeeper's end of the rink, in front by an imaginary line connecting the end zone faceoff spots, and on the sides by imaginary lines from the end zone faceoff spots to the end boards.

**Page 15 2010-11 NFHS Ice Hockey Rules Rule 2-1**

## Rule 2 Teams, Players and Substitutes

**ART. 1 . . .** A team shall be composed of six players, designated: goalkeeper, right defense, left defense, center, right wing and left wing, respectively.

**ART. 2 . . .** All players shall wear numbered uniforms. It is required that all players be numbered with at least 10-inch (25.4 cm) high Gothic, colored numbers on the back of their jerseys and the same numbers at least 4 inches (10.16 cm) in height on both sleeves of the jersey. The color of the numbers shall contrast with the color of the jersey.

a. All members of a team shall wear identical uniforms relative to color of helmets (excluding goalkeepers), jerseys, socks, pants and length of pants.

b. It is required that the visiting team shall wear dark-colored jerseys; the home team shall wear white-/light-colored jerseys.

c. One manufacturer's logo/trademark 2¼ square inches (14.52 sq. cm) with no dimension more than 2¼ inches (5.72 cm) and one American flag (2" [5.08 cm] x 3" [7.62 cm] maximum) may be worn on each item of uniform apparel.

d. A commemorative/memorial patch not to exceed four square inches may be worn on the jersey provided it is not a number and is in an appropriate location that does not interfere with the captain's identification or the player's number.

**ART. 1 . . .** Each team shall designate prior to the game any combination of captains or alternates, not to exceed three. If more than one is on the ice at one time, only one may speak to the referee.

a. The captain(s) and alternate(s) shall wear a "C" or an "A" in a contrasting color on the left, front shoulder of the jersey. No goalkeeper may have onice captain's privileges.

**ART. 2 . . .** If the captain or alternate receives a penalty, that player shall lose all captain's privileges for the duration of the penalty and shall proceed directly to the penalty box.

**ART. 3 . . .** Only coaches, the captain or an alternate may request a team timeout.

**ART. 4 . . .** Only one of the playing captains of either team may have the privilege to talk or confer with a referee. The playing captain shall not dispute judgment decisions of the referee.

**PENALTY: MINOR. If further disrespect, MISCONDUCT. If continued disrespect, GAME MISCONDUCT. If continued disrespect, GAME DISQUALIFICATION.**

**ART. 5 . . .** The referee(s) shall meet with the captain(s) and coaches prior to **Rule 2-3 2010-11 NFHS Ice Hockey Rules Page 16** the start of the game.

**ART. 6 . . .** When rules indicate "captain's choice of players" for serving the penalty, the captain must select a player who was on the ice when the infraction

occurred.

**ART. 1 . . .** A maximum of 20 players, including goalkeepers, may dress for and play in a game, unless modified by state association adoption. It is recom mended that a minimum of two goalkeepers be among the 20 players dressed.

**ART. 2 . . .** A list of names and numbers of all eligible players and goalkeepers must be handed to the referee or official scorer before the game. After the game begins no changes may be made for a player who has already been listed.

Additions may be made due to inadvertent clerical error.

**ART. 3 . . .** If a roster correction occurs after a game begins, that player's action shall stand.

**PENALTY: MINOR. (captain's choice of players)**

**ART. 1 . . .** If the name of the home team has not been established, the competing teams will decide which is to be the home team by mutual agreement; that is, by the flip of a coin or some similar method.

**ART. 2 . . .** Teams shall be on the ice, ready to play promptly at the beginning of each period. After the first period, starting players shall remain in their half of the ice and proceed to the center ice faceoff positions. All remaining players shall proceed directly to their benches, unless modified by state association adoption. First violation results in a team warning. Subsequent violations shall be penalized.

**PENALTY: MINOR (captain's choice of players).**

**ART. 3 . . .** Team huddles are restricted to before the first period. They are not allowed before the second or third periods.

**PENALTY: MINOR. (captain's choice of players)**

**ART. 1 . . .** Substitutions may be made at any time provided the player coming off the ice shall be at the players' own bench and out of play before the substituting player enters onto the ice. All penalized players who are to be changed after a penalty has been served, must skate to their own players' bench before any change shall be made.

a. If, in the course of substitution, either the player legally entering the game or the player retiring is struck accidentally by the puck, the play will not be stopped and no penalty will be called.

**PENALTY: MINOR (captain's choice of players).**

**ART. 2 . . .** If during a play, a substitution is made for the goalkeeper before the **Page 17 2010-11 NFHS Ice Hockey Rules Rule 2-5**

goalkeeper is at the players' bench and out of play, play shall be stopped immediately by the trailing official unless the non-offending team has possession of the puck, in which case stoppage will be delayed until the puck is in the offending team's possession. Play shall resume without penalty with a center spot faceoff; where play has stopped with the puck in the offending team's defending half of the ice, the faceoff shall take place at the point of the stoppage of play, as specified in Rule 6-13-8.

**ART. 3 . . .** The number of times any player may be substituted (i.e., withdrawn from, or returned to, the game within the same period, or otherwise) is not limited.

a. A substitute player is not required to notify a referee before engaging in play; and although the officials shall not begin play with extra players on either team, the responsibility for maintaining the proper number of players rests with the teams.

**ART. 4 . . .** After any stoppage of play, the visiting team shall promptly place a lineup on the ice ready for play; substitutions shall be made by the visiting team until the referee signals the home team for its last change. The home team then may make any substitutions that do not result in a delay of the game. The procedure for all stoppages is as follows:

a. Referee points to site of the faceoff at his or her discretion. This starts the line-change procedure.

b. The visiting team has up to five seconds to change players.

c. The referee puts his or her hand up to the visiting team, indicating that the home team has up to five seconds to change players.

d. When the referee's hand comes down, the official dropping the puck blows

a quick whistle indicating the start of the faceoff and that the puck will be dropped in no more than five seconds.

**PENALTY: If a team intentionally delays the line change, it shall be warned. This serves as that team's warning for the remainder of the game. If that team intentionally delays a line change later in the game, a minor penalty (captain's choice of players) shall be assessed. (See 6-13)**

**ART. 5 . . .** When a substitution has been made under this rule, no additional substitution may be made until play commences except when any penalty is imposed.

**PENALTY: MINOR (captain's choice of players).**

**ART. 6 . . .** A player who has received a time penalty, or one who is serving for a disqualified player, shall remain in the penalty box until the penalty time is completed unless the penalized player is injured or ill and cannot return to the ice at the proper time.

**ART. 7 . . .** On any faceoff, if a team starts play with fewer players than it is entitled to, any subsequently entering player shall not be eligible to play any puck coming from that team's defensive zone until the incoming player has returned to the defensive zone or until possession and control of the puck has been made by **Rule 2-6 2010-11 NFHS Ice Hockey Rules Page 18**

another player in the neutral zone or in the attacking zone of the incoming player.

**PENALTY: Faceoff at the defensive zone faceoff spot of offending team.**

**ART. 8 . . .** If at any time, a team plays too many players, it shall immediately send the extra player or players from the ice.

**PENALTY: MINOR (captain's choice of players).**

**ART. 9 . . .** If an extra player from the team bench or the penalty box prevents, or tries to prevent, a break-away attempt at goal, there shall be a delayed whistle.

**PENALTY: PENALTY SHOT and MISCONDUCT.**

**ART. 10 . . .** If there are less than two minutes remaining in regulation time or anytime during overtime and a deliberate illegal substitution occurs (such as too many players on the ice or leaving the penalty box too soon), a penalty shot shall be awarded against the offending team.

**PENALTY: PENALTY SHOT.**

**ART. 11 . . .** A goalkeeper who has been substituted for by another goalkeeper at a stoppage of play may not re-enter until the next stoppage of play.

**ART. 1 . . .** Any player (including goalkeeper) who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care-professional. (See NFHS Suggested Guidelines for Management of Concussion).

**ART. 2 . . .** Should any player be injured during the game, or from any accident, be compelled to leave the ice, a referee shall immediately stop play and a substitute shall take the place of the player leaving the ice. A player who is bleeding or has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player and must immediately leave the game for appropriate treatment. (See Communicable Disease Procedures.) An injured player (except the goalkeeper) for whom play is stopped must leave the ice and cannot return until play has resumed.

**ART. 3 . . .** In case a team has no substitutes in goalkeeper's equipment and it becomes necessary to substitute for the goalkeeper because of his incapacitation by injury, breaking a skate or receiving a time or misconduct penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment.

**PENALTY: MINOR.**

**ART. 4 . . .** In case of injury to a goalkeeper, a reasonable length of time, as determined by the referee, shall be allowed for that player's recovery. All players are to go to the team bench area during the requested recovery period, and the time shall be kept by the game timekeeper. A goalkeeper who has been substituted for cannot re-enter the game until the next stoppage of play. **Page 19 2010-11 NFHS Ice Hockey Rules Rule 3-1**

tuted for cannot re-enter the game until the next stoppage of play.

**ART. 5 . . .** An official who is bleeding or who has an open wound or who has

an excessive amount of blood on his uniform shall be covered under Rule 2-6-2 and the Communicable Disease Procedures.

**ART. 6 . . .** If a penalized player has been injured, the player may proceed to the dressing room without taking a seat on the penalty bench. If the injured player receives a minor and/or major penalty, a substitute player shall be placed on the penalty bench immediately and shall serve the penalty without change, except by the injured penalized player. A replacement for the penalized player shall not be permitted to enter the game except from the penalty bench.

a. The penalized player who has been injured and been replaced on the penalty bench shall not be eligible to play until the penalty has expired.

## Rule 3 Equipment

**ART. 1 . . .** Sticks shall be made of wood, wood and aluminum, or other material approved by the NFHS Ice Hockey Rules Committee (nonmetal protective coverings are permitted). The end of a hollow stick must be fully covered.

**PENALTY: MINOR.**

**ART. 2 . . .** Sticks shall not be more than 63 inches (160 cm) in length and the blade shall not be more than 12 1/2 inches (31.75 cm) in length and no more than 3 inches (7.62 cm) nor at the tip less than 2 inches (5.08 cm) high when measured perpendicularly to the normal lie of the stick.

**PENALTY: MINOR.**

**ART. 3 . . .** The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches (66.04 cm) from the heel and shall not exceed 3 1/2 inches (8.89 cm) in width. The length of the blade shall not exceed 15 1/2 inches (39.37 cm).

**PENALTY: MINOR.**

**ART. 4 . . .** The curvature of the blade of all sticks shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn between the heel and the end of the blade to the point of maximum curvature shall not exceed 3/4-inch (1.91 cm), measured on the bottom of the blade from the toe to the heel.

**PENALTY: MINOR.**

**ART. 5 . . .** If a goal is scored with an illegal stick, and the stick is found to be illegal, The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

### **Rule 3-2 2010-11 NFHS Ice Hockey Rules Page 20**

illegal before play resumes following the goal, the goal is allowed and the assessed penalty begins immediately.

**ART. 6 . . .** Measurement of a challenged stick is to be made at first stoppage of play (or during the stoppage of play when the challenge is made). If a player's stick is found to be illegal, the minor penalty begins immediately. If a team challenges the stick of an opponent and if the measurement shows the opponent's stick to be legal, the challenging team will receive a minor penalty for delay of the game. This also applies to additional measurements requested by the same team in the same game in which sticks are found to be legal. Each stick examined is considered an individual challenge for the purpose of determining penalties.

**PENALTY: MINOR (captain's choice of players).**

**ART. 7 . . .** A player shall not break a stick intentionally or have it broken by another team member before a measurement can be made. A stick broken, exchanged or misplaced to avoid measurement will be assumed to be illegal.

**PENALTY: MINOR and MISCONDUCT.**

**ART. 8 . . .** No player (including goalkeeper) may participate in play while he is in possession of more than one stick, except that no penalty will be assessed to a player who is struck accidentally by the puck while he is carrying a replacement stick to a teammate.

**PENALTY: MINOR.**

Skates shall be worn by all players and shall be free from points or dangerous extensions. It shall be considered dangerous if the blade extends more than three-quarters of an inch (1.91 cm) beyond the shoe at either toe or heel. The ends of the skates (both toe and heel) shall be rounded and blunt (covered with replaceable tips if necessary) so that there are no points which might cause injury.

**PENALTY: First offense, warning. Returning to game without correcting equipment, GAME MISCONDUCT.**

**ART. 1 . . .** Required equipment for goalkeepers shall include gloves, skates, stick, protective full face mask, flapper-style throat protector, leg pads and helmet with chin strap. The headgear should be fastened in accordance with manufacturer's specifications, protecting the entire crown, front, temple and back of the head. A dental guard is required. Flapper-style throat protection must be separate, commercially manufactured, unaltered and properly attached to the helmet or face mask.

**PENALTY: MINOR.**

**ART. 2 . . .** The goalkeeper shall not wear or use any garment or equipment which would provide undue assistance. Webbing or aprons extending more than **Page 21 2010-11 NFHS Ice Hockey Rules Rule 3-3** 3 inches (7.62 cm) below the crotch are not permitted.

Through the 2011-12 season – each of the goalkeeper's leg pads shall not be wider than 12 inches (30.48 cm).

Beginning with the 2012-13 season – each of the goalkeeper's leg pads shall not be wider than 11 inches (27.94 cm), nor longer than 38 inches (96.5 cm).

**PENALTY: MINOR, and the goalkeeper may not continue until equipment is corrected.**

**ART. 3 . . .** Through the 2011-12 season – protective padding attached to the back or forming a part of the goalkeeper's gloves shall not exceed 9 inches (22.86 cm) in width at any point, nor shall it exceed 17 inches (43.18 cm) in length. Protective padding attached to the back or forming a part of the goalkeeper's catching glove shall not exceed 9 inches (22.86 cm) in width at any point, nor shall it exceed 17 inches (43.18 cm) in length.

Beginning with the 2012-13 season – Protective padding attached to the back or forming a part of a goalkeeper's blocker glove shall not exceed 8 inches (20.32 cm) in width at any point, nor shall it exceed 15 inches (38.1 cm) in length. The goalkeeper's catching glove shall have a maximum circumference of 45 inches (114.3 cm). The distance from the heel of the catching glove to the outside edge of the glove shall not exceed 18 inches (45.72 cm). The wrist cuff of the goalkeeper's catching glove shall not exceed 4 inches (10.16 cm) in height and 8 inches (20.32 cm) in width across the wrist.

**PENALTY: MINOR, and the goalkeeper may not continue until equipment is corrected.**

A B C D

NFHS\* --- 17" 9" ---

NFHS\*\* 45" 18" 8" 4"

A B

NFHS\* 9" 17"

NFHS\*\* 8" 15"

A B

NFHS\* 12" ---

NFHS\*\* 11" 38"

\* NFHS measurements effective through 2011-12 season

\*\* NFHS measurements take effect 2012-13 season

GOALKEEPER CATCHING GLOVE GOALKEEPER BLOCKER GOALKEEPER PADS

### **Rule 3-4 2010-11 NFHS Ice Hockey Rules Page 22**

**ART. 4 . . .** If a team challenges the opposing team's goalkeeper equipment, and the equipment is found to be legal, the challenging team shall be penalized.

**PENALTY: MINOR, (captain's choice of players).**

**ART. 5 . . .** If a goalkeeper's mask or helmet is displaced, play shall be immediately stopped.

**ART. 1 . . .** Each player is personally responsible for wearing protective equipment for all games. Recommended equipment includes: padded hockey pants/hockey pants, shin pads, thigh pads, hip pads, protective cup, elbow pads,

shoulder pads, stick and throat/neck protector. Shin, elbow, shoulder, thigh and hip pads must be worn under outer clothing.

a. Equipment shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

**PENALTY: First offense, TEAM WARNING; Further offense, MISCONDUCT.**

**ART. 2 . . .** Required equipment for players, other than goalkeepers, shall include an ice hockey helmet with chin straps which are securely fastened to the head, gloves, skates, full face mask and tooth and mouth protector.

**PENALTY: PLAYERS (excluding goalkeeper) For tooth and mouth protector, must warn team first. See 3-4-4. First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT. GOALKEEPER – MINOR.**

**ART. 3 . . .** Required equipment shall be worn by all players and goalkeepers on the ice during warm-ups before the game, between periods and during each period. No team personnel shall be permitted on the ice for warm-up or play who are not wearing the required equipment specified in this section or who are wearing anything which is liable to cause injury to self or other players.

**PENALTY: PLAYERS (excluding goalkeeper) – First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT. GOALKEEPER – MINOR.**

**ART. 4 . . .** All players, including goalkeepers, shall wear and have properly inserted into their mouth during the course of play a tooth and mouth protector. A tooth and mouth protector (intraoral) shall include an occlusal (protecting and separating the biting surfaces) and a labial (protecting the teeth and supporting structures) portion and shall cover the posterior teeth with adequate thickness. It is recommended the protector be properly fitted and: (a) constructed from a model made from an impression of the individual's teeth, or (b) constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself. The tooth and mouth protector shall be of any readily visible color, and may not be: (1) completely white; or (2) completely clear.

**PENALTY: INITIAL VIOLATION – TEAM WARNING: And, offending player (excluding goalkeeper) shall be immediately replaced on the ice. An offending**

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**goalkeeper shall be immediately provided a tooth and mouth protector. SUBSEQUENT TEAM VIOLATIONS – MISCONDUCT.**

**ART. 5 . . .** All players, including goalkeepers, shall wear face masks which meet HECC/ASTM Standards at the time of manufacture. All players, including goalkeepers, shall wear helmets which meet current HECC/ASTM Standards at the time of manufacture. Face masks and helmets, including ear protectors, shall not be altered from original manufacturer specifications.

a. When a new HECC/ASTM Standard is established, players will have a threeyear grace period to purchase helmets and face masks which comply with the new standard.

**PENALTY: PLAYERS (excluding goalkeeper) – First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT. GOALKEEPER – MINOR.**

**ART. 6 . . .** A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment.

**PENALTY: PLAYERS (excluding goalkeeper) – First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT. GOALKEEPER – MINOR.**

**ART. 7 . . .** An immediate whistle must be blown when a player's helmet or face mask becomes dislodged during play.

a. That player must leave the ice for equipment adjustment and cannot return until after play resumes.

**PENALTY: MINOR.**

b. Intentional dislodging of helmet/face mask.

**PENALTY: MINOR AND MISCONDUCT.**

**ART. 8 . . .** All players are required to wear helmets with face masks while in the players' or penalty bench.

**PENALTY: MISCONDUCT.**

**ART. 1 . . .** Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow or upper arm are illegal unless they are padded with a closed-cell, slow-recovery foam padding no less than ½” thick.

a. Knee and ankle braces which are unaltered from the manufacturer’s original design/production do not require any additional padding.

**ART. 2 . . .** Artificial limbs which, in the judgment of the rules-administering officials (state association office), are no more dangerous to contestants than the corresponding human limb and do not place an opponent in a disadvantage, may be permitted.

**ART. 3 . . .** Jewelry shall not be worn, except for religious or medical medals which shall be taped to the body under the uniform.

**PENALTY: First offense, MISCONDUCT. Returning to the game without correcting equipment, GAME MISCONDUCT.**

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Prior to the start of the game, the head coach of each team is required to verify to the referee that all participants are properly equipped according to the rules. The game may not begin until both teams are in compliance.

**ART. 1 . . .** The puck shall be a vulcanized black rubber disc, uniformly 1 inch (2.54 cm) in thickness and 3 inches (7.62 cm) in diameter, weighing from 5½ to 6 ounces (155.92 to 170.1 g), and free from cuts and indentations.

**ART. 2 . . .** It is recommended that pucks be slightly beveled or rounded on the edges and that they be chilled before being placed in competition. The puck shall have the NFHS authenticating mark.

## Rule 4 Penalties

**ART. 1 . . .** Time penalties are:

- a. Minor — two minutes of actual playing time;
- b. Major — five minutes of actual playing time; and
- c. Misconduct — 10 minutes of actual playing time.

**ART. 2 . . .** The time shall be served by the offending player unless otherwise specified. That player shall report immediately to the penalty box and remain there until the penalty timekeeper indicates the penalty time has expired, except when a game disqualification penalty is also imposed on the player, in which case that player shall be represented by a teammate in the penalty box.

**ART. 3 . . .** If the penalty time is unexpired at the end of a period, the penalty carries over into the next regular or overtime period.

**ART. 1 . . .** For a “minor penalty,” any player, other than a goalkeeper, shall be ruled off the ice for two minutes, during which time no substitute shall be permitted.

**ART. 2 . . .** If a goal is scored while a team has fewer players on the ice than the opposing team because of one or more minor penalties, the first penalty shall terminate and all delayed minor penalties signaled by the referee on that team. A current list of NFHS authenticated products can be found on the Web site, <[www.nfhs.org](http://www.nfhs.org)>.

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shall be served. The minor penalty that terminates shall be the one with the least time remaining on the penalty clock.

**ART. 3 . . .** When two minor penalties are assessed to one player at the same time and the opposing team scores a goal before expiration of two minutes, the remaining time for the first minor is eliminated and the second minor penalty begins.

**ART. 4 . . .** No penalty shall terminate as a result of a goal scored on a penalty shot or awarded goal.

**ART. 5 . . .** When minor penalties on two players of the same team terminate at the same time, the captain of that team shall designate to the referee which players shall return to the ice first, and the referee shall instruct the penalty timekeeper accordingly.

**ART. 6 . . .** When a player receives a major and minor penalty at the same time, the major penalty shall be served first.

**ART. 7 . . .** Immediate substitution may be made for an equal number of coincident minor penalties assessed to each team. Each penalized player shall report immediately to the respective penalty bench and shall not return to the ice until the first stoppage of play following expiration of the full penalty time. The penalty times of the players for whom substitutions have been made under this rule shall begin immediately.

**ART. 8 . . .** When rules indicate “captain’s choice of players” for serving the penalty, the captain must select a player who was on the ice when the infraction occurred.

**ART. 1 . . .** For any major penalty, the offender shall be ruled off the ice for five minutes, during which time no substitute shall be permitted.

**ART. 2 . . .** When a major penalty is assessed to a goalkeeper, the penalty time shall be served by the goalkeeper. A replacement on the ice shall be allowed for the penalized goalkeeper. An additional player shall go to the penalty bench with the penalized goalkeeper and shall enter the game when the penalty time has expired. The penalized goalkeeper shall not go on the ice until the substitute goalkeeper has left the ice.

**ART. 3 . . .** Immediate substitution may be made for an equal number of coincident major penalties assessed to each team. Each penalized player shall report immediately to the respective penalty bench and shall not return to the ice until the first stoppage of play following expiration of the full penalty time.

**ART. 4 . . .** Any player who incurs two major penalties in the same game shall be assessed a game misconduct.

**ART. 1 . . .** A misconduct penalty involves the removal of a player, including a **Rule 4-5 2010-11 NFHS Ice Hockey Rules Page 26** goalkeeper, from the game for a period of 10 minutes, but a substitute is permitted to replace that player immediately. A player whose misconduct has expired shall remain in the penalty box until the next stoppage of play.

**ART. 2 . . .** If a major or minor penalty is also assessed on the player receiving the misconduct penalty, a substitute shall accompany the penalized player to the penalty bench; and the substitute may enter the game when the major or minor time has expired. If no penalty is assessed in addition to the misconduct penalty, a substitute for the penalized player may enter the game immediately.

**ART. 3 . . .** When a misconduct penalty is assessed to a goalkeeper, the penalty time shall be served by the goalkeeper. A replacement on the ice shall be allowed for the penalized goalkeeper. The penalized goalkeeper shall not go on the ice until the substitute goalkeeper has left the ice.

**ART. 1 . . .** A game misconduct penalty may be assessed when the referee determines that to preserve a sportsmanlike atmosphere of a specific game, a player, coach, manager or other team personnel should be removed from that game for its duration without affecting that individual’s eligibility for subsequent games. When such penalty is assessed, the offender shall be removed immediately from the playing area (see 4-11). A substitute shall replace a penalized player immediately on the ice or in the penalty box.

**ART. 2 . . .** Any player who incurs five penalties, any combination of minors, majors or misconducts in the same game, shall be assessed a game misconduct penalty.

**ART. 1 . . .** A game disqualification penalty consists of a major penalty, suspension for the remainder of the current game and next game of that season. Within a single game, only one disqualification penalty can be assigned a player.

However, after a disqualification this does not limit assessment of multiple major penalties to a single player.

a. Unless increased by state association, the minimum application of the following progressive game disqualification structure applies throughout each season, including playoff games:

1. first disqualification – that game plus the next;
2. second disqualification – that game plus the next two;
3. third disqualification – that game plus the next three – and so forth.

**ART. 2 . . .** The offending player shall not occupy the team bench or the penalty box and may not occupy any area designated or reserved for players. When such a penalty is assessed, the offender shall be removed immediately from the playing area (see 4-11). A substitute, other than a spare goalkeeper, shall enter the penalty box in place of the disqualified player and shall not enter the game until the major penalty time has elapsed.

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**ART. 3 . . .** When coincident game disqualification penalties are assessed to an equal number of players of each team, the penalized players shall leave the game and each team shall thereafter be permitted to place a substitute player on the ice for each of its disqualified players.

**ART. 4 . . .** It is recommended that all game disqualifications be reported to the state association office.

**ART. 1 . . .** A penalty shot is awarded to restore a lost scoring opportunity.

**ART. 2 . . .** If the offense for which the penalty shot was awarded was one that normally would incur a minor penalty, the non-offending team may, prior to the penalty shot, elect that the minor penalty be assessed to the offending player or team in lieu of the penalty shot. If the penalty shot is taken, the player committing the infraction shall be charged with a penalty on the score sheet, but no penalty time will be served.

**ART. 3 . . .** The penalty shot shall be taken by the player fouled. If no player has been fouled, the shot may be taken by any player of the nonoffending side who is not serving a penalty when play is stopped for the penalty shot (captain's choice of players).

**ART. 4 . . .** The puck shall be placed at the center faceoff spot. At the referee's instruction, the attacking player shall begin toward the goal, keeping in motion toward the goal until the puck is shot or has crossed the goal line extended. Only one shot is permitted.

**ART. 5 . . .** The goalkeeper shall remain in the goal crease until the attacking player has touched the puck. The goalkeeper may attempt to stop the puck in any manner except by throwing his stick. If a foul is committed by the goalkeeper during the try and the try is unsuccessful, another penalty shot is awarded.

**ART. 6 . . .** If the player awarded the penalty shot is injured, the try may be taken by any teammate who is not serving a penalty.

**ART. 7 . . .** If the attacking player commits a foul, that player may be permitted to take the shot before going to the penalty box.

**ART. 8 . . .** All players shall move to their respective bench areas and remain quiet until the shot has been completed. If a player other than the defending goalkeeper causes the penalty shot by another player to fail, a second attempt shall be awarded, and a misconduct penalty assessed to the player who interfered with or distracted the shooter.

**ART. 9 . . .** If a goal is scored from a penalty shot, a further penalty to the offending player shall be applied if the offense for which the penalty shot was awarded was such as to incur a major, disqualification or misconduct penalty. In that case, the penalty prescribed for the particular offense shall be imposed.

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**ART. 1 . . .** When a minor penalty is assessed to a goalkeeper, the penalty time shall be served by a teammate on the ice at the time the offense was committed (chosen by the captain of that goalkeeper's team).

**ART. 2 . . .** If a goalkeeper incurs a major or misconduct penalty, the goalkeeper shall serve the time penalty.

A team shall not be reduced by time penalties so that it has fewer than four players, including the goalkeeper, on the ice at any time. When two players of the same team are serving penalties and a third player of that team is penalized, the time of the third player's penalty shall not begin until one of the two previous penalties has elapsed. Players shall return to the ice in the order of their penalty expiration.

**ART. 1 . . .** If a foul is committed by one team while the other team is in possession of the puck, the stoppage of play shall be delayed until the offending team has control of the puck.

**ART. 2 . . .** If a goal is scored either while teams have equal number of players on the ice or if the scoring team is shorthanded, and one or more delayed minor penalties are called, the first minor penalty shall not cause the offending player's team to lose a player from the ice. If any other fouls are committed on the same play or after the referee has stopped play, the offending players shall be penalized. The signaled penalty that is not assessed shall be recorded on the score sheet, but no penalty time will be served.

**ART. 1 . . .** When a player, manager or other team personnel is removed from the game, that person is to leave the playing area immediately. If the removed person is a student or school-age person, the removal will take place only if there are authorized school personnel available for supervision.

a. If there is no one available for supervision, the individual must remain on the bench. At that point, the coach shall be notified that any further disruption by that individual shall result in termination of the contest.

**PENALTY: FORFEITURE, and the score shall be 1-0.**

State associations are authorized to investigate any incident that occurs in connection with any game and may assess additional suspensions and/or penalties, whether or not such offense has been penalized by the referee.

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## Rule 5 Officials

**ART. 1 . . .** All games shall be officiated by a two-official, three-official or four-official system. The on-ice officials shall be the referees and linesman/linesmen.

It is required that on-ice officials are adults. The off-ice officials should be a game timekeeper, a penalty timekeeper, scorer and two goal judges. The officials shall conduct the game in accordance with the official rules and interpretations contained in the NFHS Ice Hockey Rules Book.

**ART. 2 . . .** The referee shall have sole authority and control of the game. The decision of the referee shall be final and there shall be no appeals.

**ART. 1 . . .** The two-official system consists of two referees. The three-official system consists of two referees and one linesman. The four-official system consists of two referees and two linesmen.

**ART. 2 . . .** The on-ice officials should arrive on the ice together prior to arrival of teams before the warm-up and before each period and shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms.

**ART. 3 . . .** The on-ice officials shall be dressed in black trousers, an official's sweater and a black ice hockey helmet with chin strap fastened. It is recommended that on-ice officials wear a half face shield. They shall be equipped with whistles. The referees in the three-official or four-official system shall wear arm bands.

**ART. 4 . . .** If an on-ice official accidentally leaves the ice or receives an injury that incapacitates the individual from discharging the duties of the position while

play is in progress, the game shall be stopped immediately by a remaining on-ice official, unless one of the teams has the puck in a scoring position, in which case the play shall be allowed to be completed. If it is obvious that the injury sustained is of a serious nature, play shall be stopped immediately. Should one of the appointed officials be unable to officiate because of sickness or accident or be unable to finish the game:

- a. In the two-referee system, the remaining referee shall have the power to appoint a replacement, if necessary, or finish the game alone.
- b. In the three-official system, the remaining officials shall officiate the game using a two-official system.
- c. In the four-official system, the remaining officials shall officiate the game using a three-official system.

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**ART. 1 . . .** The duties of the referees are as follows:

- a. Shall have general supervision of the game and shall have full control of all game officials and players. The referees shall have jurisdiction over the game upon entry on the ice prior to the game until the ice is cleared of contestants after the game. The referees shall enforce all rules and shall rule on situations not specifically covered by rule. The referees may increase any penalty, especially for deliberate or repeated infringement of the rules. In case of any dispute, the decision of the referees shall be final and there shall be no appeal. The referees may change their own decision or that of any other official, provided the change precedes resumption of play following rendering of the original decision. The referees may replace off-ice officials who interfere with the progress of the game.
- b. It is the responsibility of the referee to provide a metal tape measure with a minimum length of 6 feet, a stick-measurement device and a current copy of the NFHS Ice Hockey Rules Book at the penalty bench.
- c. The referees shall, before starting the game, see that the appointed game timekeeper, penalty timekeeper, official scorer and goal judges are in their respective places, be satisfied that the timing and signaling equipment is in order, and see that markings and cages conform to the rules.
- d. Meet with team captains and coaches prior to the start of the game. The referee shall receive verification from the coach that all participants are properly equipped and emphasize to the coach and captains that all participants are expected to exhibit good sportsmanship throughout the contest.
- e. The referees shall impose such penalties as are prescribed by the rules for infractions thereof, to stop play for any other infraction of the rules and to give final decisions in the matters of disputed goals. The referees may, in matters of disputed goals, consult with the linesman and/or goal judge before making a decision.
- f. The referees shall order the teams on the ice at the appointed time for the beginning of the game and at the commencement of each period.
- g. When a referee becomes aware of any lack of conformity to the regulations on equipment, it shall be his duty to see that the required equipment is in use.
- h. The referee shall announce to the official scorer or penalty timekeeper all goals and assists legally scored, as well as penalties, and for what infractions such penalties are imposed.
- i. Terminate the game if playing conditions become unsatisfactory.
- j. Start play, even when a player who is attempting to delay the game is not ready.
- k. Stop play whenever necessary, including when there is an injury to a player (including the goalkeeper) or on-ice official, when the puck goes outside the playing area, when the puck is interfered with by ineligible persons, when the puck is struck with an illegal stick, and when there is an infringement of the rules, except that for a foul committed to prevent a goal, play shall not be stopped until the offending team has control of the puck.

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- l. In the two-official system:
  1. Determine infraction of rules concerning offside and icing.

2. At the center faceoff for the start of each period and after a goal, one referee shall drop the puck while facing the timekeeper, and the other referee shall stand at center ice across the rink.

**ART. 1 . . .** The duties of the linesman are as follows:

- a. The linesman shall determine infractions of the rules concerning offsides or preceding the puck into the attacking zone.
- b. The linesman shall stop the play:
  1. When puck goes outside the playing area;
  2. For premature substitution for a goalkeeper;
  3. When an ineligible player plays the puck coming from his defending zone;
  4. When an injury is sustained by a player, goalkeeper or official;
  5. When the puck is played illegally with a hand or high stick; and
  6. When there is a faceoff violation.
- c. The linesman shall conduct all faceoffs, except those required by this rule to be conducted by the referee.
- d. The linesman shall, when requested to do so by the referee, give his version of any incident that may have taken place during the playing of the game.
- e. The linesman shall not stop the play to impose any penalty, except for violations of too many players on the ice and articles thrown onto the ice from the players' bench, and he shall report such violations to a referee.
- f. The linesman shall report immediately to a referee his version of the circumstances with respect to deliberately displacing the goal post from its normal position.
- g. The linesman shall report to a referee at the first stoppage of play his version of any infraction of the rules constituting a minor, major, disqualification or game misconduct penalty or any conduct calling for a misconduct penalty that occurs behind the play and is not observed by the referee.
- h. The linesman shall report a goal not observed by the referee.

**ART. 1 . . .** If goal judges are used, one goal judge shall be assigned to and shall judge at the same cage during the entire game. The rules committee recommends that the goal judges be isolated from spectators.

**ART. 2 . . .** The goal judge shall signal the referee when the puck enters the cage. The referee may give the goal judge an opportunity to:

- a. describe the manner in which the puck was caused to enter the cage, and
- b. determine compliance with the goal crease rule. The final decision as to whether or not it shall be scored shall be made by the referee.

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**ART. 1 . . .** The penalty timekeeper shall keep a record of the offenses and the players penalized and shall keep any players off the ice for the time of the penalty in actual time of play, starting when the puck strikes the ice on the faceoff and stopping whenever a referee signals the play to stop or when a goal is made.

**ART. 2 . . .** If a penalized player enters the rink before complete penalty time has been served, the penalty timekeeper shall notify the referee when play is stopped.

**ART. 3 . . .** In case of a delayed time penalty, the timekeeper shall see that no penalized player returns to the ice until there is a stoppage of play or the team is entitled to an additional player on the ice.

**ART. 1 . . .** The scorer shall be responsible for keeping the score as reported by the referee.

**ART. 2 . . .** The scorer shall be responsible for seeing that after each goal the name of the persons scoring and assisting are announced as reported by the referee and, in the event a goal is disallowed, for seeing that the referee's decision is properly announced.

**ART. 3 . . .** An up-to-date NFHS Ice Hockey Rules Book shall be at the scorer's table.

**ART. 1 . . .** The timekeeper shall time the actual play starting when the puck hits the ice on the faceoff and stopping whenever an on-ice official signals play to stop or when a goal is made.

**ART. 2 . . .** The timekeeper shall signal the end of each regular period and of any other period designated by the referee, and this signal shall mark the absolute conclusion of play. For a charged time-out, the timekeeper shall signal the referee when it is time to play.

**ART. 3 . . .** The timekeeper shall time intermissions and shall notify the referee and teams to be ready for play three minutes before the expiration of each intermission.

**ART. 4 . . .** It is recommended that, where reasonably possible, all rinks have automatic light equipment to mark the end of periods.

**ART. 5 . . .** The timekeeper shall time time-outs as designated by the referee. The referee's signal shall mark the beginning and conclusion of play. During timeout periods, teams must return to their team bench.

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## Rule 6 Playing Rules

**ART. 1 . . .** No player shall display any unsportsmanlike conduct, or act in any way to incite, threaten or taunt an opponent into incurring a penalty (e.g., threatening, dropping of gloves or stick, abusive language, gestures, intentionally spraying a goalkeeper or banging sticks on the ice or boards) during the warmup, during the progress of the game, or during an intermission, or following the game.

**PENALTY: MINOR. If further disrespect, MISCONDUCT. If continued disrespect, GAME MISCONDUCT. If continued disrespect or if after the game, GAME DISQUALIFICATION.**

**ART. 2 . . .** No coach or other bench personnel shall display any unsportsmanlike conduct, or act in any way to incite, threaten or taunt an opponent into incurring a penalty (e.g., threatening, abusive language, gestures or banging sticks on the ice or boards) during the warm-up, during the progress of the game, or during an intermission, or following the game.

**PENALTY: MINOR (captain's choice of players). If further disrespect, GAME MISCONDUCT. If continued disrespect or if after the game, GAME DISQUALIFICATION.**

**ART. 3 . . .** No player, when penalized, shall fail to go directly and immediately to the penalty box.

**PENALTY: MISCONDUCT. If further refusal, GAME MISCONDUCT. If continued refusal to obey the official, GAME DISQUALIFICATION.**

**ART. 4 . . .** No player may enter or remain in the referee's crease except to enter the penalty box while the referee is consulting with game officials or enforcing a penalty.

**PENALTY: MISCONDUCT. If further disrespect, GAME MISCONDUCT. If continued disrespect, GAME DISQUALIFICATION.**

**ART. 5 . . .** There shall be no whistles blown or other mechanical devices used to signal by coaches, other bench personnel or anyone other than officials.

**PENALTY: MINOR (captain's choice of players).**

**ART. 6 . . .** No coach or other bench personnel shall enter onto the ice during the game, except by permission of the referee.

**PENALTY: MINOR (captain's choice of players).**

**ART. 7 . . .** Activities of the coach or other bench personnel shall be confined to the immediate area of the bench.

**PENALTY: MINOR (captain's choice of players).**

**ART. 8 . . .** No player, coach or other bench personnel shall throw a stick, puck

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or other equipment onto the ice. If equipment is thrown onto the ice which definitely interferes with or confuses play, an immediate whistle should occur. If play is not interfered with or confused, a slow whistle is in order.

**PENALTY: MINOR to offending player. If player is not identifiable, or if coach or other personnel, MINOR (captain's choice of players).**

**ART. 9 . . .** No player shall use obscene language, directed at officials or others during the warm-up, during the progress of the game, or during an intermission.

**PENALTY: MINOR and MISCONDUCT. If continued or excessive, GAME MISCONDUCT.**

**If further continued or if after the game, GAME DISQUALIFICATION.**

**ART. 10 . . .** No coach or other bench personnel shall use obscene language, directed at officials or others during the warm-up, during the progress of the game, or during an intermission.

**PENALTY: MINOR (captain's choice of players). If continued or excessive, GAME MISCONDUCT. If further continued or if after the game, GAME DISQUALIFICATION.**

**ART. 11 . . .** No player, coach or bench personnel shall use any obscene gestures or racial/ethnic slurs directed at officials or others during the warm-up, during the progress of the game, or during the intermission or after the game.

**PENALTY: MINOR and GAME MISCONDUCT to the offending player. If coach or other personnel, MINOR (captain's choice of players) and GAME MISCONDUCT. If further continued or if after the game, GAME DISQUALIFICATION.**

**ART. 12 . . .** No player, coach or other bench personnel shall use any tobacco products at the game site during the periods of jurisdiction of the officials.

**PENALTY: GAME MISCONDUCT.**

**ART. 13 . . .** No player shall deliberately shoot the puck after the whistle has blown.

**PENALTY: MINOR.**

No players shall delay the game by unnecessarily adjusting equipment or clothing or tying skates.

**PENALTY: After a team has once been warned for delay, subsequent violations call for a MINOR PENALTY.**

No player shall commit any act which deliberately attempts to injure or deliberately injures an opponent.

**PENALTY: GAME DISQUALIFICATION.**

**ART. 1 . . .** No player shall check, cross-check, elbow, charge or trip an opponent in such a manner that causes the opponent to be thrown violently into the boards.

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 2 . . .** If the check causes the player to crash headfirst into the boards, a MAJOR or GAME DISQUALIFICATION penalty must be assessed.

**ART. 1 . . .** A player or goalkeeper without a stick may participate in the game. A broken stick shall be dropped to the ice immediately, which means the player or a goalkeeper shall be allowed reasonable time to be aware the stick is broken.

**NOTE:** A stick is not considered broken if the blade is only chipped or cracked, provided the blade is entirely covered with tape and there are no projecting points.

**PENALTY: MINOR.**

**ART. 2 . . .** A player whose stick is broken shall (or a teammate on the ice shall) procure another stick from that player's team bench. A goalkeeper may not go to the bench to obtain a new stick.

**PENALTY: MINOR.**

**ART. 3 . . .** No player or goalkeeper shall deliberately leave or discard a stick or other equipment on the ice in such a way as to prevent a goal.

**PENALTY: MINOR. If it prevents a goal or if it occurs with less than two minutes in the game or anytime during the overtime, PENALTY SHOT.**

**ART. 1 . . .** No player shall body-check the opposing goalkeeper in his privileged area.

**PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION must be assessed.**

**ART. 2 . . .** No player shall body-check an opponent with other than his hip or shoulder.

**PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION must be assessed.**

**ART. 3 . . .** No player shall make physical contact with an opponent after the whistle has been blown if, in the opinion of the referee, the player has had sufficient time after the whistle to avoid such contact.

**NOTE:** A fair body check is one in which a player checks an opponent who is in possession of the puck, by using his upper body from the front or diagonally from the front or straight from the side, and does not take more than two steps in executing the check. (See 6-42)

**PENALTY: MINOR. If flagrant, MAJOR or GAME DISQUALIFICATION must be assessed.**

No player shall body-check an opponent from behind (checking from behind).

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**PENALTY: MINOR AND MISCONDUCT. If the check from behind is flagrant or causes the player to crash headfirst into the boards or goal frame, a GAME DISQUALIFICATION penalty must be assessed.**

No player shall make contact with an opposing player's head or neck area in any manner.

**PENALTY: MINOR or MAJOR or DISQUALIFICATION at the discretion of the referee. Contact to the head can be a stand-alone penalty, or it can be assessed in front of another infraction (i.e., contact to the head – high stick, contact to the head – elbow, contact to the head – rough).**

**ART. 1. . .** No player shall thrust the stick into an opponent with both hands unless part of the stick is on the ice and the primary effort is towards the puck, not the opponent (cross-checking).

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 2 . . .** No player shall butt-end an opponent or attempt to butt-end an opponent. A butt-end is when a player uses the shaft of the stick above the upper hand to jab an opponent. An attempt to butt-end includes all cases where a buttend gesture is made regardless of whether contact is made.

**PENALTY: GAME DISQUALIFICATION.**

**ART. 1 . . .** No player or goalkeeper shall deliberately shoot or bat the puck outside the playing area during play or stoppage of play.

**PENALTY: MINOR.**

**ART. 2 . . .** No player shall deliberately hold (freeze) the puck against the boards, cage or ice with a stick, skate, foot or any other part of the body for the purpose of delaying the game.

**PENALTY: MINOR. If goalkeeper out of the privileged area, MINOR.**

**ART. 3 . . .** No player shall deliberately displace a cage.

**PENALTY: MINOR. If it occurred with less than two minutes remaining in regulation or anytime during overtime, PENALTY SHOT. If this prevented an obvious and imminent goal, AWARD GOAL.**

**ART. 4 . . .** No players shall delay the game by unnecessarily celebrating after goals, conferring with coaches, players or others, or committing any act for the obvious purpose of "stalling."

**PENALTY: After a team has once been warned for delay, subsequent violations call for a MINOR PENALTY (If more than one player, captain's choice of players).**

**ART. 5 . . .** No player shall deliberately remove his helmet and/or face mask during play.

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**PENALTY: MINOR and MISCONDUCT. If during a breakaway, or during the last two minutes of play or anytime during overtime, PENALTY SHOT and MISCONDUCT.**

No player shall force an elbow or knee into an opponent.

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 1. . .** No player shall grab the face mask of an opponent.

**PENALTY: MAJOR OR GAME DISQUALIFICATION.**

**ART. 2 . . .** No player shall head-spear or head-butt (driving the head, helmet and/or face mask into the body of an opponent).

**PENALTY: MAJOR OR GAME DISQUALIFICATION.**

**ART. 1 . . .** All faceoffs must be conducted on one of the nine (9) faceoff spots located on the rink.

**ART. 2 . . .** The puck shall be faced off by the referee or linesman dropping the puck on the ice between the sticks of the players facing off. Players facing off will stand squarely facing their opponents' end of the rink, approximately one stick length apart with the blade of their sticks touching the ice. When the faceoff occurs at any of the end zone or neutral zone faceoff spots, the sticks of both players facing off shall have the blades on the ice within the designated white area. The attacking team player shall place his stick within the white area first. The official dropping the puck shall set the players and hold the puck at the beltline. When players are legally set, the official shall drop the puck. The official will not present the puck or hold the puck away from the beltline.

**ART. 3 . . .** If a player facing off fails to take the proper position immediately when directed by the official, the official may order that player replaced for that faceoff by any teammate then on the ice.

**ART. 4 . . .** A player facing off shall not contact an opponent with the body or stick except in the course of playing the puck after the faceoff.

**PENALTY: MINOR.**

**ART. 5 . . .** All other players shall, at the time of a faceoff, be positioned so that their bodies and sticks are no closer than 36 inches from an opponent. They shall be closer to their own end of the rink than is the spot of the faceoff. No other players shall be allowed to have their skates (on or off the ice) inside the faceoff circle or beyond the parallel faceoff lines extended or come within 15 feet of the players facing off the puck.

**PENALTY: First violation, the official shall order the individual(s) of the offending team(s) taking the faceoff to be replaced for that faceoff by any teammate Rule 6-13 2010-11 NFHS Ice Hockey Rules Page 38 on the ice. Second violation, at the same faceoff by same team, MINOR penalty on player who commits the violation.**

**ART. 6 . . .** When players are penalized at a stoppage in play where an immediate on-ice player differential is created due to the assessment of one or more penalties, the ensuing faceoff will occur at the defensive end zone faceoff spot of the team whose player reduction is greater.

There are two exceptions to this application:

- a. when a penalty is assessed after the scoring of a goal the faceoff is at center ice; or
- b. when a penalty is assessed at the end of or prior to the start of a period, the faceoff is at center ice.

**ART. 7 . . .** The puck shall be faced off at the center of the rink:

- a. at the start of each period and overtime period and after a goal is scored;
- b. when ends are changed at the middle of any period;
- c. when play is stopped for premature substitution for a goalkeeper. (see 2-5-2);
- d. when the center ice faceoff spot is the nearest faceoff spot as defined in Articles 8, 9 and 10 of this rule; or
- e. official's error – not covered elsewhere in Rule 6-13.

**ART 8 . . .** The puck shall be faced off at the nearest faceoff spot, providing the least territorial advantage to the team causing the stoppage, in the zone where the puck was last fairly played, which is where the puck was last fairly in contact with a player or that player's stick, unless otherwise provided for in these rules, when:

- a. a player causes the puck to leave the rink from that player's defensive zone or the neutral zone or that player's stick was last to touch it before it left the rink from these zones;
- b. play becomes stalled in the neutral zone;
- c. a player passes or shoots the puck into his attacking zone from the neutral zone or that player's defensive zone when a teammate is in his attacking zone;
- d. play is officially stopped for any other reason not covered by these rules

while the puck is in the neutral zone;

e. play is stopped because of an injury, accident to or illness of a player when the puck is in that player's defensive zone or the neutral zone;

f. on any faceoff, a team starts play with fewer players than entitled to and a subsequently entering player plays any puck coming from that player's defensive zone before that player has returned to his defensive zone or until the puck has been played by another player in the neutral zone or in that player's attacking zone;

g. a stick, puck or other equipment is thrown onto the ice;

h. the puck strikes an overhead obstruction;

i. play is stopped for premature substitution for a goalkeeper (see 2-5-2); or

j. when puck is grasped by hand (not a hand pass) and play is stopped.

**ART 9 . . .** The puck shall be faced off at the nearest faceoff spot in the zone

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where the puck was last fairly played, which is where the puck was last fairly in contact with a player or that player's stick, unless otherwise provided for in these rules, when

a. play is stalled by two opposing players in any zone;

b. fouls are called simultaneously on opposing players in any zone and no immediate on-ice player differential is created due to the penalties assessed;

c. the puck leaves the rink for any unnatural reason (under the boards at end. etc.); or

d. if an offensive player shoots the puck off the goal frame, the faceoff will take place on the nearest dot in the zone where the puck was last fairly played.

**ART 10 . . .** The puck shall be faced off at the neutral zone faceoff spot nearest to where the puck was at the time of the stoppage in play, unless otherwise provided for in these rules, when:

a. an attacking player or his stick is in the opponents' crease while the puck is in possession of a teammate (not in the crease), unless the goalkeeper is outside the crease;

b. an attacking player in the attacking zone causes the puck to leave the rink, or that player or his stick was last to touch it before it left the rink from this zone (6-13-9d takes precedence);

c. play is stopped because of injury, accident to or illness of a player of the attacking team when the puck is in his attacking zone;

d. any stoppage of play is caused by the attacking team in its attacking zone including causing the puck to become lodged in the outside of the goal cage net except as otherwise specified in these rules;

e. a goal is scored illegally unless covered by these rules;

f. a stoppage of play in an end zone takes place and is followed by a gathering of players. No attacking player on the ice or other player coming from the bench shall enter the end zone further than the outer edge of the faceoff circles nearest the blue line, except when a goal is scored;

g. a player carries the puck into his attacking zone from the neutral zone when a teammate is in his attacking zone; or

h. play is stopped for an erroneous offside infraction.

**ART 11 . . .** The puck shall be faced off at the defensive end zone faceoff spot of the offending team whenever:

a. icing is called;

b. in the opinion of the referee, an intentional offside has been made;

c. defensive stalling occurs;

d. a goal cage is unintentionally displaced by the defending team;

e. a defensive player causes the puck to become lodged in the outside of the goal cage net;

f. a penalty shot has been tried but not made;

g. play is stopped due to a player striking the puck with the stick when the puck is above the height of 4 feet in any zone;

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h. play is stopped due to a player batting or propelling the puck with the hand or arm to a teammate.

- i. a goal is illegally scored as a result of a puck being deflected off an official in the attacking zone. The ensuing faceoff shall take place at the nearest end zone faceoff spot to the goal the puck entered;
- j. an official has erred in calling an "icing the puck" infraction. The ensuing faceoff shall take place at the nearest end zone faceoff spot to the goal line where play was stopped in error; or
- k. in penalty situations, see 6-13-6.

**ART. 1 . . .** No player other than the goalkeeper shall pick up, throw, cover or trap the puck with his hands or body.

**PENALTY: MINOR. If in the goal crease of the defending team, PENALTY SHOT.**

**ART. 2 . . .** A player who leaves his feet to play the puck shall not make contact with his opponent.

**PENALTY: MINOR.**

**ART. 1 . . .** A **GAME DISQUALIFICATION** shall result for fighting.

**ART. 2 . . .** Subsequent player(s) shall not enter into a fight.

**PENALTY: GAME DISQUALIFICATION.**

**ART. 3 . . .** Players not involved in an on-ice fight shall, upon verbal signal from the referee, skate immediately to their respective team bench area, excluding goalkeepers.

**PENALTY: MINOR for each player who does not comply.**

**ART. 1 . . .** A goal is made when the puck, entering from the front, passes between the goal posts, below the top of the net and completely across the goal line.

**ART. 2 . . .** An attacking player may score a goal when the puck was last touched by that player's stick, and then only if the puck was not more than 4 feet (1.22 m) off the ice (height of the goal cage). If the puck was last touched by a defending player before it entered the cage, the goal is allowed regardless of the manner in which the puck was caused to enter the cage, except as prohibited in this section.

**ART. 3 . . .** A goal shall NOT be allowed if:

- a. the puck is kicked, thrown, carried or otherwise deliberately directed into the goal by any means other than by a stick, or propelled illegally with the stick, even if the puck bounds or deflects off the person or equipment of any defensive player into the net;
- b. the puck hits an official and goes directly into the net;
- c. the puck is between the goalkeeper's pads or lodged in his equipment and

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is carried over the goal line by an opponent pushing the goal keeper into the cage. (But, if it is so carried over by a teammate pushing the goalkeeper, or if the goalkeeper himself propels it over the goal line, the goal is allowed);

- d. the attacking team commits a foul which assists in the making of a goal;
- e. the attacking team has too many players on the rink at the time the goal is made;

f. the goal is contributed to by anyone other than an actual player;

g. any member of the attacking team (other than the player in possession of the puck) is in, skating through or has his stick in the goal crease when the goal is made from outside the crease, unless the goalkeeper is outside the crease when the play is made (in which case, the goal is allowed) or the attacking player has been pushed into the crease by a defensive player (in which case the goal is allowed);

h. a goal is made after a referee or timekeeper has signaled play to stop; or

i. the goal is made by a member of a team which has an illegal player on the ice (e.g., a penalized player returns to the ice from the penalty bench before his penalty has expired by his own error or the error of the penalty timekeeper).

**ART. 4 . . .** A goal scored shall count one point for the team not defending the cage in which the goal is made.

**ART. 5 . . .** A goal shall be credited in the scoring records to the player who propelled the puck into the opponent's goal. If the puck deflected into the goal from the shot of an attacking player by striking any part of the person of a player

of the same side, a goal shall be allowed. If a goal is scored by a defensive player, credit shall go to the last offensive player to have touched the puck. Each goal shall count one point in the player's record.

**ART. 6 . . .** An assist shall be credited to the player or players taking part in the play preceding the goal, even though the play may originate in the defensive zone. Not more than two assists shall be given on any goal. Each assist so credited shall count one point in the player's record.

**ART. 7 . . .** A save for a goalkeeper shall be credited only when the goalkeeper has prevented the puck from entering the net.

**ART. 1 . . .** A team shall have only one goalkeeper (player with goalkeeper's equipment and privileges) on the ice at any one time. If, while play is in progress, a player not wearing a goalkeeper's equipment is substituted for the goalkeeper, that player shall not be ruled as a goalkeeper.

**ART. 2 . . .** Within the privileged area bounded in the rear by the goalkeeper's end of the rink, in front by an imaginary line connecting the end zone faceoff spots, and on the sides by imaginary lines from the end zone faceoff spots to the endboards, the goalkeeper has certain privileges (see diagram of rink). The goalkeeper:

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a. may, when the puck is on or off the ice, and on or in front of the goal line, cover or trap it only to prevent an opponent from scoring. When the puck is behind the goal line, the goalkeeper shall not deliberately fall on or gather into the body, nor hold or place the puck against the boards, unless part of the goalkeeper or his equipment is in the goal crease. If the covering or trapping is done by the goalkeeper's body or equipment other than skates or stick, the official shall immediately signal play to stop. The faceoff shall be taken on the nearest end zone faceoff spot;

**PENALTY: MINOR.**

b. may, in stopping the puck, catch it, propel it or bat it with his hands or stick in any direction. In clearing the puck, the goalkeeper may pick it up, carry it out of the crease, or throw it towards the nearest end of the rink. In doing these things, the goalkeeper shall not hold the puck more than three seconds. A goalkeeper, after initial warning, may be guilty of delay of the game for unnecessary holding of the puck and may be subject to a minor penalty;

**PENALTY: End zone faceoff spot faceoff, except in deliberate falling on the puck when the puck is behind the goal line, which is a MINOR penalty.**

c. may not deliberately conceal the puck in his equipment;

**PENALTY: End zone faceoff spot faceoff, except in deliberate falling on the puck when the puck is behind the goal line, which is a MINOR penalty.**

d. may not throw the puck towards the opponent's end of the rink; or  
**PENALTY: End zone faceoff spot faceoff, except in deliberate falling on the puck when the puck is behind the goal line, which is a MINOR penalty.**

e. may, with hands or arms, propel the puck on the ice or bat it in the air toward the opponent's end of the rink.

**PENALTY: End zone faceoff spot faceoff, except in deliberate falling on the puck when the puck is behind the goal line, which is a MINOR penalty.**

**ART. 3 . . .** When outside the privileged area, the goalkeeper does not have the privileges of ART. 2 in this section, and shall play the puck in the same manner as that prescribed for other players and is subject to the same penalties as other players except that the penalty time shall be served by another player.

**ART. 4 . . .** If beyond the center red line, a goalkeeper shall not participate in play in any manner.

**PENALTY: MINOR.**

**ART. 5 . . .** No player shall slash, jab or poke at the puck after the goalkeeper has the puck covered and/or in possession, or body-check the goalkeeper when the goalkeeper is in his privileged area regardless of whether the referee has stopped play or not.

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 6 . . .** No player shall charge into, rough, physically interfere with, or commit any foul against a goalkeeper who is in his goal crease.

**PENALTY: MINOR. If flagrant, MAJOR. Exception: Waving arms in front of the goalkeeper is a MINOR penalty.**

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**ART. 1 . . .** The puck may be stopped by any part of the body, but not carried. The puck may be stopped by the hand on or off the ice. It may be propelled by the hand or arm, even though in the crease, along the ice, but not thus passed to a teammate, unless both players are in their defensive zone. If the puck is caught and dropped immediately, play shall continue. (See 6-13-8j)

**PENALTY: Faceoff at the defensive zone faceoff spot of offending team.**

**ART. 2 . . .** If the puck is first played by an opponent (except a deflection off the goalkeeper), after being batted in the air by hand or propelled by the hand along the ice, all players are eligible and play is not stopped.

**ART. 3 . . .** If the puck is first played by a teammate (except a sideward or backward bat from the goalkeeper) after being batted in the air by hand, or propelled by the hand along the ice, then play shall be immediately stopped (i.e., the player who last hit the puck is required to play it next for that team), unless both players are in their defensive zone.

**PENALTY: Faceoff at the defensive zone faceoff spot of offending team.**

**ART. 1 . . .** The puck may not be played or stopped with any part of the stick when the puck is over 4 feet (1.22 m) off the ice. If a puck is touched by a stick when the puck is more than 4 feet (1.22 m) off the ice, a slow whistle shall be in order unless the puck is first played by an opponent, regardless of the zone in which this violation occurs, except when the puck is directed at the goalkeeper or goal cage by a player from the attacking team in which case an immediate whistle should be blown.

**PENALTY: Faceoff at the defensive zone faceoff spot of the offending team.**

**ART. 2 . . .** Carrying sticks above the height of 4 feet (1.22 m) in a way likely to cause injury is prohibited.

**PENALTY: MINOR.**

**ART. 3 . . .** Striking an opponent with the stick above the opponent's shoulders is prohibited.

**PENALTY: MINOR. If flagrant, MAJOR (whether or not injury results).**

**ART. 4 . . .** Intentionally striking an opponent with the stick above the opponent's shoulders is prohibited.

**PENALTY: MINOR, MAJOR, or DISQUALIFICATION at the discretion of the referee.**

There shall be no holding of an opponent, or an opponent's stick, with the hand, arm, leg, stick or otherwise, except that it shall be permissible for a player to lift the stick of an opponent who is playing or attempting to play the puck. Such lift **Rule 6-21 2010-11 NFHS Ice Hockey Rules Page 44**

ing up or pressing down of the opponent's stick shall be only momentary and only for the purpose of obtaining the puck or preventing the opponent from playing it. This does not permit lifting or raising near the handle of an opponent's stick or with the stick across and against the opponent's body, or the raising of the opponent's stick so high that player's progress is stopped.

**PENALTY: MINOR.**

No player shall use his stick in a hooking manner to impede or hold back another player.

**PENALTY: MINOR.**

**ART. 1 . . .** For the purpose of this rule, the center line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat or deflect the puck from his own half of the ice beyond the goal line extended of the opposing team, play shall be stopped and the puck faced off at the end faceoff spot of the offending team, unless on the play the puck enters the net of the opposing team, in which case the goal shall be allowed. (If applicable, Rule 6-13-6 takes precedence.)

a. For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred or not, or a penalty is assessed against the non-offending team.

b. Icing shall occur the instant the puck crosses the opponent's goal line

extended. When a team is shorthanded as a result of a penalty and the penalty is about to expire, the decision as to whether icing has occurred shall be determined at the instant the penalty expires. If the puck is shot before the penalty expires, icing shall not be called. The action of a penalized player remaining in the penalty box will not alter the ruling.

**ART. 2 . . .** Icing is nullified and play shall continue when:

- a. players of the team icing the puck, deflect (or tip) the puck in the attacking half of the ice before the puck reaches the goal line extended;
- b. the icing team has fewer players on the ice than the opposing team;
- c. the shot is made from a faceoff;
- d. the puck touches an opposing player or his equipment before reaching the goal line extended;
- e. a player of the opposing team other than the goalkeeper is able, in the opinion of the referee, to play the puck before it passes the goal line extended but does not do so;
- f. the puck is played by the goalkeeper prior to reaching the goal line extended on the rink or enters the cage (in which case a goal is scored); or
- g. the puck is shot and rebounds from the body or stick of an opponent in his own end of the ice, it crosses the goal line extended of the player shooting the puck.

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**PENALTY: Faceoff at end zone faceoff spot in defensive zone on side nearer the place from which shot was made.**

**ART. 3 . . .** If the officials shall have erred in calling an "icing the puck" infraction, the ensuing face-off shall take place at the nearest end zone face-off spot to the goal line where play was stopped in error.

**ART. 1 . . .** Interference with an opponent not in possession of the puck is not permitted anywhere under any circumstances.

**NOTE:** A player is considered to be in possession after making a pass or shot until the puck is controlled by an opponent or teammate.

**PENALTY: MINOR.**

**ART. 2 . . .** Obstruction, defined as use of stick or body to interfere with an opponent away from the play of the puck, shall be penalized under this rule.

**PENALTY: MINOR.**

**ART. 3 . . .** No player shall kick, throw, hold or knock an opponent's stick or any other piece of equipment for the purpose of keeping it from the possession of an opponent.

**PENALTY: MINOR.**

**ART. 1 . . .** In the event that objects that interfere with the progress of the game are thrown onto the ice, the official shall blow the whistle and stop the play, and the puck shall be faced off at the spot where play is stopped.

**ART. 2 . . .** No player may physically interfere with a spectator.

**PENALTY: GAME MISCONDUCT.**

No player shall kick or attempt to kick another player.

**PENALTY: GAME DISQUALIFICATION.**

The puck may be stopped and carried or kick-passed by the skate; but it shall not be played by the so-called "kick shot" which combines use of the leg and foot driving the shaft and blade of the stick into the puck producing a very dangerous shot.

**PENALTY: MISCONDUCT.**

**ART. 1 . . .** No player shall leave the team bench or the penalty bench during an altercation.

**PENALTY: GAME DISQUALIFICATION.**

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**ART. 2 . . .** No player who is serving a penalty in the penalty box may return to the ice without permission of the penalty timekeeper.

**PENALTY: MINOR.**

**ART. 3 . . .** In the case of a player returning to the ice before his time has expired through an error of the penalty timekeeper, the player is not to serve an additional penalty, but must serve his unexpired time.

**ART. 4 . . .** Players may return to their team bench during intermissions.

No coach, manager or other team personnel, including players, shall intentionally touch, trip, hold, push or in any other way physically abuse or attempt to physically abuse, an official before, during or after the game.

**PENALTY: GAME DISQUALIFICATION.**

**ART. 1 . . .** A player is offside when both skates are completely over the outer edge of the blue line involved in the play at the instant the puck completely crosses the outer edge of that line. The position of the player's skates and not that of his stick shall be the determining factor in all instances in deciding an "offside." To establish onside, one skate must be on the zone line. Exception: An attacking player in possession and control of the puck may precede the puck over the blue line.

**ART. 2 . . .** If an attacking player precedes the puck, which is shot, passed or deflected, into the attacking zone, but a defending player is able to play the puck, the official shall signal a delayed offside (except that if the puck is shot on goal, play shall be stopped immediately for the offside violation). The official shall drop his arm to nullify the offside violation and allow play to continue if:

- a. the defending team passes or carries the puck into the neutral zone; or
- b. all attacking players in the attacking zone clear the attacking zone by making skate contact with the blue line. If the attacking team does not clear the attacking zone, the official shall stop play for the offside violation if any attacking player touches the puck or attempts to gain possession of a loose puck while the puck is still in the attacking zone or forces the defending puck carrier further back in the attacking zone.

**NOTE:** The attacking zone must be completely clear of attacking players before a delayed offside can be nullified with the puck still in the attacking zone.

**ART. 3 . . .** An intentional offside is one which is made for the purpose of deliberately securing an immediate stoppage of play, regardless of the reason, or where an offside play is made under conditions where there is no possibility of completing a legal play. If, in the opinion of the official, an intentional offside has been made, the puck shall be faced off at the end zone faceoff spot in the defending zone of the offending team. If the defensive player fails to advance the puck, a neutral zone faceoff shall result.

**Page 47 2010-11 NFHS Ice Hockey Rules Rule 6-30**

**ART. 1 . . .** Any player is eligible to play the puck (on-side):

- a. in the neutral zone or that player's defensive zone. Exception: Players returning to the ice (Rule 2-5-7);
- b. in that player's attacking zone, provided the puck preceded that player into that zone; or
- c. in that player's attacking zone and the puck is carried or passed there from the neutral zone by an opponent.

**ART. 2 . . .** The puck may be passed or carried from the defensive zone to the neutral zone, and any players who are in the defensive zone or neutral zone are eligible to play it. Exception: Players returning to the ice (Rule 2-5-7).

**ART. 1 . . .** A team in possession of the puck in its defensive zone shall always advance the puck towards the opposing goal except if prevented from doing so by players of the opposing team.

**PENALTY: Face off at the near defending zone faceoff spot of offending team.**

**ART. 2 . . .** If the referee loses sight of the puck during a scramble in front of the net or because a player accidentally falls on the puck, play shall be stopped immediately and a faceoff conducted at the point where play was stopped unless otherwise stated in these rules.

**ART. 3 . . .** A minor penalty may be imposed on any player, including the goalkeeper, who holds, freezes or plays the puck with his stick, skates or body along the boards in such a manner as to cause a stoppage of play. There will not be a

whistle for any reason for a stalled puck along the boards unless a player unintentionally falls on the puck, or in the judgment of the referee, continued play would lead to unnecessary contact surrounding the puck.

**ART. 4 . . .** If at any time while play is in progress a puck other than the one officially in play shall appear on the playing surface and interferes with the progress of the game, play shall be stopped immediately.

**ART. 5 . . .** Should either team refuse to take control of the puck during the delayed whistle, the official shall stop play and take the proper action as provided for in these rules.

If the puck hits an official, play shall not be stopped. (see 6-16-3b)

There shall be no refusal of a coach, manager or other team personnel, including players, to obey the decision of the referee.

**PENALTY: FORFEITURE, and the score shall be 1 to 0, unless the decision of the referee is accepted within three minutes, in which case a MAJOR penalty Rule 6-34 2010-11 NFHS Ice Hockey Rules Page 48 shall be assessed.**

No player shall swing his stick at an opponent with unnecessary force, regardless of height (slashing).

**PENALTY: MINOR. If flagrant, MAJOR.**

No player shall spear or attempt to spear an opponent. Spearing shall mean stabbing an opponent with the point of the stick blade while the stick is being carried with one or both hands.

**PENALTY: GAME DISQUALIFICATION.**

**ART. 1 . . .** A coach from each team shall be on their respective bench for pregame warm-ups.

**ART. 2 . . .** The home team shall have the choice of goal to defend. Teams shall change ends at the beginning of each subsequent regular period. If, in the opinion of the referee, conditions are more favorable to play at one end of the rink than at the other, the referee may equalize opportunities by having teams change ends at the middle of one or all three regular and overtime periods, but not in only two regular periods. The referee shall declare before the commencement of the game or period that this change is to be made, and the change shall take place at the exact midpoint of a period and not at a stoppage of play nearest that point.

**NOTE:** The intent of this article is that no team shall play under unfavorable conditions for a disproportionate period of time.

**ART. 3 . . .** During the pregame warm-up, each team shall be allowed to skate on the entire surface until such time as one team assumes its own end. At that time, each team must confine its activity to its own end of the rink for the duration of the warm-up.

**ART. 1 . . .** No player, goalkeeper or bench personnel shall throw a stick or other equipment on the ice.

**PENALTY: MINOR. If to prevent a reasonable scoring opportunity in the attacking zone or with less than two minutes in the game or any time during the overtime, PENALTY SHOT. If this occurred in the attacking zone when the goalkeeper had been removed from the ice and prevented an obvious and imminent goal, AWARD GOAL.**

**ART. 2 . . .** No player, including the goalkeeper, shall throw a stick or portion of a stick from the playing surface.

**PENALTY: MISCONDUCT.**

**Page 49 2010-11 NFHS Ice Hockey Rules Rule 6-38**

**ART. 1 . . .** There shall be three periods, each consisting of 15 minutes of actual play, with recommended intermissions of 12 minutes each between periods.

**ART. 2 . . .** By state association adoption, a procedure may be established whereby schools may play up to a 17-minute period.

**ART. 3 . . .** By state association adoption, procedures may be established

whereby games may be terminated after two periods or during the third period when a team leads another team by a specified number of goals. By state association adoption, running time may be utilized at any time when a team is leading another by a specified number of goals. Example 1) Games may be terminated when a team leads the opposing team by 10 or more goals. Example 2) Games may be shortened anytime by using running time when a team leads an opposing team by six or more goals.

**ART. 4 . . .** Each team will be permitted to take one time-out of one-minute duration during the game. The time-out must be taken during normal stoppage of play prior to the drop of the puck. Only coaches, captains and alternate captains may call a time-out. The time-out may be used for warming up the substitute goalkeeper or any other purpose. If a team takes a time-out, the opposing team may exercise the rights of the time-out, including warming up their goalkeeper. A maximum of 10 pucks may be used for warm-up of the goalkeeper.

**ART. 5 . . .** If, in the opinion of the referees, the conditions become unsatisfactory during the course of the game, they may call the game at any time. If, before two periods have been completed, a game is interrupted because of events beyond the control of the responsible administrative authorities (i.e., not involving the players), it shall be continued from the point of interruption, unless the teams agree otherwise or there are state association rules to cover the situation. If the interruption occurs after two periods, the game is considered completed and the score shall stand, unless the teams agree otherwise or there are state association rules to cover the situation.

**ART. 6 . . .** If any unusual delay occurs in the first or second periods, the referee may order the next regular intermission to be taken immediately and the balance of the period will be completed upon the resumption of the play with the teams defending the same goal, after which the teams will change ends and resume play of the ensuing period without delay.

**ART. 1 . . .** In case of a tie score at the end of the third period, if an overtime is played, there shall be a three-minute intermission, ends shall not be changed, and play shall be continued for not more than eight minutes. Teams shall remain in the bench area between the end of the third period and the beginning of the overtime period. The team that scores first wins, and the game is ended. If no score is made in these eight minutes, the game shall be declared a tie.

**NOTE:** All tournament games shall be played under overtime policies adopted by the state high school association.

**PENALTY: If either team should decline to play the necessary extra period, the game shall be declared a loss for that team, and the score shall be 1 to 0.**

**ART. 2 . . .** If, in the opinion of the officials, the ice surface is unplayable, the ice shall be resurfaced. The normal intermission shall be in effect.

**ART. 1 . . .** No player shall body-check an opponent below his opponent's knees (tripping).

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 2 . . .** No player shall trip or slash at an opponent with a stick, leg, foot, or sliding body-block.

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 3 . . .** No player shall foul from behind an opponent who is in control of the puck in the offending player's defensive zone when there are no defending players except the goalkeeper between the attacker and the defending team's goal, thus preventing a reasonable scoring opportunity.

**PENALTY: PENALTY SHOT. If this occurred when the goalkeeper had been removed and prevented an obvious and imminent goal, AWARD GOAL.**

**ART. 1 . . .** A player, whether in the act of covering or being covered, may never cross-check, hook, hold, shove, push or charge an opponent. A player may, however, guard, cover or maintain position against an opponent not playing the puck by standing in front of that player, even touching the opponent with some part of the body.

**PENALTY: MINOR. If flagrant, MAJOR.**

**ART. 2 . . .** A penalty shall be assessed due to any avoidable body check to an opponent who does not have possession and control of the puck.

**NOTE:** A player is considered to be in possession after making a pass or shot until the puck is controlled by an opponent or teammate. A player is no longer considered to be in control of the puck after making a pass or shooting the puck.

**PENALTY: MINOR. If flagrant, MAJOR.**

**NOTE:** This section only applies to teams identified as girls teams.

**ART. 1 . . .** There shall be no body checking. Body-checking is the intentional checking of an opponent in all areas of the ice. Body-checking occurs when a defensive player's objective is to gain possession of the puck by separating the puck carrier from the puck with a body check. Body contact is allowed. Body contact occurs when both players, attempting to play the puck, establish body position and a lane to the puck.

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tact occurs when both players, attempting to play the puck, establish body position and a lane to the puck.

- a. A defensive player, when skating in the same direction as the puck, may legally hold a position on the ice to block and stop forward progression of the puck carrier.
- b. Offensive and defensive players are allowed to establish body position in front of the net.
- c. Angling is permitted. Angling is a legal defensive skill used to influence the puck carrier to a place where the player must stop due to a defensive player's body position.
- d. Incidental contact is permissible, and occurs when two players collide unintentionally.
- e. When playing in a one-on-one situation, a defensive player is allowed to stop forward progress of the puck carrier by establishing position in the path of the puck carrier. Body contact is permitted. The defensive player cannot detain the puck carrier once forward progress has been stopped.

**PENALTY: MINOR.**

By state association adoption, state association-authorized video replay may be used in games for reviewing goals and undetected goals, and for determining correct time on the clock. Procedures for video replay shall be determined by state association policy and procedures.

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#### **COMMENTS ON THE RULES**

##### **Equipment**

The NFHS Ice Hockey Rules Committee believes that the proper use of protective equipment is instrumental for preventing injuries. This equipment includes properly attached and unaltered dental guards, helmets, facemasks, goalkeeper flapper style throat protectors and other equipment defined in Rule 3. It is the coaches' responsibility to ensure their teams are properly equipped and that equipment is worn properly.

The NFHS has identified a criterion for all teeth and mouth protectors in Rule 3-4-4. All players must wear tooth and mouth protectors. It is the responsibility of the players and their coaches to ensure that the dental guards conform to the requirements and that they are worn.

Rule 3-3 has been expanded to include goalkeeper equipment measurements (gloves and leg pads) that are currently in effect as well as the measurements that will take effect beginning with the 2012-13 season.

The committee supports the efforts of state associations to determine if the use of neck guards should be mandated.

##### **Timeouts**

Two changes have been made to the rules applying to timeouts. A coach will now be permitted to call for a timeout in addition to the captain and alternates. No penalized player will be permitted to leave the penalty bench during a timeout.

##### **Video Replay**

A rule has been added that allows for video replay for goal review and nongoal review, and to establish correct game time. This will be implemented by state associations.

##### **Faceoff Locations**

The rule changes made to have all faceoffs occur at one of the **nine** designated

faceoff locations on the rink were made to clearly define the exact spot for all faceoffs during the game. Conducting all faceoffs at a marked faceoff location will also assist in having the players properly positioned for all faceoffs. These changes will align the NFHS with other levels of hockey which have successfully implemented this procedure.

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##### **Game Disqualifications**

Though a player may commit more than one offense that would require disqualification, only one Disqualification Penalty may be assessed to a player per game. In the instances where the player commits multiple offenses that would each require disqualification, the committee feels that the rules book adequately provides for those cases.

Each act should have the resultant time penalty assessed to the team. Rule 4-6-1 states that a disqualification penalty does not limit the issuance of further penalties. Penalties should be assessed for all infractions before and after the Disqualification.

For any extra discipline due to the offenses, Rule 4-12 authorizes state associations to investigate any incident and assess additional suspensions. The referee should report all the infractions to their state association.

##### **Communication: Coach and Official**

The NFHS Ice Hockey Rules Committee recognizes the necessity for effective communication among officials and coaches. The two most important individuals for the control and the sportsmanship of the game are the coach and the official. Good communication is helpful in creating an environment for a wellplayed, safe game with a high level of good sportsmanship.

Required pregame meetings are a good point for beginning the communication.

During the game as situations warrant, it is recommended that officials provide coaches with a brief explanation of serious and important situations. This will reduce misunderstanding about situations that can grow into larger issues. Coaches are advised that this extra communication is for their benefit and does not give them license to debate judgment calls.

Officials are reminded of their responsibility to communicate with coaches and players in a respectful, non-demeaning manner.

##### **Rough and Reckless Play**

The NFHS Ice Hockey Rules Committee is concerned about the risks to players due to irresponsible play. Penalties have been made more severe in areas that may result in serious injury. While the committee recognizes the physical nature of this contact sport, it is concerned about players who push the limit of the rules.

The committee strongly believes that boarding, hitting from behind, hits to the head, reckless use of the stick (e.g., butt-ending, sticks to the head/face) and other excessively rough play does nothing to further the sport and puts players

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at risk for serious injury.

The committee requests that all players, coaches and officials join with this effort to rid the sport of irresponsible play. NFHS rules call for severe penalties for fouls risking serious injury. Of particular concern to the committee is any contact to the head. Officials must be vigilant for checking an opponent to the head and call this promptly and consistently.

##### **Intimidation, Roughing and Fighting**

When a player deliberately drops his/her gloves, but no contact is made with an opposing player, that player should be called for intimidation.

When a player, still wearing gloves, makes contact by pushing an opponent, that player should be called for roughing.

When a player drops his/her gloves and makes contact or attempts to contact an opponent in an aggressive manner, that player should be called for fighting.

When a player, still wearing gloves, makes contact or attempts to contact an opponent in a manner that is more aggressive than roughing, that player should be called for fighting.

When a player intervenes in a fight, that player should receive a game disqualification penalty. This includes situations where the player is pulling a teammate away.

When a player intervenes in a situation that is not a fight, that player should

only be assessed the penalty(s) that the actions warrant. If that player is only pulling a teammate away, there should not be a penalty. Intimidation, roughing and fighting are acts of violence that adversely affect the game of hockey. Officials should assign penalties based on the sliding scale, which is designed to deter deliberate, aggressive player behavior.

#### **Elastic Authority of Referees**

Rule 5-3-1a provides the referees with broad and "elastic" authority over interscholastic ice hockey competition. This authority permits referees to assess more severe penalties than specified, if such are necessary to preserve the educational atmosphere of the contest. The progression of the penalties listed is only a guide. They do not limit an official from going directly to a more severe or the most severe penalty if the situation warrants. Coaches, players and spectators must realize that the on-ice official has the authority to use good judgment in maintaining the proper decorum and integrity of the game.

**Page 55 2010-11 NFHS Ice Hockey Rules Rule 1**

## **SITUATIONS AND RULINGS**

### **Rule 1 – The Rink**

**1.5.1 SITUATION:** The distance from the goal line to the blue line is 60 feet. Shall the game be played? **RULING:** Yes. Rink dimensions are to be treated as recommendations.

**1.9.2 SITUATION:** During the course of the game, it is brought to the referee's attention by Team B that Team A has more than five (5) team personnel occupying the team bench area. **RULING:** First offense – warning, continued noncompliance – minor penalty (unsportsmanlike conduct).

**1.9.3 SITUATION:** A student manager on the bench is wearing a helmet without facemask. **RULING:** First occurrence – warning to team. Second occurrence – minor penalty (captain's choice of players on ice at time of infraction). Any student in an exposed bench area must wear helmet with full facemask.

### **Rule 2 – Teams, Players And Substitutes**

**2.1.2 SITUATION A:** The goalkeeper's helmet is black, while the remaining players' helmets are white. Is this permitted? **RULING:** Yes. The goalkeeper may wear a helmet of a different color than the teammates, but the remainder of the uniform must match the teammates' uniforms.

**2.1.2 SITUATION B:** The home team's jerseys are light blue and the visiting team's jerseys are dark blue. **RULING:** As long as the officials can readily differentiate players of opposing teams, this is permissible. The home team should preferably wear white jerseys, but light non-white colors are permitted.

**2.1.2 SITUATION C:** One team has several players whose helmet color does not match their teammates' helmets. Should they be permitted to play? **RULING:** Yes. It should be noted on the score sheet and reported to the state association.

**2.2.1 SITUATION:** A team has elected its goalkeeper as a captain or an alternate. Is this allowable? **RULING:** Yes. However, the goalkeeper is not permitted to have on-ice captain's privileges.

**2.2.4 SITUATION:** At a stoppage of play, the captain confronts the referee to dispute a judgment call. **RULING:** Penalty – minor. If further disrespect – **Rule 3 2010-11 NFHS Ice Hockey Rules Page 56** misconduct. If continued disrespect – game misconduct. If further disrespect – game disqualification.

**2.3.1 SITUATION:** Team A arrives at the ice with 20 players, five of whom are dressed in goalkeepers' equipment. **RULING:** A maximum of 20 players, including goalkeepers, may dress for and play in a game unless modified by state association rules. It is recommended that a minimum of two goalkeepers be among the 20 players dressed. The rules do not limit the number of goalkeepers among the 20 players dressed.

**2.3.2 SITUATION:** Prior to the start of a game, the coach submits a list of fewer

than 20 eligible players to the official scorer. After the start of the game, it is recognized that A1's name and number were left off the list. Can A1's name and number be added to the list and can A1 participate in the game? **RULING:** Yes, if after the opening faceoff, a minor penalty will be assessed.

**2.4.1 SITUATION:** Team A does not commence play with the same players announced as its starting line-up. Is there a penalty? **RULING:** There is no longer a penalty.

**2.5.2 SITUATION:** During a delayed penalty on Team B, the goalkeeper from Team A skates towards his bench. When he is approximately 10 feet from the bench, the substitute enters the game. **RULING:** Premature goalkeeper substitution. Goalkeeper must be at the bench and out of play.

**2.5.5 SITUATION:** Both teams have changed lines and are ready for the faceoff. Prior to the actual faceoff, a Team A player is assessed a minor penalty. Is a player change permitted prior to the faceoff? **RULING:** Yes. Both teams are permitted to change players in this situation.

**2.5.10 SITUATION:** With 1:30 remaining, Team A deliberately skates seven players in the game. **RULING:** Penalty shot. If there are fewer than two minutes remaining in either regulation time or at any time during overtime, a deliberate illegal substitution results in a penalty shot.

**2.5.11 SITUATION:** Goalkeeper A is replaced on the ice with Goalkeeper B. What rules apply with respect to goalkeeper participation when play resumes? **RULING:** Goalkeeper A may not return to the ice prior to the next stoppage of play. Goalkeeper B may be replaced during the ensuing play with a player or with another goalkeeper other than Goalkeeper A.

**2.6.1 SITUATION:** Is a goalkeeper considered a player under the "Concussion Page 57 2010-11 NFHS Ice Hockey Rules Rule 3 Guidelines" rule? **RULING:** Yes.

**2.6.2 SITUATION A:** Player (other than goalkeeper) from Team A is down and appears to be injured. The trainer goes onto the ice. As trainer is going to the player, the injured player gets up and appears to be all right. Does injured player have to leave the ice until after play is resumed? **RULING:** Yes, since the stoppage of play occurred due to the supposed injury to the player.

**2.6.2 SITUATION B:** Referee blows his whistle because it appears a player is injured. The player does not require attention from a coach or trainer. Does this player have to leave the ice? **RULING:** Yes, since the stoppage of play occurred due to the supposed injury to the player.

**2.6.4 SITUATION:** Official notices that the goalkeeper on Team A is bleeding. **RULING:** Goalkeeper is given a reasonable time by the referee to have the blood controlled and appropriate treatment. The referee will determine if it will take too long to control and ask for a substitute goalkeeper.

**2.6.6 SITUATION:** An injured player who has received a time penalty may be substituted for by a designated player. The substitute player shall serve the penalty without change. **RULING:** No. The injured player may replace the player on the penalty bench.

## Rule 3 – Equipment

**3.1.1 SITUATION:** The end of a hollow stick is fully covered. **RULING:** Legal stick.

**3.1.4 SITUATION A:** The curvature of the stick measures  $\frac{1}{4}$ " at the bottom and 1" at the top of the blade. **RULING:** Legal stick. The maximum curve is determined by a measurement at the bottom of the stick.

**3.1.4 SITUATION B:** Prior to the game, in the dressing room, a coach requests the officials to measure some sticks for blade curvature. The sticks were acceptable and marked as such on the handle. During the course of the game, a goal is scored, and the opposing coach requests a stick measurement. (a) If the goal was scored by one of the sticks that was previously measured, does another measurement have to be made? (b) Does a measurement have to be made regardless of whether a goal was scored or not? **RULING:** In both (a) and (b), yes.

**3.1.4 SITUATION C:** During a stoppage of play, a goalkeeper's stick is found to

be illegal. **RULING:** Minor penalty is assessed and the stick must be replaced.

**3.1.7 SITUATION:** The goalkeeper breaks his stick. Can a player bring a replacement stick to the goalkeeper during play? **RULING:** As long as the player does not participate in the play while in possession of the goalkeeper stick, no penalty. If participating in play while in possession of the goalkeeper stick, MINOR.

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**3.3.1 SITUATION:** Goalkeeper A1 begins game and is observed by coach of Team B to be wearing HECC-approved full-coverage goalkeeper's helmet (e.g., ITECH) without separate flapper-style throat protection. Official is informed of inadequate throat protection. **RULING:** Goalkeeper's required equipment includes a separate, commercially manufactured, unaltered and properly attached flapperstyle throat protector. The flapper-style throat protector must be attached to the helmet or face mask providing throat protection. Penalty: Minor. Goalkeeper may not return to game without correcting equipment.

**3.3.2 SITUATION:** A goalkeeper is wearing a device that attaches to the skate and is designed to increase mobility. **RULING:** This device provides undue assistance in keeping goal and is therefore illegal equipment and must be removed.

**3.4.1 SITUATION A:** A player is found to be wearing elbow pads outside the jersey.

**RULING:** First offense – team warning; further noncompliance – misconduct.

**3.4.1 SITUATION B:** A player appears on the ice wearing padded hockey pants that are ripped or unzipped. **RULING:** Player may not participate in the game unless the situation is corrected such as by taping or fully zipping the pants. FIRST OFFENSE – team warning; further noncompliance – misconduct.

**3.4.1 SITUATION C:** A player loses a glove during play. **RULING:** Player may continue participating in the game until the next stoppage of play.

**3.4.2 SITUATION:** Player A participates in game with helmet that has strap securely fastened to helmet but strap hangs loosely below the chin. **RULING:** Misconduct, helmet strap must be securely fastened to the helmet and secured tightly to the chin. Returning without correcting equipment – game misconduct.

**3.4.6 SITUATION:** A player is discovered participating with a glove with no palm. He is assessed a misconduct penalty. After returning to the ice, the same situation is discovered. **RULING:** Game misconduct.

**3.4.7 SITUATION:** Player A1's helmet or face mask becomes dislodged. **RULING:** Play must be stopped immediately. If A1 intentionally dislodges helmet or mask, minor penalty and misconduct (delay of game, Rule 6-10-5).

**3.4.8 SITUATION A:** A player removes his helmet while on the players' bench in order to repair helmet or to treat an injury to head or neck. **RULING:** No penalty.

**3.4.8 SITUATION B:** The penalty timekeeper sees a player remove his helmet while in the penalty box. **RULING:** Misconduct. Since the penalty timekeeper is an off-ice official, he should notify the referee at the first stoppage of play. The referee should enforce the rule and penalize the offending player.

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**3.5.3 SITUATION:** Captain of Team A challenges referee that Player B1 is wearing jewelry. **RULING:** If medical/religious bracelet or medallion taped to player's body – legal. If otherwise, it is a misconduct; further noncompliance – game misconduct.

## **Rule 4 – Penalties**

**NOTE:** The NFHS rules require that officials appear on the ice prior to the arrival of players for warm-up and before all periods. All penalties apply during warm-ups.

**4.2.2 SITUATION A:** A1 receives minor penalty at 8:34. B1 receives minor penalty at 8:46. A2 receives major penalty at 9:00. Team B scores a goal at 9:05. **RULING:** A1 returns.

**4.2.2 SITUATION B:** A1 and B1 each receive minor penalty at 8:00. A2 receives major penalty, also at 8:00. Team B scores at 8:30. **RULING:** No one returns.

**4.2.2 SITUATION C:** Team A is shorthanded because of a minor penalty to Player A1. During play, the referee indicates subsequent penalty or penalties to be called on Team A and Team B scores. **RULING:** Player A1's penalty is terminated and all subsequent penalties are to be served.

**4.2.2 SITUATION D:** A1 receives minor penalty at 4:00. B1 and A2 receive minor penalty at 4:30. Team B scores a goal at 5:00. **RULING:** A1 penalty terminates.

**4.2.2 SITUATION E:** Player A1 receives a major penalty at 2:00. Player A2 receives a minor penalty at 2:20. Team B scores at 3:00. Whose penalty terminates? **RULING:** A2, because goal does not nullify a major penalty.

**4.2.2 SITUATION F:** Player A1 receives a major penalty at 3:00. Players B1 and A2 receive coincidental minor penalties at 3:30. Team B scores at 4:00. Whose penalty terminates? **RULING:** No one comes out, since A1's major was the only penalty to actually cause a shorthanded situation.

**4.2.2 SITUATION G:** A1 receives a major penalty at 1:00. A2 receives a minor at 1:30 and B1 receives a minor at 2:00. Team B scores at 2:30. **RULING:** A2's minor penalty is terminated.

**4.2.2 SITUATION H:** A1 received a minor penalty at 4:00; B1 received two minor penalties at 4:00; A2 scored a goal at 4:30. Does the official cancel one of the two-minute minors on B1? **RULING:** Yes. The minor penalty to A1 and the first minor penalty to B1 are coincident and do not affect on-ice numerical strength. Thus, Team B is shorthanded due to the second minor penalty to B1, and that penalty terminates. The second minor penalty to B1 begins immediately.

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**4.2.2 SITUATION I:** A1 receives a major penalty at 1:00. During play, the referee indicates delayed penalty or penalties to be called on Team A and Team B scores. **RULING:** The first delayed minor penalty is terminated. All other delayed penalties should be served. A1 remains in the penalty box since it is a major penalty.

**4.2.2 SITUATION J:** Player A1 receives two minor penalties at 4:00. At exactly 6:00, Team B scores. Has the first minor penalty to A1 been completely served? **RULING:** Yes, thus Player A1's second penalty is nullified.

**4.2.2 SITUATION K:** Both teams have one player on the penalty bench serving non-coincident minor penalties. While the referee is signaling an additional minor penalty, the non-offending team scores. **RULING:** The signaled minor penalty terminates. Both teams were at even strength when the goal was scored. A delayed penalty does not affect either team's on-ice numerical strength.

**4.2.4 SITUATION A:** While Team A is shorthanded because a player is serving a minor penalty, Team B is awarded a penalty shot on which they score. **RULING:** The minor penalty being served does not terminate.

**4.2.4 SITUATION B:** Team A is short-handed by one player. The referee is signaling a delayed penalty to another Team A player. Play is stopped when a Team A player deliberately falls on the puck in the crease (penalty shot situation). Team B opts for the penalty shot and scores. Are any of the Team A penalties nullified? **RULING:** No. A penalty shot does not affect any other penalties being served or signaled.

**4.2.5 SITUATION A:** At 4:00, the following penalties are assessed: A1 receives two minors. Teammate A2 receives one minor. Opponent B3 receives one minor. How are Team A's penalties served? **RULING:** Team A has the choice of being shorthanded by one player for four minutes or by two players for two minutes.

**4.2.5 SITUATION B:** Player A1 is assessed a minor penalty for slashing and a minor penalty for roughing. Player A2 is assessed a minor penalty at the same stoppage. Thirty seconds later, Team B scores. **RULING:** Captain's choice of terminating the first penalty to A1 or the penalty to A2 since both penalties expire at the same time. Multiple penalties are treated separately.

**4.2.7 SITUATION:** A1 receives one minor penalty. A2 also receives one minor penalty. B1 receives two minor penalties. All penalties are assessed simultaneously. Does the coincident minor penalty rule apply? **RULING:** Yes. There are an equal number of coincident minor penalties to each team, so on-ice strength is not affected. The penalty times begin immediately, even if there are other penalties already being served.

**4.3.3 SITUATION:** A1 and B1 each receive a major penalty at 9:00. **RULING:** Both teams are at full strength – coincidental major penalty rule applies here.

**4.3.4 SITUATION:** A player receives a major penalty in the first period and another major penalty in the third period. **RULING:** Game misconduct. When a

participant receives a second major penalty in the same game, an automatic game misconduct must be assessed.

**4.5.1 SITUATION:** A player receives a game misconduct penalty. The player leaves the game and the bench area. After the game is over, the player returns to the ice. **RULING:** Game disqualification – player has been removed from the game for its duration. (6-1-1)

**4.5.2 SITUATION:** A1 is assessed a minor penalty in the first period, two minor penalties in the second period and a checking from behind minor penalty and accompanying 10-minute misconduct penalty at the 10-minute mark of the third period. The player is then removed from the ice. **RULING:** Correct. Any player who has been assessed any combination of five time penalties (minors, majors and/or misconducts), will be assessed a game misconduct at the time of the fifth penalty.

**4.6.1 SITUATION:** Player A1 spears opposing player B1, then A1 and B1 engage in fighting. **RULING:** Both A1 and B1 receive disqualification penalties. A1 receives an additional major penalty for which A1's team must play shorthanded. Although no player may receive more than one disqualification penalty in a game, player A1 clearly committed two major penalty infractions (a disqualification penalty includes a major penalty).

**4.7.4 SITUATION:** On a penalty shot, the puck (a) hits the post, hits the back of the goalkeeper's leg and enters the goal, or (b) hits the glass or boards, hits the goalkeeper's leg and enters the goal. **RULING:** In (a) goal is scored. In (b) no goal is scored, since puck crossed the goal line extended, which nullifies the play.

**4.7.5 SITUATION A:** Team A pulls its goalkeeper and a Team B player gets a breakaway. Team A player throws a stick. **RULING:** If this occurred in the attacking zone and prevented an obvious and imminent goal, a goal shall be awarded. If not, then a penalty shot is awarded with the goalkeeper returning to the ice. In both situations, the Team A player who threw the stick is charged with a penalty as prescribed in Rule 4-7-2.

**4.7.5 SITUATION B:** A player is awarded a penalty shot. The referee places the puck on the center ice faceoff spot. Before A1 touches the puck, the defending goalkeeper leaves the crease to take a better defensive position. The penalty shot (a) fails, (b) is successful. **RULING:** (a) the penalty shot is attempted again. The goalkeeper may not leave the crease until the player taking the penalty shot touches the puck, (b) the goal counts.

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**4.9.1 SITUATION:** A1 receives a minor penalty at 3:00. A2 receives a minor at 3:30 and A3 receives a minor at 4:00. Play resumes and there is no stoppage of play until 7:15. **RULING:** The players leave the penalty box in the order of their expiration. At 5:30 A1 returns to the ice, at 7:00 A2 returns and A3 must wait until 7:15.

**4.10.1 SITUATION A:** A1 has a delayed minor penalty. B1 takes a shot at the goalkeeper. The puck rebounds from the goalkeeper's pads to A1. The referee then blows the whistle. **RULING:** Rebounds do not constitute possession and control of the puck. Whistle should be withheld until Team A has control of the puck. Faceoff at the defensive zone faceoff spot of Team A.

**4.10.1 SITUATION B:** A1 trips B1 while Team B has control of the puck. The referee then indicates a penalty. As B2 passes to B3, a Team A player deflects the pass with his stick. The referee then blows the whistle to assess the penalty. **RULING:** Team A did not have possession and control of the puck. Deflections from a stick do not constitute control. Whistle should be withheld until Team A has control of the puck. Faceoff at center ice.

## **Rule 5 – Officials**

**5.2 SITUATION:** A player who was disqualified is discovered playing in the next game. **RULING:** Game is played. This lies outside the referee's jurisdiction. The decision on the game should be made by the school and state association.

**5.3 SITUATION:** When does play stop? **RULING:** When the referee deems that play should stop, even if the whistle has not been blown. For example, the fact that the puck may come loose or cross the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped.

**5.4.1 SITUATION:** Official, when ready to start game, is informed that there is only one goal judge. Do you use one or go with none? **RULING:** Go with none, so neither team can complain about unfair advantage.

## **Rule 6 – Playing Rules**

**6.1.1 SITUATION:** How has the NFHS addressed the issue of taunting by players? **RULING:** The initial penalty is a minor. The progression for continued taunting is a misconduct, then a game disqualification. Any violation following the game is a game disqualification.

**6.1.2 SITUATION A:** How has the NFHS addressed the issue of taunting by coaches or other bench personnel? **RULING:** The initial penalty is a minor (captain's choice of players). Continued taunting is a game misconduct, then a game disqualification. Any violation following the game is a game disqualification.

**6.1.2 SITUATION B:** The coach is assessed a minor penalty prior to the start of a period or during the warm-up. Who serves the penalty? **RULING:** Any nonpenalized player, excluding a goalkeeper.

**6.1.2 SITUATION C:** The coach is assessed a minor penalty at the end of a period before the teams have left the ice. Who serves the penalty? **RULING:** A player who was on the ice at the end of the period.

**6.1.6 SITUATION:** During a time-out, a coach enters on the ice to ask an official for a rule interpretation. **RULING:** Penalty minor (captain's choice of players).

**6.1.9 SITUATION:** A player uses obscene language directed at an official. **RULING:** Minor and misconduct. This infraction must be penalized under this rule and not under 6-1-1.

**6.1.11 SITUATION:** A coach or other bench personnel displays an obscene gesture directed at an official. **RULING:** Minor (captain's choice of players) and game misconduct. This infraction must be penalized under this rule and not under 6-1-2.

**6.1.12 SITUATION:** During the intermission between the first and second period, the Team A coach is seen smoking outside the Team A locker room. **RULING:** Team A coach receives a game misconduct penalty.

**6.5.2 SITUATION:** The goalkeeper's stick breaks into two pieces. On the next play, he stops the puck with the handle of the broken stick and passes it to a teammate. **RULING:** Goalkeeper must be assessed a minor penalty for playing with a broken stick. A teammate may legally provide the goalkeeper with a replacement stick. Under 6-5-3, the goalkeeper is not permitted to go to the bench to obtain his replacement stick, even at a stoppage of play.

**6.5.3 SITUATION:** Team A goalkeeper leaves stick in front of net and goes to bench being substituted for by a Team A player. **RULING:** Minor penalty for leaving stick in front of net. If stick prevents a goal prior to stoppage of play – penalty shot.

**6.7.1 SITUATION:** (a) A1 is stickhandling the puck along the boards toward his attacking zone. B1 comes up from behind and pushes A1 with both forearms below the shoulder blades, (b) A1 is moving the puck down the ice when B1 approaches A1 from the side. A1 dips a knee and exposes his back to B1 as contact is made. **RULING:** (a) Penalty – minor and misconduct, checking from behind. If flagrant, game disqualification penalty must be assessed. (b) No penalty, since A1 turned to create penalty situation.

**6.8 SITUATION:** The referee assesses a penalty for a “contact to the head – high stick” infraction. Is this one penalty or two? **RULING:** Even though two penalties are cited, this is served as one penalty.

**6.10.1 SITUATION:** While attempting to pass the puck to a teammate, the goalkeeper inadvertently shoots the puck out of the playing area. **RULING:** The official deemed that the action was not deliberate, thus no penalty is assessed.

**6.10.3 SITUATION A:** Play is in front of the goal, and the cage is inadvertently bumped off its proper position just prior to the puck entering the goal. **RULING:** Goal is disallowed. For an awarded goal to apply, the cage displacement must be ruled as deliberate.

**6.10.3 SITUATION B:** What determines when a goal is awarded when the cage is displaced? **RULING:** The displacement must have been deliberate. The referee must be sure that the puck would have immediately entered the cage, thus creating the imminent and obvious scoring opportunity.

**6.10.4 SITUATION A:** The referee is ready to start play, and a player or team is attempting to delay the game. **RULING:** After a warning, the referee shall assess a minor penalty for delay of game.

**6.10.4 SITUATION B:** Team A scores a goal and the bench clears to congratulate teammate. **RULING:** Warning – no penalty. If situation reoccurs, Team A would receive a minor penalty for delay of game. Each team is allowed one warning.

**6.10.5 SITUATION:** Player A1 intentionally dislodges his helmet or face mask during play. **RULING:** Minor and misconduct, if during a breakaway or the last two minutes of play or anytime during overtime, penalty shot. This ruling applies to players and goalkeepers.

**6.12.1 SITUATION:** Should the game disqualification penalty be assessed to a **Page 65 2010-11 NFHS Ice Hockey Rules Rule 6**

player who, with an open hand, pushes (not grabs) an opponent’s face mask?

**RULING:** No, the game disqualification penalty under this rule is to be assessed only when the opponent has grabbed the face mask.

**6.12.2 SITUATION:** A1 is standing in front of the net waiting for a pass, B1 attempts to move A1 from his position. In the process, B1 drives his head into the rib cage area of A1. **RULING:** The referee shall assess a major or game disqualification for head-spearing. Any driving, spearing or butting with the head is a dangerous practice which can cause serious injury to the torso and several internal organs as well as the neck and spine of the violating player.

**6.13.6 SITUATION A:** Player A-1 is assessed a minor penalty. Play was stopped because of a Team B action (non-penalty). **RULING:** The Team A penalty takes precedence. The faceoff takes place at a Team A defensive zone faceoff spot.

**6.13.6 SITUATION B:** Team A shoots the puck from its own half of ice into Team B’s defensive zone (icing situation). (a) A1 trips B1 in A1’s defensive zone; (b) B1 elbows A1 in A1’s defensive zone; (c) B1 slashes A1 in B1’s defensive zone; and (d) A1 pushes B1 in B1’s defensive zone. **RULING:** (a) faceoff spot in A’s defending zone, (b) faceoff in B’s defending zone, (c) same as (b), (d) same as (a).

**6.13.6 SITUATION C:** Play is in Team A’s defensive zone. The referee has a delayed minor on Player A1. Player B1 plays the puck with a high stick in his offensive zone towards the goal keeper. Where is the faceoff? **RULING:** Immediate whistle for playing the puck with a high stick toward the goalkeeper with the faceoff taking place at the defensive zone faceoff spot of Team A. The penalty takes precedence when determining the faceoff location (similar to an icing and penalty).

**6.13.7 SITUATION:** Off-ice official allows player in penalty box to return early to ice. Where is the ensuing faceoff? **RULING:** Center ice faceoff – official’s error. (6-13-7e)

**6.13.9 SITUATION:** Team A player in the attacking zone shoots the puck which deflects off Team B’s goal and goes directly out of the rink. **RULING:** Faceoff at the end faceoff spot in Team A’s attacking zone. (6-13-9d)

**6.13.10 SITUATION:** Puck is shot onto the back of the opponent’s goal by an attacking player. The goalkeeper reaches back with his stick and freezes the puck on the back of the net. **RULING:** Faceoff is outside of attacking zone. (Play is

stopped as soon as the puck comes to rest on the net.) (6-13-10d)

**6.13.11 SITUATION A:** Player A1 shoots the puck and misses the goal while coming in on the goalkeeper. Player B1 falls and slides into the goalkeeper. The goal cage slides back about 2 inches. Player A2, trailing the play, picks up the puck as it comes off the boards and shoots it into the net. Goal or no goal? **RULING:** No goal. Once the goal becomes dislodged, play is stopped. If the defensive team was responsible for displacing the cage, defensive end zone faceoff. (6-13-11d)

**6.13.11 SITUATION B:** A player high-sticks the puck out of the rink. **RULING:** Because of stoppage of play by a high stick, the faceoff must be held at the defending zone faceoff spot. (6-13-11g)

**6.14.2 SITUATION:** In an attempt to catch B1, A1 dives to play the puck and:  
(a) A1 deflects puck and makes no contact, (b) A1 deflects puck and contacts B1 tripping him, (c) A1 deflects puck and makes contact only. **RULING:** (a) legal, (b) and (c) minor penalty.

**6.15.2 SITUATION A:** During a fight between two opposing players, another player enters the fight only to restrain the player from his or her team. Should the intervening player be assessed a game disqualification penalty? **RULING:** Yes. A game disqualification penalty should be assessed to any player who participates or intervenes in a fight.

**6.15.2 SITUATION B:** Play is stopped when two opposing players are shoving and roughing with each other that results in each player being assessed a minor penalty for roughing. A third player intervenes. Should that player be given a game disqualification penalty? **RULING:** No. A game disqualification penalty is only assessed for a player or players who intervene in a fight. The intervening player should be assessed a penalty if his actions warrant a penalty(s) to be assessed. The act of pulling his teammate from the situation doesn't require a penalty.

**6.16.1 SITUATION:** Team A scores a goal that is observed by the goal judge but not by the on-ice officials. Play continues. At the next stoppage of play, the officials confer and determine that a goal had been scored. **RULING:** The goal is counted. Time is restored on the clocks to reflect the time of that goal. During the period of the elapsed time that is restored, any penalties are assessed, but any goal during that period is disallowed.

**6.16.2 SITUATION:** Team B has a delayed penalty. Team A pulls their goalkeeper. Team A shoots the puck and it hits the crossbar of Team B's goal and rebounds all the way back down the ice into Team A's goal with nobody touching the puck. **RULING:** Goal. Team A caused the puck to enter its own goal.

**6.16.3 SITUATION A:** Player A1 shoots the puck at the goalkeeper, and the goalkeeper, while in possession of the puck, falls back across the goal line with the puck crossing the goal line. **RULING:** Goal scored.

**6.16.3 SITUATION B:** A puck deflects off an attacking player's skate who is in the act of stopping and the puck goes into the goal. Shall the goal be allowed? **RULING:** Yes. When administering this rule, the puck must be legally propelled by a stick and it is not affected by an inadvertent deflection.

**6.16.5 SITUATION:** The puck is shot by a player on Team A. It deflects off of the shin pad of a teammate and into the opponent's goal cage. **RULING:** The goal is allowed.

**6.17.2 SITUATION A:** Goalkeeper from Team A falls on puck behind the goal line extended. His stick is in the crease, but goalkeeper does not have hold of the stick. **RULING:** Minor penalty. Goalkeeper must have possession of his stick and it must be within the crease.

**6.17.2 SITUATION B:** Goalkeeper A freezes the puck behind the goal while having his stick in hand and the stick in the crease. **RULING:** Stick is part of the goalkeeper's equipment, thus no penalty is assessed.

**6.17.2 SITUATION C:** Goalkeeper hand-passes puck to a teammate in the

defensive zone. **RULING:** No whistle, play is not stopped for a hand-pass completed in the defensive zone. (6-17-2e and 6-18-1)

**6.17.4 SITUATION A:** The goalkeeper leaves his crease and skates beyond the center red line and deflects the puck to a teammate. **RULING:** Penalty minor. Goalkeeper cannot cross center red line while participating in play.

**6.17.4 SITUATION B:** Goalkeeper A goes beyond the center red line to congratulate teammate after scoring a goal. **RULING:** No penalty, but goalkeeper should be reminded to stay at his own end of the rink.

**6.17.5 SITUATION:** After Team A shoots puck on goalkeeper B, who is in crease, goal keeper B traps puck in equipment or catches puck in glove. A1 digs at puck or taps at puck and stick makes contact with goalkeeper B, (a) prior to official's whistle, (b) after official's whistle. **RULING:** (a) and (b) same, no player shall commit any foul against a goalkeeper who is in his crease. (minor or major penalty)

**6.18.1 SITUATION:** Players A1 and A2 are each in their defensive zone when A1 hand passes the puck. A2 receives the puck in the neutral zone. **RULING:** Faceoff at the defensive zone faceoff spot of offending team. The player passing the puck with the hand must do so in his defending zone. The player receiving the puck must do so in his defending zone, even if he was not in that zone when the hand pass originated. (6-18-3)

**6.18.2 SITUATION A:** A1, in the attacking zone, uses the hand to bat the puck in the air. The puck hits B1 in the back and falls to the ice. A2 then plays the puck. There is an immediate whistle. **RULING:** Player B1 did not play the puck and the **Rule 6 2010-11 NFHS Ice Hockey Rules Page 68** play results in a faceoff at a Team A defensive zone faceoff spot.

**6.18.2 SITUATION B:** A1 uses the hand to bat the puck in the air. B1 sticks a leg out and deflects the puck to A2. **RULING:** Continue play. B2's action of sticking out the leg constitutes "playing the puck"; therefore, the hand pass is nullified.

**6.19.1 SITUATION A:** A1 plays the puck with the stick while the puck is over the height of 4 feet. The puck deflects off B1 and A2 plays the puck. **RULING:** Immediate whistle. B1 would have to play the puck for A2 to be eligible.

**6.19.1 SITUATION B:** A1 plays the puck with the stick while the puck is over the height of 4 feet. B1 reaches with the hand and grazes the puck. A2 is the next player to play the puck. **RULING:** Continue play. B1's actions constitute playing the puck.

**6.19.1 SITUATION C:** A player has his stick blade above 4 feet and the puck strikes the butt-end of the stick which is below 4 feet, going into the goal cage. **RULING:** Goal. The intent of this rule is to keep all play of the puck below 4 feet.

**6.19.1 SITUATION D:** A1 shoots the puck from his defensive zone towards the opposite end of the rink. B1 plays the puck above the height of 4 feet in the neutral zone and deflects the puck from the rink. **RULING:** Faceoff will be in the end zone of B1 for playing the puck over the height of 4 feet.

**6.19.3 SITUATION:** A1 and B1 go into a corner in order to obtain possession of the puck. After attempting to obtain possession, puck deflects out of the corner. As A1 and B1 break out of the corner, A1 accidentally taps B1 on the helmet with a stick. The referee then blows the whistle when Team A gets possession of the puck. **RULING:** The referee should assess a minor penalty for high-sticking. There was no intention to strike A1 above the shoulders.

**6.22.1 SITUATION A:** Team A is shorthanded. A1 is in penalty box. A2 sends the puck the length of the ice. Puck crosses both blue lines. Prior to crossing the goal line extended, A1's penalty expires and A1 reenters the ice bringing the teams to equal strength. Puck crosses the goal line extended. **RULING:** No icing.

**6.22.1 SITUATION B:** A1 shoots the puck from his own half of the ice through the neutral zone beyond the opponent's goal line after which it is played by the opposing goalkeeper. **RULING:** Icing, play shall be stopped by the official when the puck crosses the goal line extended.

**6.22.2 SITUATION A:** Team A shoots the puck from its own half of the ice into Team B's defensive zone and the puck passes through the goal crease. **RULING:** Icing – play shall be stopped by the official when the puck crosses the goal line

intended.

**6.22.2 SITUATION B:** A1 shoots the puck from his own half of the ice through the goal line extended. B1 makes an attempt to play the puck but is not able to make contact. **RULING:** Icing shall be called. Icing shall not be nullified when an opposing player makes a reasonable attempt to play the puck but does not make contact.

**6.23.1 SITUATION:** A player not in possession of the puck is intentionally pushed into the attacking zone by an opponent and is in that zone when the puck enters the zone. **RULING:** Offside and minor penalty for interference.

**6.23.2 SITUATION:** Play is moving into the Team A attacking zone. A Team A player in the neutral zone on the opposite side of the ice is restrained by a Team B player. **RULING:** Minor penalty for interference. This is the intent of the rule regarding obstruction.

**6.27.1 SITUATION A:** A1 is in the penalty box serving a minor penalty. A1 leaves the penalty box prior to the time expiring and intervenes in an altercation. **RULING:** Disqualification. Even if A1 didn't intervene in the altercation, the act of leaving the penalty bench during an altercation requires a game disqualification penalty to be assessed.

**NOTE:** This applies to not only fights, but also situations that can be classified as altercations. Players leaving the team or penalty bench is a serious offense, regardless of whether it is a fight or an altercation.

**6.27.1 SITUATION B:** Player A1 is in penalty box serving a minor penalty. A1 leaves penalty box before his time expires during an altercation and does become involved in the altercation. **RULING:** Disqualification. Even though both 6-27-1 and 6-27-2 should be applied to this situation, only 6-27-1 (the more severe penalty) should be applied.

**6.27.2 SITUATION A:** A1 is in penalty box serving a minor penalty. A1 leaves the penalty box before his penalty time expires and participates in play. **RULING:** Minor.

**6.27.2 SITUATION B:** A1 is in the penalty box serving a minor penalty. Team A scores a goal to tie the game. A1 leaves the penalty box to congratulate his teammates, but returns to penalty box before next faceoff. **RULING:** Minor penalty for leaving penalty box during stoppage of play without permission of penalty timekeeper.

**6.27.2 SITUATION C:** Player A1 enters the game illegally from the penalty box because of a timekeeper's error. **RULING:** A1 must return to the penalty box. No additional penalty is assessed, but penalty time is adjusted. If a goal is scored by Team A while A1 is illegally on the ice, goal does not count. (6-16-3i)

**6.27.4 SITUATION:** Team A calls time-out while it has players in the penalty box. Are the players allowed to return to the players' bench during the time-out? **RULING:** No.

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**6.29.1 SITUATION:** A player who is in possession and in control of the puck backs across his attacking blue line, preceding the puck. **RULING:** Onside.

**6.29.2 SITUATION A:** May a defending player carry the puck anywhere in his defending zone with a delayed offside in effect? **RULING:** Yes, as long as he is not being forced deeper into his zone by an attacking player. The intent of the delayed offside rule is to keep play in progress as long as the defending team has a reasonable opportunity to advance the puck out of the defending zone and moves promptly to do so.

**6.29.2 SITUATION B:** During a delayed offside, the only attacking player who was offside turns to go back to the blue line to "tag-up." Before he reaches the blue line, a teammate who was onside skates into his attacking zone. The offside player touches the blue line with one skate. His teammate is about 10 feet into the attacking zone. Is the delayed offside now nullified and are all attacking players eligible to play the puck? **RULING:** No to both questions. At the instant the offside player(s) makes skate contact with the blue line, the attacking zone must be completely clear of all other attacking players.

**6.29.2 SITUATION C:** The only offside attacking player turns immediately and

makes skate contact with the blue line. A teammate is crossing the blue line and has one skate completely across the blue line into the attacking zone and the other skate fully on the blue line and not touching any part of white neutral zone ice. Should the delayed offside be nullified? **RULING:** Yes, even though neither is “clear” of the attacking zone and are both completely in the attacking zone when they contact the blue line, both players are only required to make contact with the blue line, not the neutral zone.

**6.29.2 SITUATION D:** The puck is shot directly on goal by an attacking player in the neutral zone with a teammate in the attacking zone. Should the official allow the play to continue with the delayed offside rule? **RULING:** No. As soon as the official is aware that a defending player will not intercept the puck before it reaches the goal and/or goalkeeper, the official must stop play for an immediate offside infraction. Note: The only time this is an intentional offside is in the rare instance when the player shooting the puck knew that that teammate would not clear the zone prior to the shot and shot the puck on goal anyway.

**6.29.2 SITUATION E:** Is the defending goalkeeper eligible to play the puck on a delayed offside without causing a stoppage of play? **RULING:** Yes, as long as the goalkeeper is not preventing the original pass or shot from entering the goal.

**6.29.2 SITUATION F:** The puck is shot by an attacking player from the neutral zone into a corner with a teammate offside. The offside player continues toward the corner in an obvious attempt to play the loose puck. A defending player is slightly closer to the puck and it appears that he will get to the puck before the attacking player. Should the official continue to delay the offside call? **RULING:**

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No, when one or more offside players decline to turn immediately and go back to the blue line to “tag up” and, instead, continue in pursuit of the puck, play should be stopped immediately.

**6.29.2 SITUATION G:** May a goal ever be allowed during the course of a delayed offside? **RULING:** No, the attacking team caused the puck to enter the end zone illegally; therefore, no goal may be scored while the delayed offside is in effect.

**6.29.2 SITUATION H:** During a delayed offside, the attacking team is allowed to completely clear the attacking zone to nullify the delayed offside infraction. Must all offside players make skate contact with the neutral zone (white part) or the blue line to satisfy this condition? **RULING:** The blue line only. For the purposes of this rule, the offside players in the attacking zone must only make skate contact with the blue line even though, with the puck in the attacking zone, the blue line is considered to be a part of the attacking zone.

**6.29.3 SITUATION A:** A1 shot the puck into the offensive zone with two teammates in deep and well below the tops of the circles. Both players clear the zone with their teammates. The official shall pull the arm down, nullify the delayed offside situation and allow play to continue. **RULING:** Correct. The tops of the circles are no longer a determiner for intentional offside.

**6.29.3 SITUATION B:** During a delayed offside, A1 is in the zone and knows that it is a delayed offside. Instead of clearing the zone, A1 continues skating, causing the puck carrier, B1, to go deeper into the zone. **RULING:** Whistle is blown early enough to prevent any contact. Since A1 knew the actions would result in a stoppage, this is considered intentional offside. The resulting faceoff is at a Team A defensive zone faceoff spot.

**6.29.3 SITUATION C:** During a delayed offside, the puck accidentally hits an offside player while the defending team was attempting to play the puck. **RULING:** Offside is called since there was no apparent action or intent by the offside player to play the puck.

**6.29.3 SITUATION D:** During a delayed offside situation, A1 is in the zone and knows that it is a delayed offside. Regardless, A1 touches the puck. **RULING:** Whistle is blown. Since the player knew the actions would result in a stoppage, this is considered intentional offside. The resulting faceoff is at a Team A defensive zone faceoff spot.

**6.30.2 SITUATION:** A1 steps out of the penalty box in the neutral zone and receives a pass from Team A defensive zone. A1 shoots the puck into an unattended goal. **RULING:** A1 is eligible to play the puck and the goal is allowed.

**6.31.1 SITUATION:** Player A1 takes the puck and skates behind his own net and  
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stands there. He does not make an attempt to advance the puck. **RULING:** Penalty – defensive end zone faceoff for team stalling. A reasonable length of time should be allowed to advance the puck.

**6.31.5 SITUATION:** Team A has committed an infraction (e.g., time penalty, high-sticked puck) in which a stoppage of play is not immediately required. Team B refuses to play the puck. When should the official stop play? **RULING:** As soon as the official feels that neither team is going to take possession of the puck. The faceoff location is determined by the infraction(s).

**6.32.1 SITUATION:** Team A is shorthanded and in an attempt to ice the puck, A1 shoots the puck along the boards where it hits the referee stationed at the blue line and rebounds back into the defensive zone. **RULING:** If the puck hits a referee, play shall not be stopped, regardless of whether a team is shorthanded, unless the puck hits an official and goes directly into the goal net. If the puck crossed the blue line, offside must be called.

**6.36.1 SITUATION:** Official sees that during the warm-up, Team A has no coach on the players' bench. **RULING:** Official orders the team off the ice until a coach or an assistant coach is on the bench.

**6.37.1 SITUATION A:** A delayed penalty is being assessed during the first period. The goalkeeper has been removed from the game and a teammate throws a stick, not in the direction of the puck or the goal. **RULING:** Minor penalty. This is not a penalty shot or awarded goal situation. The action does not prevent a reasonable scoring opportunity, nor does it occur in the last two minutes of the game or during overtime.

**6.37.1 SITUATION B:** A player throws his stick at the puck in his defending zone while the goalkeeper is headed toward the team bench. An imminent and obvious goal is prevented. **RULING:** Penalty shot. In order for an awarded goal to apply, the goalkeeper must have been removed from the ice.

**6.38.1 SITUATION:** When does the "game" officially start and end? **RULING:** The game begins when the teams enter the ice for warm-ups and ends when the teams are off the ice and in their dressing room. Penalties may be assessed anytime during the "game."

**6.38.4 SITUATION A:** Team A does not use their time-out during the game, but calls a time-out in the overtime period. Is this permissible? **RULING:** Yes, an overtime period is an extension of the third period.

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**6.38.4 SITUATION B:** The Team A captain requests a one-minute time-out from the referee. Simultaneously, the Team B captain requests a one-minute time-out from the other referee. Should the time-out be one minute or two minutes in duration? **RULING:** Two minutes, with each team charged with a time-out.

**6.38.4 SITUATION C:** Both teams have made their line changes and the official conducting the faceoff has blown his whistle indicating that the puck is to be dropped. Before the puck is dropped, Team A requests its timeout. Shall the timeout be allowed? **RULING:** Yes. A timeout may be called any time before the puck is dropped.

**6.38.5 SITUATION:** All the electrical power in the arena fails and cannot be rectified in a reasonable amount of time. a) Two periods have not been completed. b) Two periods have been completed. **RULING:** a) Game suspended and then resumed with same rosters from that point unless the state association rules otherwise. b) Game is terminated and score of the game stands unless the state association rules otherwise.

**6.38.6 SITUATION:** With 4:30 left in the first or second period, there is a stoppage of play that will cause a lengthy delay of game. **RULING:** The official should use five minutes as a rule of thumb when deciding to add remaining time to the next period.

**6.39.1 SITUATION:** The third period and overtime end in a tie. Both coaches want to play until one team wins. **RULING:** The game shall be declared a tie in accordance with procedures in 6-39-1.

**6.40.1 SITUATION:** A1 is skating with the puck. B1 slides on the ice, knocking the puck away from A1, but in the process, trips A1. **RULING:** Minor penalty for tripping must be called. Tripping must be called anytime it occurs, regardless of whether or not contact is made with the puck.

**6.40.3 SITUATION:** A player who is about to gain control of the puck in a breakaway situation is fouled from behind, thus eliminating any scoring chance. **RULING:** Minor penalty. For a penalty shot to apply, one criterion is that the player must be in control of the puck.

**6.41.2 SITUATION:** A player has passed the puck towards a teammate, but the puck is not yet being controlled by another player. The player who passed the puck is checked by an opponent. Can the opponent be penalized? **RULING:** If the referee determines that the check was avoidable, a minor or major penalty shall be assessed. Once the player passes the puck, the player is no longer considered in "possession and control" of the puck, even though the player is still in "possession" until the puck is controlled by another player.

**6.41.3 SITUATION** While checking B1, A1 makes intentional contact to the head of B1. **RULING:** Minor.

**6.42.1 SITUATION A:** In a girls ice hockey game, a player from each team is skating hard to get a loose puck. As they both get to the same spot simultaneously, they collide and both fall hard to the ice. **RULING:** As the contact was unintentional with neither player attempting to hit the other, no penalty will be assessed.

**6.42.1 SITUATION B:** In a girls ice hockey game, A1 is skating with the puck into her attacking zone. B1 uses her shoulder to hit A1 and then gains possession of the puck. **RULING:** A minor penalty for body-checking will be assessed to B1.

**6.42.1 SITUATION C:** In a girls ice hockey game, A1 is skating with the puck into her attacking zone. B1 establishes position in front of the forward-skating A1. As a result of B1's actions, body contact is made. **RULING:** Legal play. B1 is allowed to establish position in front of the puck carrier to stop forward progress. Body contact as a result is incidental and accidental.

#### **Page 75 Summary of Penalties**

#### **SUMMARY OF PENALTIES**

#### **Minor Penalty (2 Minutes)**

#### **Rule**

- 6-1-10 Abusive language (non-player)
- 6-15-3 Altercation – players to bench
- 6-41-1,2 Avoidable contact
- 6-1-7 Bench activities of non-players
- 6-4-1 Boarding
- 6-42 Body-checking (girls hockey)
- 6-5-1,2,3 Broken stick
- 2-2-4 Captain/alternate disputes judgment
- 6-6 Charging
- 6-8 Contact to the head
- 6-9-1 Cross-checking
- 6-10-1,2,3,4 Delaying game
- 6-10-3 Displacing cage
- 6-11 Elbowing
- 6-1-6 Entering ice (non-player)
- 6-2 Equipment, adjustment (after warning)
- 3-4-7 Face masks (playing without)
- 6-13-4 Faceoff interference
- 6-13-5 Faceoff violation (second)
- 6-14 Falling on, trapping puck
- 6-17-2 Goalkeeper delay of game

3-4-2,3,4,5,6 Goalkeeper equipment, improper  
6-17-6 Goalkeeper fouled in crease  
3-3-4 Goalkeeper equipment challenge – measures legal  
6-17-5 Goalkeeper illegally checked  
3-3 Goalkeeper, improper or missing equipment  
6-17-4 Goalkeeper, play beyond red line  
6-10-1 Goalkeeper, puck shot out of rink – deliberate  
2-5-4,5 Line change violation (subsequent)  
2-6-3 Goalkeeper substitution  
6-10-5 Helmet/face mask deliberate removal  
3-4-7 Helmet (playing without after dislodged)  
6-19 High sticks  
6-20 Holding  
6-21 Hooking  
6-23 Interference/Obstruction  
6-1-8 Interference with play from bench  
6-11 Kneeing  
**Summary of Penalties Page 76**  
6-14-2 Leaving feet to play puck  
6-27-2 Leaving penalty bench prematurely  
6-5-3 Leaving stick, objects in front of goal  
6-6-3 Physical contact after whistle  
3-1-8 Playing with more than one stick  
6-10-1 Puck leaving rink (intentional)  
6-31-3 Puck not kept in motion  
6-23-3 Preventing possession of player's equipment  
2-3-3 Roster correction  
6-1-13 Shooting puck after whistle  
6-34 Slashing  
6-17-5 Slashing goalkeeper after catching puck  
2-4-2, 3 Start of play  
3-1-6 Stick challenged – measures legal  
3-1-1,2,3,4 Sticks measurement (illegal dimension)  
1-9-3 Student on bench must wear helmet/face mask (captain's choice)  
2-5-1 Substitution upon penalty expiration  
6-37-1 Throwing stick  
2-5-8 Too many players on ice  
6-40 Tripping  
6-41 Unnecessary roughness  
6-1-1,2 Unsportsmanlike conduct  
6-17-6 Waving arms in front of goalkeeper  
6-1-5 Whistle blown by coach or bench personnel  
**Minor Plus Misconduct (2 plus 10 Minutes)**  
6-1-9 Obscene language  
6-7 Checking from behind  
6-10-5 Helmet/face mask removal – goalkeeper (deliberate)  
3-4-7 Helmet/face mask removal – player (deliberate)  
3-1-7 Stick measurement refused  
**Minor Plus Game Misconduct**  
6-1-11 Obscene gesture/ethnic slurs  
**Major Penalty (5 Minutes)**  
6-4 Boarding, flagrant or headfirst  
6-6 Charging, flagrant  
6-8 Contact to the head, flagrant  
6-9-1 Cross-checking, flagrant  
4-6-1 Disqualification  
6-11 Elbowing, flagrant  
**Page 77 Summary of Penalties**  
6-17-5 Goalkeeper, flagrantly fouled  
6-17-6 Goalkeeper fouled in crease  
6-12-1 Grabbing face mask

6-12-2 Head-spearing/head-butting  
6-19 High stick, flagrant, above shoulders (whether or not injury)  
6-11 Kneeing, flagrant  
6-33 Refusing to start play  
6-34 Slashing, flagrant  
6-17-5 Slashing goalkeeper after catching puck, flagrant  
6-40 Tripping, flagrant  
6-41 Unnecessary roughness, flagrant

**Misconduct Penalty (10 Minutes)**

2-2-4 Captain/alternate disputes judgment  
6-1-1 Disrespect to officials  
3-4-1 Recommended equipment violation (after warning)  
3-4-2,3,4,5,6 Required equipment violation (first offense)  
3-4-8 Helmet (wearing on players' or penalty bench)  
3-5-3 Jewelry, wearing of (first offense)  
6-26 Kick shot  
6-1-3 Penalized player not going directly to penalty box  
4-7-8 Player interference with penalty shot  
6-1-4 Referee crease violation  
6-37-2 Throwing stick off ice  
3-4-4 Tooth and mouth protector violation – player  
6-1-1 Unsportsmanlike conduct – player (further disrespect)

**Game Misconduct Penalty**

2-2-4 Disputing judgment (continued)  
6-1-9,10 Disrespect (continued or excessive) – obscene language  
3-4-2,3,5,6 Equipment violation (second offense) – player  
6-24-2 Interference with spectators  
3-5-3 Jewelry, wearing of (second offense)  
6-1-3 Penalized player to penalty box (further refusal)  
6-1-4 Player remains in referee's crease (further disrespect)  
3-2 Skates (after warning)  
6-1-12 Tobacco products, use of  
6-1-1,2 Unsportsmanlike conduct (continued disrespect)  
4-3-4 Incurring two major penalties in same game  
4-5-2 Five penalties to a player in a single game

**Summary of Penalties Page 78**

**Game Disqualification (Includes Major Penalties)**

6-4-2 Boarding, headfirst (violent)  
6-9-2 Butt-ending or attempting to butt-end  
6-6 Charging (flagrant)  
6-7 Checking from behind (flagrant)  
6-7 Checking from behind (headfirst)  
6-8 Contact to the head (flagrant)  
6-15-2 Continuing altercation  
6-3 Deliberate attempt to injure  
6-3 Deliberate injury  
2-2-4 Disputing judgment (continued)  
6-15 Fighting  
6-12-1 Grabbing face mask  
6-12-2 Head-spearing/head-butting  
6-19-4 Intentional high stick above shoulders, flagrant  
6-25 Kicking  
6-27-1 Leaving bench during disturbance  
6-28 Mistreating officials  
6-1-9,10,11 Obscene language/gestures, racial/ethnic slurs (further or after game)  
6-1-3 Penalized player to penalty box (continued disrespect)  
4-6-1 Progressive game suspension  
6-1-4 Referee crease violation (continued)  
6-35 Spearing or attempting to spear  
6-15-2 Subsequent player into altercation  
6-1-1,2 Unsportsmanlike conduct (continued disrespect or after game)

## **Penalty Shot**

6-10-3 Deliberate goal displacement\*

2-5-10 Deliberate illegal substitution

6-40-3 Fouled from behind on breakaway\*

6-10-5 Helmet/face mask removal (deliberate) during breakaway, or last two minutes of play, or during overtime

4-7-8 Interference on penalty shot (retry)

6-5-3 Stick or equipment left on ice to prevent goal

6-37-1 Throwing stick or other equipment\*

6-14-1 Trapping, covering puck in crease

\* Goal may be awarded if illegal actions listed prevented an obvious and imminent goal.

## **Page 79 Summary of Penalties**

### **Misconduct Plus Penalty Shot**

2-5-9 Extra player prevents breakaway

### **Forfeiture Of Match**

4-11 Disruption by disqualified player left on bench

6-33 Refusal to obey referee

6-39-1 Refusal to play overtime period

### **Scoring**

6-16-3 Goal not allowed

For infractions not listed under individual rule headings which call for only a faceoff, refer to Rule 6-13 – “FACEOFFS.”

## **2010-11 NFHS Ice Hockey Rules Page 80**

### **NFHS OFFICIAL ICE HOCKEY SIGNALS**

**BOARDING:** Pounding the closed fist of one hand into the open palm of the other hand.

**BODY-CHECKING (GIRLS HOCKEY):** Non-whistle hand (open) fingers to opposite shoulder.

**BUTT-ENDING:** A crossing motion of the forearms, one moving under the other.

**CHARGING:** Rotating clenched fists around one another in front of chest.

**CHECKING FROM BEHIND:** Placing arm behind the back, elbow bent, forearm parallel to the ice surface.

**CONTACT TO HEAD:** Non-whistle open hand to back of head.

**CROSS-CHECKING:** A single forward and back motion with both fists clenched in front of the chest.

**DELAY OF GAME:** The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.

**DELAYED CALLING OF A PENALTY:** The non-whistle arm is held extended above the head.

**DELAYED OFFSIDE:** The non-whistle arm is held extended above the head and the whistle arm points to the line.

**ELBOWING:** Tapping either elbow with the opposite hand.

**GOAL SCORED:** A single point, with the non-whistle hand, directly at the goal in which the puck legally entered and whistle is blown.

**GRASPING THE FACE MASK:** A single or double motion as if grasping a face mask and pulling it down.

**HIGH-STICKING:** Holding both fists clenched, one immediately above the other, at the height of the forehead.

**HOLDING:** Clasping either wrist with the other hand in front of the chest.

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

**ICING:** Indication of possible icing violation, back official raises the non-whistle arm at a 60-degree angle above horizontal. Front official blows whistle and raises arm. Back official moves to faceoff spot and crosses arms.

**INTERFERENCE:** Crossed arms stationary in front of chest.

**KNEEING:** A single slapping of the right palm to the right knee, keeping both skate blades on the ice.

**MISCONDUCT:** Placing of both hands on hips and pointing to penalized player.

**PENALTY SHOT:** Arms crossed (fists clenched) above the head.

**ROUGHING, FIGHTING, UNNECESSARY ROUGHNESS:** A punching motion with the arm extending from the side,

**SLASHING:** A chopping motion with the edge of one hand across the opposite wrist.

**SLOW WHISTLE:** The non-whistle arm is held extended above head. If play returns to the neutral zone without stoppage of play, the arm is drawn down the instant the puck crosses the line, or as soon as the offending team clears the zone.

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

**TIME-OUT AND UNSPORTSMANLIKE CONDUCT:** Using both hands to form a “T.”

**TRIPPING:** Striking either leg with hand below the knee.

“WASH-OUT”: Both arms swung laterally across the body at shoulder height with palms down means to indicate: 1) Goal disallowed; 2) No icing; or 3) No offside.

## NFHS OFFICIAL ICE HOCKEY SIGNAL CHART

BOARDING BUTTENDING  
DELAY OF  
GAME  
DELAYED  
CALLING OF  
PENALTY  
DELAYED  
OFFSIDES  
HOLDING MISCONDUCT PENALTY  
SHOT  
CONTACT  
TO HEAD  
ROUGHING &  
FIGHTING  
TIME-OUT AND WASH-OUT  
UNSPORTSMANLIKE  
CONDUCT  
SPEARING  
INTERFERENCE  
DELAYED ICING  
ICING  
CHARGING CHECKING  
FROM  
BEHIND  
CROSSCHECKING  
ELBOWING GOAL  
SCORED  
GRASPING  
THE FACE  
MASK  
HIGHSTICKING  
HOOKING KNEEING  
SLASHING TRIPPING  
BODYCHECKING

### Appendix A 2010-11 NFHS Ice Hockey Rules Page 82

# Suggested Guidelines for Management of Concussion

A concussion is a traumatic brain injury that interferes with normal brain function. An athlete does not have to lose consciousness (be “knocked out”) to have suffered a concussion.

#### **Common Symptoms of Concussion Include:**

- headache
- fogginess
- difficulty concentrating
- easily confused
- slowed thought processes
- difficulty with memory
- nausea
- lack of energy, tiredness
- dizziness, poor balance
- blurred vision
- sensitive to light and sounds
- mood changes- irritable, anxious, or tearful

#### **Suggested Concussion Management:**

1. No athlete should return to play (RTP) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional that day.
3. Any athlete with a concussion should be medically cleared by an appropriate healthcare professional prior to resuming participation in any practice or competition.
4. After medical clearance, RTP should follow a step-wise protocol with provisions for delayed RTP based upon return of any signs or symptoms.

For further details please see the “NFHS Suggested Guidelines for Management of Concussion” at [www.nfhs.org](http://www.nfhs.org).

October 2009

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1. Each NFHS sports rules committee is responsible for recommending the official playing rules to the NFHS Board of Directors for adoption. The committee is not responsible for testing or approving playing equipment for use in interscholastic sports. Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the specifications established by the committee. The NFHS urges manufacturers

to work with the various independent testing agencies to ensure the production of safe products. Neither the NFHS nor the applicable NFHS sport rules committee certifies the safety of any sport equipment. Only equipment that meets the dimensions and specifications in the NFHS sport rules may be used in interscholastic competition. While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment, the committee may, from time to time, provide manufacturers with guidance as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede to protect and maintain that integrity.

2. Each NFHS sport rules committee suggests that manufacturers planning innovative changes in sports equipment submit the equipment to the applicable NFHS sport rules committee for review before production.

## Equipment Guidelines

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The risk for blood-borne infectious diseases, such as HIV and Hepatitis B, remains low in sports and too date has not been reported. However, proper precautions are needed to minimize the potential risk of spreading these diseases. In addition to these diseases that can be spread through transmission of bodily fluids only, skin infections that occur due to skin contact with competitors and equipment deserve close oversight, especially considering the emergence of the potentially more serious infection with Methicillin-Resistant Staphylococcus aureus (MRSA). (See position statement on this on NFHS web site and in the third edition of the NFHS Sports Medicine Handbook)

#### Universal Hygiene Protocol for All Sports

- Shower immediately after all competition and practice
- Wash all workout clothing after practice
- Wash personal gear, such as knee pads, periodically
- Don't share towels or personal hygiene products with others
- Refrain from (full body) cosmetic shaving

#### Infectious Skin Diseases

Means of reducing the potential exposure to these agents include:

- Notify guardian, athletic trainer and coach of any lesion before competition or practice. Athlete must have a health-care provider evaluate lesion before returning to competition.
- If an outbreak occurs on a team, especially in a contact sport, consider evaluating other team members for potential spread of the infectious agent.
- Follow NFHS or state/local guidelines on "time until return to competition." Allowance of participation with a covered lesion can occur if in accordance with NFHS, state or local guidelines and is no longer considered contagious.

#### Blood-Borne Infectious Diseases

Means of reducing the potential exposure to these agents include:

- An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition.
- Certified Athletic trainers or caregivers need to wear gloves and take other precautions to prevent blood-splash from contaminating themselves or others.
- Immediately wash contaminated skin or mucous membranes with soap and water.
- Clean all contaminated surfaces and equipment with disinfectant before returning to competition. Be sure to use gloves with cleaning.

Any blood exposure or bites to the skin that break the surface must be reported and evaluated by a medical provider immediately.

For more detailed information, refer to the "Infectious Disease and Blood-borne Pathogens" and "Skin Disorders" sections contained in the NFHS Sports Medicine Handbook.

Revised October 2007

## Communicable Disease and Skin Infection Procedures

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## Coaches Code of Ethics

The function of a coach is to educate students through participation in interscholastic competition. An interscholastic program should be designed to enhance academic achievement and should never interfere with opportunities for academic success. Each student should be treated with the utmost respect and his or her welfare should be considered in decisions by the coach at all times. Accordingly, the following guidelines for coaches have been adopted by the NFHS Board of Directors.

**The coach** shall be aware that he or she has a tremendous influence, for either good or ill, on the education of the student and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

**The coach** shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators, the state high school athletic association, the media, and the public, the coach shall strive to set an example of the highest ethical

and moral conduct.

**The coach** shall take an active role in the prevention of drug, alcohol and tobacco abuse.

**The coach** shall avoid the use of alcohol and tobacco products when in contact with players.

**The coach** shall promote the entire interscholastic program of the school and direct the program in harmony with the total school program.

**The coach** shall master the contest rules and shall teach them to his or her team members.

The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

**The coach** shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with cheerleaders, pep club sponsors, booster clubs, and administrators.

**The coach** shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical.

**The coach** should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.

**The coach** shall not exert pressure on faculty members to give students special consideration.

**The coach** shall not scout opponents by any means other than those adopted by the league and/or state high school athletic association.

## Appendix E 2010-11 NFHS Ice Hockey Rules Page 86

# Officials Code of Ethics

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

**Officials** shall master both the rules of the contest and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.

**Officials** shall work with each other and their state associations in a constructive and cooperative manner.

**Officials** shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

**Officials** shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

**Officials** shall be punctual and professional in the fulfillment of all contractual obligations.

**Officials** shall remain mindful that their conduct influences the respect that studentathletes, coaches and the public hold for the profession.

**Officials** shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

**Officials** shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.

# NFHS PUBLICATIONS

## Prices effective April 1, 2010 — March 31, 2011

Baseball Rules Book .....	\$7.20
Baseball Case Book.....	\$7.20
Baseball Umpires Manual (2011 & 2012).....	\$7.20
Baseball Simplified & Illustrated Rules.....	\$8.95
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NFHS Statisticians' Manual.....	\$6.75
Scorebooks: Baseball-Softball, Basketball, Swimming & Diving, Cross Country, Soccer, Track & Field, Gymnastics, Volleyball, Wrestling and Field Hockey .....	\$11.20
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Volleyball Team Rosters & Lineup Sheets (pads of 100).....	\$7.25
Liberio Tracking Sheet (pads of 50).....	\$7.25
Baseball/Softball Lineup Sheets - 3-Part NCR (sets/100) .....	\$8.75
Wrestling Tournament Match Cards (sets/100) .....	\$7.25
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Competitors Numbers (Track and Gymnastics – Waterproof, nontearable, black numbers and six colors of backgrounds Numbers are 1-1000 sold in sets of 100 .....	\$15.00/set
Lane Numbers (1-8), size 4" x 2 1/2" .....	\$7.25/set
High School Sports Record Book (2009) .....	\$13.20
Court and Field Diagram Guide.....	\$20.20
NFHS Handbook (2009-10) .....	\$9.00
Let's Make It Official .....	\$5.00
Sportsmanship. It's Up to You. Toolkit .....	\$19.95
High School Activities — A Community .....	
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## 2010-11 NFHS ORDER BLANK

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