

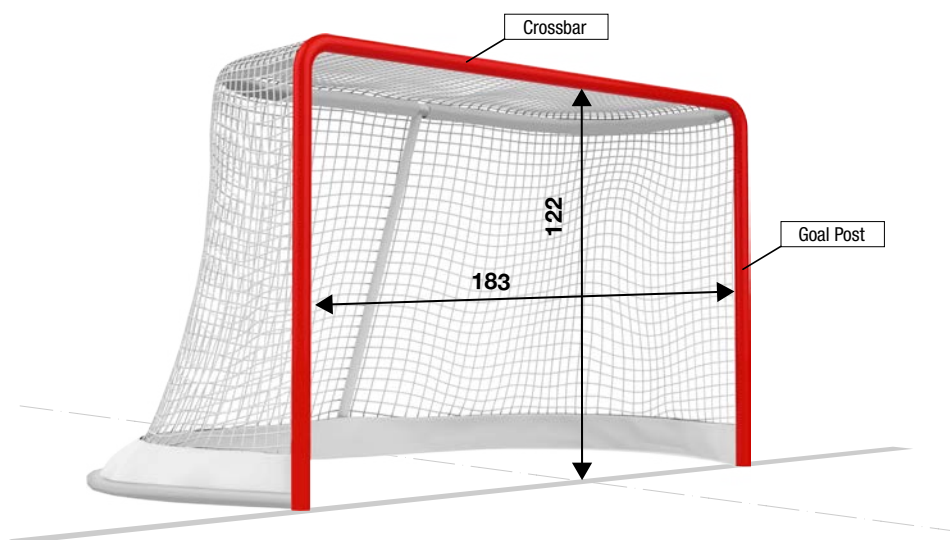
PLAYING AREA

2.2. GOAL NETS

A net of an approved design shall be attached to each Goal frame and made of white nylon cord, which shall be draped in such a manner as to prevent the puck coming to rest on the outside of it yet strung in a manner that will keep the puck in the net. A skirt of heavy white nylon fabric or heavyweight white canvas shall be laced around the base plate of the goal frame in such a way as to protect the Goal net from being cut or broken.

This protective padding must be attached in a manner that will not restrict the puck from completely crossing the Goal Line.

This padding must be set back 15 cm (6 in) from the inside of the Goal post. This skirt shall not project more than 2.5 cm (1 in) above the base plate. The frame of the Goal shall be draped with a nylon mesh net to completely enclose the back of the frame.



RULE 3 BENCHES

3.1. PLAYERS' BENCHES

Each Rink shall be provided with seats or benches for the use by Players of both Teams. The only people allowed on or at the Players' Benches are the dressed Players and not more than eight (8) persons, including Coach and team personnel. Teams must use the same Player's Bench for the duration of a game. The accommodations provided, including benches and doors, must be uniform for both Teams.

The Players' Benches shall be placed immediately alongside the ice as near to the center of the Rink as possible. Two (2) doors for each Players' Bench must be uniform in location and size and as conveniently close to the Dressing Rooms as possible.

Each Players' Bench should be 10 m (33 ft) in length and 1.50 m in width (5 ft) and when situated in the spectator area, shall be separated from the spectators by a Protective Glass to afford the necessary protection for the Players and Team Personnel.

The Players' Benches shall be on the same side of the playing surface opposite the Penalty Box and should be separated by a substantial distance, if possible.

Note: The designated Home Team is entitled to its choice of Players' Bench if not otherwise defined. At IIHF Championships, the respective Player's Benches will be assigned to the respective Teams.

→ For more information refer to Appendix VI – Infographics.

← For more information refer to IIHF Sport Regulations.

PLAYING AREA

3.2. PENALTY BOX

Each Rink must be provided with benches or seats to be known as the “Penalty Box”.

Separate Penalty Boxes shall be provided for each Team and they shall be situated on the opposite sides directly across the ice from their Players' Benches. Teams must use the “Penalty Box” opposite their Players' Bench and must use the same “Penalty Box” for the duration of a game.

Each “Penalty Box” should be at least 4.0 m (13 ft) in length and 1.50 m in width (5 ft) and shall be separated from the spectators by a Protective Glass to afford the necessary protection for the Players.

Each Penalty Box must be of the same size and quality, offering no advantage to either Team in any manner and must have only one door for both entry and exit and must be operated only by the “Penalty Box Attendant”.

Only the Penalty Box Attendant, penalized Skaters, and Game Officials are allowed access to the Penalty Boxes.

→ For more information refer to Appendix VI – Infographics

RULE 4 SIGNAL AND TIMING DEVICES

4.1. SIGNAL DEVICES

Each Rink must be provided with a suitable sound device that will sound automatically at the conclusion of each period of play. Should the sound device fail to sound automatically when time expires, the determining factor as to whether the period has ended shall be the Game Clock.

← For more information refer to IIHF Technology Codes & Regulations.

4.2. TIMING DEVICES

Each Rink shall be provided with some form of electronic game clock for the purpose of keeping the spectators, Players, Team Personnel 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 and the time remaining to be served by penalized Players on each Team.

The game clock is activated by facing-off of the puck by an On-ice Official and shall be stopped by the whistle of an Off-ice Official. Time recording for both game time and penalty time shall show time remaining to be played or served.

The Game Time Clock shall measure the time remaining in tenths ($1/10$) of a second during the last minute of each period.

← For more information refer to IIHF Technology Codes & Regulations