

PHYSICAL FOULS

44.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “clipping” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 44.5 for an additional Game Misconduct Penalty.

44.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “clipping”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

44.5. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty must be assessed anytime a Major Penalty is imposed for “clipping”.

44.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline](#).

RULE 45 ELBOWING

45.1. ELBOWING

Elbowing shall mean the use of an extended elbow to strike / check an opponent in a manner that may or may not cause injury.

45.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence, to a Player guilty of “elbowing” an opponent.

45.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “elbowing” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 45.5 for the criteria for an additional Game Misconduct Penalty.

45.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “elbowing”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

45.5. GAME MISCONDUCT PENALTY

When a Major Penalty is assessed under this rule for a “elbowing” and, in the judgement of the Referee, such foul was likely to injure an opposing Player, a Game Misconduct shall also be assessed.

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45.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 46 FIGHTING

46.1. FIGHTING / FIGHTER – WILLINGNESS TO FIGHT AND CONTINUING TO FIGHT

"Fighting" is not part of international ice hockey's DNA.

Players who willingly participate in a "brawl / fight", so-called "willing combatants", shall be penalized accordingly by the Referee(s) and may be ejected from the game. Further Supplementary Discipline may be imposed.

A "fight" shall be deemed to have occurred when at least one (1) Player punches or attempts to punch an opponent repeatedly or when two (2) Players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants.

Any Player who persists in continuing or attempting to continue a "fight or altercation" after they have been ordered by the Referee to stop, or who resists a Linesperson in the discharge of their duties shall, at the discretion of the Referee, incur at least a Major Penalty ("Fighting") plus a Game Misconduct Penalty (5'+GMP) in addition to any additional penalties imposed.

The Referees are provided very wide latitude in penalties they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the "fight or persisting in continuing the fight". The discretion provided should be exercised rationally.

For Players, Coaches or Team Personnel leaving the Players' Benches or the Penalty Boxes, see → [Rule 70 – Leaving the Players' Bench or Penalty Box.](#)

46.2. ALTERCATION

An "altercation" is a situation involving at least two (2) Players with at least one Player (1) to be penalized.

46.3. INSTIGATOR / INITIATOR

An "Instigator / Initiator" of an "altercation" shall be a Player who by their actions or demeanor demonstrates any/some of the following criteria: distance traveled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game incident; obvious retribution for a previous incident in the game.

A Player who is deemed to be the "Instigator / Initiator" of an "altercation" shall be assessed a Minor Penalty (Instigator / Initiator) plus a Major Penalty ("Fighting") and a Game Misconduct Penalty (2'+5'+GMP).

A Player who is deemed to be both the "Instigator / Initiator" and the "Aggressor" of an "altercation" shall be assessed a Minor Penalty ("Instigator / Initiator") plus a Minor Penalty ("Aggressor") plus a Major Penalty ("Fighting") and Game Misconduct Penalty (2'+2'+5'+GMP).

46.4. AGGRESSOR

The "Aggressor" in an altercation shall be the Player who continues to throw punches in an attempt to inflict punishment on their opponent who is in a defenseless position or who is an "unwilling combatant".

A Player must be deemed the "Aggressor" when they have clearly won the "fight", but they continue throwing and landing punches