

PHYSICAL FOULS

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

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in a further attempt to inflict punishment and/or injury on their opponent who is no longer in a position to defend themselves.

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

A Player who is deemed to be the “Aggressor of an altercation” will have this recorded as an “Aggressor” of an altercation for suspension purposes – refer to Rule 28 Supplementary Discipline.

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

46.5. DANGEROUS PUNCHER – “SUCKER PUNCHER”

Any Player wearing tape or any other material on their hands (below the wrist) who cuts or injures an opponent during an altercation will receive a Match Penalty in addition to any other penalties imposed including for “fighting” under this rule.

A Match Penalty shall be assessed to a Player who punches an unsuspecting or “unwilling combatant / opponent” (i.e., “sucker punch”) and could cause an injury.

46.6. DEFENDER – UNWILLING COMBATANT

A Player who “defends” themselves with a “few punches” against an Aggressor, an Instigator / Initiator or a fighter shall be considered as an “unwilling combatant”. This Player does not want to continue or prolong a “fight” or “let a fight get out of hand” - it is clear to the Referees that this player does not want to “fight” irregularly.

A Player who retaliates to being punched will be assessed at least a Minor Penalty (“Roughing”) or a Major Penalty (“Fighting”, without a Game Misconduct Penalty), if the criteria for “fighting back” with a few punches is not fulfilled.

46.7. THIRD PLAYER IN

A Game Misconduct Penalty, at the discretion of the Referee, shall be imposed on any Player who is the first to intervene (“third Player in”) in an altercation already in progress, except when a Game Misconduct Penalty or Match Penalty is being imposed in the original altercation. This penalty is in addition to any other penalties incurred in the same incident.

This rule also applies to subsequent Players who elect to intervene in the same or other “altercations” during the same stoppage of play. Generally, this rule is applied when a “fight” occurs.

46.8. CLEARING THE AREA OF A FIGHT

When a “fight” occurs, all Players not engaged shall go immediately to the area of their Players’ Bench and in the event the altercation takes place at a Players’ Bench, the Players on the ice from that Team shall go to their Defending Zone.

Goalkeepers shall remain in their Goal Crease, except in the event the altercation takes place in the vicinity of the Goal Crease, and therefore shall obey the directions of the Referee.

Failure to comply can result in penalties incurred for their involvement in and around the area and Disciplinary Measures.

46.9. FIGHTING OTHER THAN DURING THE PERIODS OF THE GAME

Any Teams whose Players become involved in an altercation, other than during the periods of the game, shall be fined automatically in addition to any other appropriate penalties that may be imposed upon the participating Players by Supplementary Discipline or otherwise.

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Players involved in “fighting” other than during the periods of the game shall be assessed a Major Penalty (“Fighting”) and a Game Misconduct (5’+GMP). An “Aggressor” and/ or an “Instigator / Initiator” shall be penalized according to the respective Rule 46.3 and/ or Rule 46.4.

In the case of altercations taking place after the period or game will be reported to the Proper Authorities for further Supplementary Disciplinary action.

Should Players come onto the ice from their Players’ Benches after the period ends and prior to the start of an altercation, they shall not be penalized if they remain in the vicinity of their Players’ Bench and provided, they do not get involved in any altercations.

46.10. FIGHTING PRIOR TO THE DROP OF THE PUCK

Unless this occurs prior to the start of the game or any period, a “fight” that occurs prior to the drop of the puck during the course of normal “face-off”, the altercation shall be penalized as if it occurred during the regular playing time refer to Rule 46.9 – Fighting.

When, in the opinion of the Referee that, specific personnel changes have been made by one or both Teams late in a game and an altercation ensues, the appropriate penalties are to be assessed and the incident reported to the Proper Authorities immediately following the game for review and possible Supplementary Disciplinary actions.

46.11. FIGHTING OFF THE PLAYING SURFACE

A Game Misconduct Penalty shall be imposed on any Player involved in “fighting off the playing surface” or with another Player who is “off the playing surface”. These penalties are in addition to any other time penalties assessed, including the Major Penalty (“Fighting”).

Whenever a Coach or other team personnel becomes involved in an altercation with an opposing Player, Coach or other team personnel on or off the ice, they shall be assessed with a Game Misconduct Penalty and automatically suspended from the game, ordered to the Dressing Room and the matter will be reported to Proper Authorities for Supplementary Disciplinary actions.

46.12. HELMETS

No Player may remove their helmet prior to engaging in a fight. If they should do so, they shall be assessed a Minor Penalty for “Unsportsmanlike Conduct”. Helmets that come off in the course of and resulting from the altercation will not result in a penalty to either Player.

46.13. JERSEYS

A Player who deliberately removes their jersey prior to participating in an altercation or who is clearly wearing a jersey that has been modified and does not conform to → [Rule 9 – Uniforms](#), shall be assessed a Minor Penalty for “Unsportsmanlike Conduct” and a Game Misconduct Penalty. This is in addition to other penalties to be assessed to the participants of an altercation. If the “altercation” never materializes, the Player would receive a Minor Penalty for “Unsportsmanlike Conduct” and a ten-minute (10’) Misconduct Penalty for deliberately removing their jersey.

RULE 47 HEAD-BUTTING

47.1. HEAD-BUTTING

The act of head-butting involves a Player making deliberate contact, or attempting to make contact, with an opponent by leading with their head and/or helmet, whether contact is made or not.