

PHYSICAL FOULS

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.

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47.2. DOUBLE-MINOR PENALTY

The Referee shall, at their discretion, assess a Double-minor Penalty to any Player who attempts to “head-butt” an opponent.

47.3. MAJOR PENALTY

The Referee, at their discretion, shall assess a Major Penalty to a Player guilty who “head-butts” an opponent.

Refer to Rule 47.5 for an additional Game Misconduct Penalty.

47.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “head-butting”. 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.

47.5. GAME MISCONDUCT PENALTY

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

47.6. DISCIPLINARY MEASURES

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

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

RULE 48 ILLEGAL CHECK TO THE HEAD OR NECK

48.1. ILLEGAL CHECK TO THE HEAD OR NECK

There is no clean check to the head or neck. The Player delivering the hit must avoid hitting the opponent’s head or neck.

A hit resulting in contact with an opponent’s head where the head was the main point of contact and such contact to the head was avoidable is not permitted. This rule supersedes all similar actions regarding hits to the head and neck.

When a Player is skating with their head up, whether they are in possession of the puck and may reasonably be expecting impending contact, an opponent does not have the right to hit them on the head or neck.

A Player who delivers a bodycheck to an opponent who is skating with the puck with their head down in the direction of the Player and does not use an upward motion or drive their body up into the opponent, shall not be penalized for an “illegal check to the head”.

A penalty for illegal checking to the head or neck will be assessed if one of the following occurs when a player checks an opponent:

- (I) A Player who directs a hit of any sort, with any part of their body or equipment, to the head or neck of an opposing Player or drives or forces the head of an opposing Player into the protective glass or boards using any part of their upper body.
- (II) A Player who extends and directs any part of their upper body to contact the head or neck of an opponent.
- (III) A Player who extends their body upward or outward in order to reach their opponent or uses any part of the upper body to contact an opponent’s head or neck.
- (IV) A Player who jumps (leaves their skates) to deliver a blow to the head or neck of an opponent.

In determining whether contact with an opponent’s head was avoidable, the circumstances of the hit including the following shall be considered:

- (V) Whether the Player attempted to hit squarely through the opponent’s body and the head was not “picked” as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward. If the