

PHYSICAL FOULS

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

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primary force of a blow is initially to the body area and then contact slides up to the head or neck.

- (VI) Whether the opponent put themselves in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.
- (VII) Whether the opponent materially changed the position of their body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

48.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty to any Player who delivers an “illegal check to the head or neck” of an opponent.

48.3. MAJOR PENALTY

There is no provision for a Major Penalty for this rule.

48.4. GAME MISCONDUCT PENALTY

There is no provision for a Game Misconduct Penalty for this rule.

48.5. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by an “illegal check to the head or neck”. 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.

48.6. DISCIPLINARY MEASURES

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

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

RULE 49 KICKING

49.1. KICKING

The action of a Player deliberately using their skate(s) with a kicking motion to propel the puck or to make contact with an opponent.

49.2. GOALS

Kicking the puck shall be permitted in all zones. A goal cannot be scored by an attacking Player who uses a “distinct kicking motion” to propel the puck into the net with their skate/foot.

A goal cannot be scored by an attacking Player who “kicks” a puck that deflects into the net off any Player or official.

A puck that deflects into the net off an attacking Player’s skate who does not use a “distinct kicking motion” is a legitimate goal.

A puck that is “directed” into the net by an attacking Player’s skate shall be a legitimate goal as long as “no distinct kicking motion” is evident.

The following should clarify deflections following a “kicked puck” that enters the goal:

- (I) A “kicked puck” that “deflects” off the body of any Player of either Team (including the Goalkeeper) shall be ruled “no goal”.