

# GAME FLOW

For violation of this rule, the Referee may, at their discretion impose a Minor Penalty or penalties on the Player(s) whose action(s) caused the “physical contact”.

Nonetheless, this “physical contact” prior to the dropping of the puck shall be deemed as a “face-off” violation and the center will be warned by the Linesperson that the Team has committed a “face-off” violation and any subsequent violation will result in a Bench Minor Penalty for “Delay of Game” - “face-off” violation being assessed.

“Face-off” encroachment may be applied during “face-offs” at any of the nine (9) Face-off Spots on the playing surface. However, since no such lines are painted on the ice at the four (4) Face-off Spots adjacent to the Blue Lines, Linespersons shall use their judgment as to whether or not a violation has occurred. All Players, other than the centers, shall be uniformly back from the “face-off” location similar to being outside the Face-off Circle for “face-offs” in the End Zones.

## 76.7. FACE-OFF PROCEDURE – LINE CHANGES

No substitution of Players shall be permitted until the “face-off” has been completed and play has resumed except when a penalty is imposed which affects the on-ice strength of either Team.

Should an On-ice Official notice that the defending Team has not placed enough Players on the ice for the ensuing “face-off”, the Referee in the Neutral Zone shall be notified and they will instruct the offending Team to place another Player(s) on the ice. If, in the opinion of the Referee that this is being done as a “stalling tactic”, they will issue a warning to the offending Team’s Coach and any subsequent violations shall result in the assessment of a Bench Minor Penalty for “Delay of Game”.

Should an On-ice Official notice that the attacking Team has not placed enough Players on the ice for the ensuing “face-off”, the Linesperson will proceed with conducting the “face-off” in the normal manner. The attacking Team must ensure they put the appropriate number of Players on the ice at all times.

## 76.8. FACE-OFF PROCEDURE – VERIFICATION OF TIME

Any loss of time on the game or penalty clocks due to a false “face-off” or a “face-off” violation must be replaced. The Video Review may be consulted to ensure the time is accurately replaced. The whistle will not be blown by the Official to start play. Playing time will commence from the instant the puck is “faced-off” and will stop when the whistle is blown, or a goal is scored.

## RULE 77 GAME AND INTERMISSION TIMING

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### 77.1. GAME TIMING

The time allowed for a game shall be three (3) twenty-minute (20) periods of actual play with a rest intermission between periods.

### 77.2. INTERMISSION TIMING

Play shall be resumed promptly following each intermission upon the expiration of fifteen (15) minutes or a length of time designated by the IIHF from the completion of play in the preceding period. Timing of the intermission commences after termination of the period.

→ [Rule 34 – Game Timekeeper](#)

For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record length of intermissions.

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## 77.3. DELAYS

If any unusual delay occurs within 10 minutes of the end of the first or second periods, the Referee may order the next regular intermission to be taken immediately.

The balance of the period will be completed on the resumption of play with the Teams defending the same goals after which the Teams will change ends and resume play of the ensuing period without delay.

## RULE 78 GOALS

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### 78.1. GOALS AND ASSISTS

It is the responsibility of the Referees to award goals and report the "goal scorer" and "assists", and their decision in this respect is final, notwithstanding the report of the Referee or any other Game Official.

The Officials Scorekeeper, with the assistance of the Statistic staff will confirm the "goal scorer" and any Player deserving an "assist". This decision is final in this regard and no changes can be made after the conclusion of the game. The use of video replay to verify the proper awarding of a goal or an assist is essential. Such awards shall be made or withheld strictly in accordance with the provisions of this rule. Therefore, it is essential that the Official Scorekeeper be thoroughly familiar with every aspect of this rule; be alerted to observe all actions which could affect the awarding of a goal or assist; and, above all, give or withhold awards with absolute impartiality.

In case of an obvious error in awarding a goal or an assist that has been announced, it should be corrected promptly, but changes should not be made in the official scoring summary after the Referee has signed the game report. The Team scoring the greatest number of goals during the three (3) twenty-minute periods shall be the winner and shall be credited with three (3) points in the standings.

In the event a winner during the Round Robin or Preliminary Round is determined in the Overtime period or the shootout, the winning Team shall be credited with two (2) points in the standings and the losing Team will be credited with one (1) point in the standings.

### 78.2. CREDITING GOALS

A "goal" shall be credited in the scoring records to a Player who shall have propelled the puck into the opponent's goal. Each "goal" shall count one point in the Player's record. Only one point can be credited to any one Player on a goal.

### 78.3. CREDITING ASSISTS

When a Player scores a goal, an "assist" shall be credited to the Player or Players (maximum two) who touch the puck prior to the "goal scorer" provided no defender plays or has "control of the puck" subsequently. Each "assist" shall count one point in the Player's record. Only one point can be credited to any one Player on a goal.

### 78.4. SCORING A GOAL

A goal shall be scored when the puck shall have been put between the Goal Posts by the stick of a Player of the attacking side, from in front and below the crossbar, and entirely across a red line the width of the diameter of the Goal Posts drawn on the ice from one Goal Post to the other with the goal frame in its proper position.

The goal frame shall be considered in its proper position when at least a portion of the flexible peg(s) are still inside both the Goal Post. The flexible pegs could be bent, but as long as at least a portion of the flexible peg(s) are still in the hole in the ice and the Goal Post, the goal frame shall be deemed to be in its proper position. The goal frame could be raised somewhat on one post (or both), but as