

# GAME FLOW

## 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 Posts. 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

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long as the flexible pegs are still in contact with the holes in the ice and the Goal Posts, the goal frame shall not be deemed to be displaced.

A goal shall be scored if the puck is shot into the goal by a Player of the defending side. The Player of the attacking side who last touched the puck shall be credited with the goal, but no assist shall be awarded.

A goal shall be scored if the puck is put into the goal in any other manner by a Player of the defending side. The Player of the attacking side who last touched the puck shall be credited with the goal and assists may be awarded.

If an attacking Player has the puck deflect into the net, off their skate or body, in any manner, the goal shall be allowed. The Player who deflected the puck shall be credited with the goal.

Should a Player legally propel a puck into the Goal Crease of the opponent Team and the puck should become loose and available to another Player of the attacking side, a goal scored on the play shall be legal.

## 78.5. DISALLOWED GOALS

Apparent goals shall be disallowed by the Referee and the appropriate announcement made by the Public Address Announcer for the following reasons:

- (I) When the puck has been directed with any part of their body (excl. skates), batted or thrown into the net by an attacking Player other than with a stick. When this occurs, if it is deemed to be done deliberately, then the decision shall be NO GOAL. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking Player's body into the net → [Rule 78.4 – Scoring a Goal](#).
- (II) When the puck has been kicked using a distinct kicking motion → [Rule 49.2 – Kicking](#).
- (III) When the puck has deflected directly into the net off an official → [Rule 85.4 – Puck Striking Official](#).
- (IV) When a goal has been scored and an ineligible Player is on the ice → [Rule 68.5 – Disallowed Goal](#).
- (V) When an attacking Player has interfered with a Goalkeeper in their Goal Crease → [Rule 69.1 – Interference on the Goalkeeper](#).
- (VI) When the puck has entered the net after making contact with an attacking Player's stick that is above the height of the crossbar. Where the puck makes contact with the stick is the determining factor → [Rule 80.3 – Disallowed Goal](#).
- (VII) When Video Review confirms the scoring of a goal at one end of the ice, any goal scored at the other end on the same play must be disallowed → [Rule 37.2 – Video Review](#).
- (VIII) When a Linesperson reports a Double-minor Penalty for high-sticking, a Major Penalty or a Match Penalty to the Referee following the scoring of a goal by the offending Team, the goal must be disallowed, and the appropriate penalty assessed → [Rule 32.4 – Reporting to Referee](#).
- (IX) When a Goalkeeper has been pushed into the net together with the puck after making a save → [Rule 69.7 – Rebounds and Loose Pucks](#).
- (X) When the net becomes displaced accidentally. The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal → [Rule 78.4 – Scoring a Goal](#).

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- (XI) During the delayed calling of a penalty, the offending Team cannot score unless the non-offending Team shoots the puck into their own net. This shall mean that a deflection off an offending Player or any physical action by an offending Player that may cause the puck to enter the non-offending Team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending Team;
- (XII) When the Referee deems the play has been stopped, even if they have not physically had the opportunity to stop play by blowing their whistle;
- (XIII) Any goal scored, other than as covered by the official rules, shall not be allowed.

## 78.6. COACH'S CHALLENGE INITIATED BY THE IIHF VIDEO REVIEW OPERATIONS

This rule is described under

→ [Rule 38.3 Coach's Challenge](#).

## RULE 79 HAND PASS

### 79.1. HAND PASS

A Player shall be permitted to stop or “bat” a puck in the air with their open hand, or push it along the ice with their hand, and the play shall not be stopped unless, in the opinion of the On-ice Officials, they have directed the puck to a Teammate, or have allowed their Team to gain an advantage, and subsequently possession and control of the puck is obtained by a Player of the offending Team, either directly or deflected off any Player or official. For violations related to “closing their hand on the puck”, refer to Handling Puck:

→ [Rule 67 – Handling Puck](#).

### 79.2. DEFENDING ZONE

Play will not be stopped for any hand pass by Players in their own Defending Zone. The location of the puck when contacted by either the Player making the hand pass or the Player receiving the hand pass shall determine the zone it is in.

### 79.3. FACE-OFF LOCATION

When a hand pass violation has occurred, the ensuing “face-off” shall take place at the nearest Face-off Spot in the zone where the offense occurred, unless the offending Team gains a territorial advantage, then the “face-off” shall be at the nearest Face-off Spot in the zone where the stoppage of play occurred, unless otherwise covered in the rules. When a hand pass violation occurs by a Team in their Attacking Zone, the ensuing “face-off” shall be conducted at one of the Face-off Spots outside the defending Team's Blue Line in the Neutral Zone.

## RULE 80 HIGH-STICKING THE PUCK

### 80.1. HIGH-STICKING THE PUCK

Batting the puck above the normal height of the shoulders with a stick is prohibited. When a puck is struck with a “high stick” and subsequently comes into the “possession and control” of a Player from the offending Team (including the Player who made contact with the puck), either directly or deflected off any Player or official, there shall be a whistle.

When a puck has been contacted by a “high stick”, the play shall be permitted to continue, provided that:

- (I) The puck has been batted to an opponent (when a Player bats the puck to an opponent, the Referee shall give