

GAME FLOW

- (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

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the “washout” signal immediately - otherwise, they will stop the play).

- (II) A Player of the defending side shall bat the puck into their own goal in which case the goal shall be allowed.

Cradling the puck on the blade of the stick (“lacrosse style”) above the normal height of the shoulders shall be prohibited and a stoppage of play shall result. If this is done by a Player on a “Penalty Shot” or Shootout attempt, the shot shall be stopped immediately and considered complete.

→ Rule 60 – High-sticking.

80.2. FACE-OFF LOCATION

When the play is stopped for the “high-sticking the puck” violation, the ensuing “face-off” must take place at the spot that provides the least amount of “territorial advantage” to the Team striking the puck, either where the puck was contacted illegally, or where it was last played by the offending Team.

If the attacking Team is at fault and the play is stopped while the puck is in the Attacking Zone, the ensuing “face-off” must be moved to the nearest Face-off Spot in the Neutral Zone.

80.3. DISALLOWED GOAL

When an attacking Player causes the puck to enter the opponent’s goal by contacting the puck above the height of the crossbar, either directly or deflected off any Player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick.

If the puck makes contact with the stick at or below the level of the crossbar and enters the goal, this goal shall be allowed.

A goal scored as a result of a defending Player striking the puck with their stick carried above the height of the crossbar of the goal frame into their own goal shall be allowed.

RULE 81 ICING

81.1. ICING

For the purpose of this rule, the center red line will divide the ice into halves. Should any Player of a Team, equal or superior in “numerical strength” (power-play) to the opposing Team, shoot, bat or deflect the puck from their own half of the ice beyond the Goal Line of the opposing Team, play shall be stopped.

For the purpose of deflected pucks, this only applies when the puck was originally propelled down the ice by the offending Team.

For the purpose of this rule, the point of last contact with the puck by the Team in possession shall be used to determine whether icing has occurred or not. As such, the Team in possession must “gain the line” in order for the icing to be nullified. “Gaining the line” shall mean that the puck, while on the Player’s stick (not the Player’s skate) must make contact with the center red line in order to nullify a potential icing. For the purpose of interpretation of the rule, there are two judgments required for “icing the puck”.

The Linesperson must first determine that the puck will cross the Goal Line. Once the Linesperson determines that the puck will cross the Goal Line, “icing” is completed upon the determination as to which Player (attacking or defending) would first touch the puck.

This decision by the Linesperson will be made by no later than the instant the first Player reaches the End Zone “face-off” dots with the Player’s skate being the determining factor. Should the puck be shot down the ice in such a manner that it travels around the