

GAME FLOW

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

GAME FLOW

Boards and/or back towards the End Zone “face-off” dots, the same procedure shall be in effect in that the Linesperson shall determine within a similar distance as to who will have touched the puck first. For clarification, the determining factor is which Player would first touch the puck, not which Player would first reach the End Zone “face-off” dots.

If the “race for the puck” is too close to determine by the time the first Player reaches the End Zone “face-off” dots, “icing” shall be called. The puck striking or deflecting off an Official does not automatically nullify a potential “icing”.

If there is no “race” for the puck, icing will be not called until a defending skater crosses its defending blue line and the puck crosses the goal line (not between the goal posts).

81.2. ICING – FACE-OFF LOCATION

Following an “icing”, the attacking Team will have the choice of which End Zone dot the “face-off” will take place.

If, in the opinion of the Referee, the defending side intentionally abstains from playing the puck promptly when they are in a position to do so, they shall stop the play and order the resulting “face-off” on the adjacent corner Face-off Spot nearest the goal of the Team at fault. If the Linesperson shall have erred in calling an “icing the puck” infraction (regardless of whether either Team is “short-handed”), the puck shall be “faced-off” on the Center ice Face-off Spot.

81.3. GOALKEEPER

If, in the opinion of the Linesperson, the Goalkeeper feigns playing the puck, attempts to play the puck, or skates in the direction of the puck on an icing at any time, the “potential icing” shall not be called, and play shall continue.

If, however, a Goalkeeper is legitimately out of the crease in an attempt to go to the Players’ Bench to be substituted for an extra attacker and in no way makes an attempt to play the puck, the “icing” should not be nullified under this section.

If the Goalkeeper is out of their crease prior to the shot being taken, and simply retreats to their crease making no attempt to play the puck or feign playing the puck, the “potential icing” shall remain in effect.

81.4. LINE CHANGE ON ICING

A Team that is in violation of this rule shall not be permitted to make any Player substitutions prior to the ensuing “face-off”.

However, a Team shall be permitted to make a Player substitution to replace a Goalkeeper who had been substituted for an extra attacker, to replace an injured Player, a Player with a broken skate, or when a penalty has been assessed which affects the on-ice strength of either Team. The determination of Players on ice will be made when the puck leaves the offending Player’s stick.

81.5. NO ICING

When the puck is shot and rebounds from the body or stick of an opponent in their own half of the ice so as to cross the Goal Line of the Player shooting, it shall not be considered “icing”.

When a puck is shot by a Team from their own half of the ice and is deflected several times before crossing the center red line, icing shall be nullified if at least one of these deflections was off an opposing Player. If the puck shall go beyond the Goal Line in the opposite half of the ice directly from either of the Players while facing-off, it shall not be considered a violation of this rule.

If, in the opinion of the Linesperson, any Player (other than the Goalkeeper) of the opposing Team is able to play the puck before it passes their Goal Line, but has not done so, play shall continue and the “icing” violation shall not be called.

This includes the situation whereby the opposing Team, while in the process of making Player substitutions during the play, are able

GAME FLOW

to play the puck, but choose not to do so to avoid being called for “too many Players on the ice”. “Icing” should not be called.

If the puck touches any part of a Player of the opposing side, including their skates or their stick, or if it touches any part of the opposing Team’s Goalkeeper, including their skates or their stick, at any time before or after crossing the Goal Line, it shall not be considered “icing”.

If a Goalkeeper takes any action to dislodge the puck from the back of the net, “icing” shall not be called.

81.6. ICING – NUMERICAL STRENGTH

If the puck was so shot by a Player of a side below the numerical strength of the opposing Team, play shall continue, and the “icing” violation shall not be called.

When a Team is “short-handed” as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an “icing” shall be determined at the instant the penalty expires. Should the puck be released from the stick of the Player shooting the puck down the ice prior to the penalty expiring, the “icing” infraction shall not apply. The action of the penalized Player remaining in the Penalty Box will not alter the ruling.

→ [Rule 20.3 – Major Penalties.](#)

RULE 82 LINE CHANGES

82.1. LINE CHANGE

Following the stoppage of play, the visiting Team shall promptly place a line-up on the ice ready for play and no substitution shall be made from that time until play has been resumed.

The Home Team may then make any desired substitution, except in cases following an “icing”, which does not result in the delay of the game. “Placing a line-up on the ice” shall mean that both Teams shall place the full complement of Players (and not exceed) to which they are entitled within the line change time frame.

If there is any undue delay by either Team in changing Players, the Referee shall order the offending Team or Teams to take their positions immediately and not permit any further Player changes.

When a substitution has been made under the above rule, no additional substitution may be made until play commences. Once the line change procedure has been completed, no additional Player substitutions shall be permitted until the “face-off” has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the “on-ice strength” of either or both Teams. This may include penalties imposed following the completion of the line change and prior to the “face-off”, or due to a penalty assessed for a “face-off” violation – refer to Rule 82.2 – Line Change - Procedure.

A Team that is in violation of → [Rule 63.8 – Delaying the Game](#) or → [Rule 81 – Icing](#), shall not be permitted to make any Player substitutions prior to the ensuing “face-off”. However, a Team shall be permitted to make a Player substitution to replace a Goalkeeper who had been substituted for an extra attacker, to replace an injured Player, or when a penalty has been assessed which affects the “on-ice strength” of either Team. The determination of Players on ice will be made when the puck leaves the offending Player’s stick.

Goalkeepers’ substitution during a game will be conducted within the same time frame as a regular line change. No extra time will be allotted to the Goalkeeper coming off the bench, except in the case where an injury to a Goalkeeper occurs.