

GAME FLOW

During the play, if a Player wishes to retire from the ice and be replaced by a substitute, they must do so at the Players' Bench and not through any other exit leading from the Rink. This is not a legal Player change and therefore when a violation occurs, a Bench Minor Penalty shall be imposed.

RULE 83 OFF-SIDE

83.1. OFF-SIDE

Players of the attacking Team must not precede the puck into the Attacking Zone.

The position of the Player's skates and not that of their stick shall be the determining factor in all instances in deciding an "off-side". A Player is "off-side" when both skates are completely over the leading edge of the Blue Line involved in the play.

A Player is on-side when either of their skates are in contact with the Blue Line, or on their "own side" of the line, at the instant the puck completely crosses the leading edge of the Blue Line. On their "own side" of the line shall be defined by a "plane" of the Blue Line which shall extend from the leading edge of the Blue Line upwards. If a Player's skate has yet to "break the plane" prior to the puck completely crossing the leading edge, they are deemed to be "on-side" for the purpose of the "off-side" rule.

A Player controlling the puck who shall cross the line ahead of the puck shall not be considered "off-side," provided they have "possession and control" of the puck prior to their skates crossing the leading edge of the Blue Line.

It should be noted that while the position of the Player's skates is what determines whether a Player is "off-side," nevertheless the question of an "off-side" never arises until the puck has completely crossed the leading edge of the Blue Line at which time the decision is to be made.

If a Player legally carries, passes, or plays the puck back into their own Defending Zone while a Player of the opposing Team is in such Defending Zone, the "off-side" shall be ignored, and play permitted to continue.

83.2. OFF-SIDE – DEFLECTIONS / REBOUNDS

For the purposes of this section, it is stipulated that an attacking Player has preceded the puck into the Attacking Zone.

When a defending Player propels the puck out of their Defending Zone and the puck clearly rebounds off a defending Player in the Neutral Zone back into the Defending Zone, all attacking Players are eligible to play the puck. However, any action by an attacking Player that causes a "deflection/rebound" off a defending Player in the Neutral Zone back into the Defending Zone (i.e. stick check, body check, physical contact), a "Delayed Off-side" shall be signaled by the Linesperson.

A puck that deflects back into the Defending Zone off an Official who is in the Neutral Zone will be "off-side" (or "Delayed Off-side", as appropriate).

A puck which deflects off an attacking Player outside the Blue Line into the Attacking Zone, regardless of who originally propelled it or where it was propelled from, shall be ruled "off-side" or "Delayed Off-side", as appropriate.

A puck which is propelled by the attacking Team and deflects off any Player into the Attacking Zone shall be ruled "off-side" or "Delayed Off-side", as appropriate.

83.3. DELAYED OFF-SIDE

A situation where an attacking Player (or Players) has (have) preceded the puck across the attacking Blue Line, but the defending Team is in a position to bring the puck back out of its Defending Zone without any delay or contact with an attacking Player or the

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attacking Players are in the process of clearing the Attacking Zone. If an “off-side” call is delayed, the Linesperson shall drop their arm to nullify the “off-side” violation and allow play to continue if:

- (I) All Players of the offending Team clear the zone at the same instant (skate contact with the Blue Line, “3D” judgement is not used in this situation) permitting the attacking Players to re-enter the Attacking Zone, or
- (II) the defending Team passes or carries the puck into the Neutral Zone.

If, during the course of the “Delayed Off-side”, any member of the attacking Team touches the puck, attempts to “gain possession of a loose puck”, forces the defending puck carrier further back into their own zone, or who is about to make physical contact with the defending puck carrier, the Linesperson shall stop play for the “off-side” violation.

If, during a “Delayed Off-side”, an attacking Player in the Attacking Zone elects to proceed to their Players’ Bench (which extends into the Attacking Zone) to be replaced by a Teammate, they shall be considered to have cleared the zone when both skates are off the ice and the Linesperson judges them to have left the playing surface. If their replacement comes onto the ice in the Attacking Zone, while the “Delayed Off-side” is still in effect, they too must clear the Attacking Zone. Once all attacking Players have cleared the Attacking Zone and the Linesperson have lowered their arm for the “Delayed Off-side”, all attacking Players may legally enter the Attacking Zone and pursue the puck.

83.4. DISALLOWED GOAL – OFF-SIDE

If the puck is shot into the Attacking Zone creating a “Delayed Off-side”, the play shall be allowed to continue under the normal “clearing-the-zone” rules. Should the puck, as a result of this shot, enter the defending Team’s goal, either directly or off the Goalkeeper, a Player, the Boards, the glass, a piece of equipment or an official on the ice, the goal shall be disallowed as the original shot was “off-side”. The fact that the attacking Team may have “cleared the zone” prior to the puck entering the goal has no bearing on this ruling. The “face-off” will be conducted at the Face-off Spot in the zone closest to the point of origin of the shot that gives the offending Team the least amount of “territorial advantage”.

The only way an attacking Team can score a goal on a “Delayed Off-side” situation is if the defending Team shoots or puts the puck into their own net without action or contact by the offending Team.

Other than in situations involving a “Delayed Off-side” and the puck entering the goal or a successful Coach’s Challenge, no goal can be disallowed after the fact for an “off-side” violation, except for the human factor involved in blowing the whistle.

→ [Rule 38 – Coach’s Challenge.](#)

83.5. COACH’S CHALLENGE – OFF-SIDE

→ [Rule 38 – Coach’s Challenge.](#)

83.6. FACE-OFF LOCATION – OFF-SIDE

For violation of this rule, the play is stopped and the puck shall be “faced-off” in the Neutral Zone at the Face-off Spot nearest the Attacking Zone of the offending Team when the violation occurs as a result of the attacking Team carrying the puck over the attacking Blue Line, or from the Face-off Spot in the zone closest to the point of origin of the shot or pass (even if deflected off an attacking or defending Player or an official).

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For every “Delayed Off-side” situation, including an “intentional off-side”, the Linesperson will raise their non-whistle arm. They will allow play to continue and, if a stoppage of play occurs, there will be four possible “face-off” locations:

- (I) If carried over the Blue Line – “face-off” outside the Blue Line.
- (II) If shot into the Attacking Zone (or errant pass) – nearest Face-off Spot in the zone from which the pass or shot originated that gives the offending Team the least amount of “territorial advantage” (even if deflected off an attacking or defending Player or an official).
- (III) If the defending Player is pressured or about to be checked by an attacking Player – nearest Face-off Spot in the zone from which the pass or shot originated that gives the offending Team the least amount of “territorial advantage” (even if deflected off an attacking or defending Player or an official).
- (IV) If deemed to be an “intentional off-side” – Face-off Spot in the offending Team’s End Zone.

When the Linesperson signals a “Delayed Off-side” and a defending Player shoots the puck which goes over the Protection Glass and out of play, the ensuing “face-off” shall be conducted at one of the Defending Zone End Zone Face-off Spots and the defending Player would be assessed a Minor Penalty.

→ **Rule 63 – Delaying the Game.**

When the Linesperson signals a “Delayed Off-side” and the original shot deflects off a defending Player and out of play, the ensuing “face-off” shall take place at the nearest Face-off Spot in the zone from where the puck was shot.

When the defending Team is about to be penalized in the Defending Zone and the Linesperson has a “Delayed Off-side” signaled against the attacking Team on the same play, the ensuing “face-off” shall be conducted at one of the Defending Zone End Zone Face-off Spots.

83.7. INTENTIONAL OFF-SIDE

An “intentional off-side” is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either Team is “short-handed”.

If, while an “off-side call is delayed”, a Player of the offending Team deliberately touches the puck to create a stoppage of play, the Linesperson will signal an “intentional off-side”.

If, in the judgement of the Linesperson, the attacking Player(s) are making an effort to exit the Attacking Zone and are in close proximity to the Blue Line at the time the puck is shot into the zone, the play will not be deemed to be an “intentional off-side”.

RULE 84 OVERTIME OPERATIONS

84.1. OVERTIME OPERATIONS – ROUND ROBIN OR PRELIMINARY ROUND GAME

If at the end of the three (3) regular twenty (20) minutes periods in a single Round Robin IIHF Championship or the Preliminary Round of a top category IIHF Championship, the two (2) playing Teams are tied, the Teams will then play a “sudden death” Overtime period of not more than five (5) minutes with the Team scoring first declared the winner.

The Overtime period shall be played with each Team at a numerical strength of three (3) Skaters and one (1) Goalkeeper.

The Overtime period will commence following a three-minute (3) intermission during which time a “shoveling” of the ice surface by arena personnel will be performed utilizing the same procedure as during “television commercial breaks”. Once the intermission has been completed, the clock will be reset to 5:00 minutes and the Overtime period will begin immediately. Teams will not change ends.