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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.

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The players will remain at their respective Players' Benches during the 3-minute (3) intermission in which the "shoveling" of the ice surface takes place. Goalkeepers must go to their respective Players' Benches during this rest period, however, penalized Players must remain in the Penalty Box. Should a penalized Player exit the Penalty Box, they shall be returned immediately by the Game Officials with no additional penalty being assessed, unless they commit an infraction of any other rule. Teams are not permitted to return to the Dressing Room during this time. Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations

84.2. OVERTIME – ROUND ROBIN OR PRELIMINARY ROUND GAME – EXTRA ATTACKER

A Team shall be allowed to pull its Goalkeeper in favor of an additional Skater in the Overtime period.

84.3. OVERTIME – ROUND ROBIN OR PRELIMINARY ROUND GAME – PENALTIES

When regulation time ends, and the Teams are 5 on 3, teams will start the Overtime period with 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 3 on 3, as appropriate.

When regulation time ends, and Teams are 4 on 4 Teams will start Overtime 3 on 3. Once Player strength reaches 4 on 4, at the next stoppage Player strength is adjusted to 3 on 3 as appropriate. If at the end of regulation time Teams are 3 on 3, Overtime starts 3 on 3. Once Player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 as appropriate. If both Teams are penalized with Minor Penalties at the same stoppage of play prior to the start of the overtime (with no other penalties in effect), Teams will start overtime playing 3 on 3 and both penalties being taken of the penalty clock.

At no time will a Team have less than three (3) Players on the ice. This may require a fourth (4th) and/or fifth (5th) Skater to be added in the event penalties are assessed. If a Team is penalized in Overtime, Teams play 4 on 3.

If both Teams are penalized with Minor Penalties at the same stoppage of play (with no other penalties in effect), Teams will continue to play 3 on 3. In Overtime, if a team is penalized such that a two-man (2) advantage is called for, then the offending Team will remain at three (3) Skaters while the non-offending Team will be permitted five (5) Skaters. At the first stoppage of play after the two-man (2) advantage is no longer in effect, the "numerical strength" of the Teams will revert back to 4 on 3 or 3 on 3, as appropriate.

Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations

→ For more information refer to Appendix IV – Tables Overview – Table 18.

84.4. "PENALTY SHOT" SHOOTOUT PROCEDURE – ROUND ROBIN OR PRELIMINARY ROUND GAME

If following the completion of regulation time in any IIHF Championship game and the score of the game is tied, the Teams will then play an Overtime period with a maximum duration and number of players as specified in the IIHF Sport Regulations with the Team scoring first declared the winner.

If no goal is scored in the Overtime period, then the IIHF Penalty Shot Shootout Procedure will apply. The following procedure will be utilized:

- (I) Shots will be taken at both ends of the ice surface. The fourteen (14) meter wide longitudinal center section of the Rink, between the Face-off Spots in the Neutral and End Zones, will be dry-scraped by the ice-resurfacing machine prior to the Penalty Shot Shootout during the time required to organize the program accordingly.
- (II) The procedure will begin with five (5) different shooters from each Team taking alternate shots. The Skaters do not need

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to be named beforehand. Eligible to participate in the “Penalty Shot” Shootout will be all Players from both Teams listed on the Official Game Sheet except as specified in article 3 below.

- (III) Any Skater whose penalty had not been completed when the Overtime period ended is not eligible to be one of the Players selected to take the shots and must remain in the Penalty Box or in the Dressing Room. Also, Players serving penalties assessed during the “Penalty Shot” Shootout must remain in the Penalty Box or in the Dressing Room until the end of the procedure.
- (IV) The Referee will call the two Captains to the On-ice Officials’ Crease and flip a coin to determine which Team takes the first shot. The winner of the coin toss will have the choice whether their Team will shoot first or second.
- (V) The Goalkeepers shall defend the same goal as in the Overtime period and remain in the goal when their own team is taking a shot.
- (VI) The Goalkeepers from each Team may be changed after each shot.
- (VII) The shots will be taken in accordance with → [Rule 24 – Penalty Shot](#)
- (VIII) The Players of both Teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- (IX) If the score is still tied after all shots are taken by each Team, the procedure shall continue with a “tiebreak shoot-out”, using the same or new Players. The Team that shot second in the first five Penalty Shot will start first in the “tie-break shots”. The game shall be finished as soon as a duel of two Players brings the decisive result. The same Player can be used for each shot by a Team in the “tie-break shoot-out”.
- (X) The Official Scorekeeper will record all shots taken, indicating the Players and goals scored.
- (XI) Only the decisive goal will count in the result of the game. It shall be credited to the Team that scored the goal and charged against the Team that was scored upon.
- (XII) If a Team declines to participate in the “Penalty Shot” Shootout, the game will be declared as a loss for that Team and the other Team will be awarded 3 points for a win. If a Player declines to take a shot it will be declared “no score” for their Team.

Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations.

84.5. OVERTIME OPERATIONS AND PENALTY SHOOTOUT PROCEDURES – PLAYOFF GAMES AND MEDAL GAMES

Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations.

RULE 85 PUCK OUT OF BOUNDS

85.1. PUCK OUT OF BOUNDS

When a puck goes outside the playing area at either end or either side of the Rink, strikes any obstacles above the playing surface other than the Boards or Protective Glass, causes the glass, lighting, timing device or the supports to break, it shall be “faced-off” at