

GAME FLOW

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

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the nearest Face-off Spot in the zone from where it was shot or deflected out of play.

Should the On-ice Officials rule that the shot or deflection that caused the puck to go out of play originated from the neutral or Defending Zones, the resulting “face-off” location shall be the nearest Face-off Spot closest to the origin of the shot or deflection that gives the offending Team the least amount of “territorial advantage”.

If the puck comes to rest on top of the Boards surrounding the playing area, it shall be considered to be in play and may be played legally by hand or stick.

When the puck goes outside the playing area directly off the “face-off”, regardless as to which Player may have last contacted the puck, the “face-off” shall remain in the same spot and no penalty will be assessed to either Team for delaying the game.

When the puck is shot and it makes contact with the gloves or the body of a Player hanging over the Players’ Bench, or if the puck enters the Players’ Bench through an open bench door, the “face-off” shall take place at the nearest Face-off Spot in the zone from where the puck was shot, however, if the puck hits an opposing Player’s glove or body that is hanging over the opposing Team’s Players’ Bench or enters the opposing Team’s Players’ Bench through an open bench door, the “face-off” shall take place in the Neutral Zone adjacent to the opponent’s Players’ Bench.

Should the puck strike the curved glass located at the end of either Players’ Bench, play shall be stopped when observed by any of the On-ice Officials. The ensuing “face-off” shall be determined as if the puck went outside the playing area.

Should the puck strike the spectator netting at the ends and the corners of the arena, play shall be stopped, and the ensuing “face-off” shall be determined as if the puck went outside the playing area. Players must not stop playing the game until they hear the whistle to do so.

85.2. PUCK UNPLAYABLE

When the puck becomes lodged in the netting on the outside of either goal so as to make it “unplayable”, or if it is “frozen” between opposing Players intentionally or otherwise, the Referee shall stop the play.

The puck may be played off the goal netting by either Team. However, should the puck remain on the goal netting for more than three (3) seconds, play shall be stopped.

Should the Goalkeeper use their stick or glove to “freeze” the puck on the back of the net or should a defending Player shield an attacking Player from playing the puck off the back of the net, the “face-off” shall take place at one of the Face-off Spots in the Defending Zone.

Should the puck go under the goal either from behind or the side, or through the mesh from behind or the side, if this is witnessed by an On-ice Official, play should be stopped immediately, and the ensuing “face-off” should take place at the nearest Face-off Spot in the zone nearest to the location where the play was stopped.

85.3. PUCK OUT OF SIGHT

Should a scramble take place, or a Player accidentally fall on the puck and the puck be out of sight of the Referee, they shall immediately blow their whistle and stop the play. The puck shall then be “faced-off” at the nearest Face-off Spot in the zone where the play was stopped unless otherwise provided for in the rules.

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85.4. PUCK STRIKING OFFICIAL

Play shall not be stopped if the puck touches an On-ice Official anywhere on the Rink, regardless of whether a Team is “short-handed” or not. A puck that deflects back into the Defending Zone off an On-ice Official who is in the Neutral Zone, will be deemed to be “off-side”.

→ [Rule 83 – Off-side.](#)

The puck striking or deflecting off an On-ice Official does not automatically nullify a “potential icing”.

When a puck deflects off an On-ice Official and goes out of play, the ensuing “face-off” will take place at the Face-off Spot in the zone nearest to where the puck deflected off the Official. If a goal is scored as a result of being deflected directly into the net off an On-ice Official, the goal shall not be allowed.

85.5. FACE-OFF LOCATION

Should any Player cause the puck to go out of play or become “unplayable” in any zone, the “face-off” shall take place at the Face-off Spot in the zone from which the puck was shot. If deflected out of play, at the nearest Face-off Spot in the zone where it deflected out of play. If this stoppage is caused by an attacking player in the attacking zone, the face-off will take place at the closest face-off spot in the attacking zone (if the player did not make an infraction as per → [Rule 63 – delaying the game](#))

If the zone happens to be the Neutral Zone, the Face-off Spot selected shall be the one that gives the offending Team the least amount of “territorial advantage”.

For a puck that is “unplayable” due to being lodged in the netting or as a result of it being “frozen” between opposing Players, the resulting “face-off” shall be at either of the adjacent Face-off Spots or at the nearest Face-off Spot in the zone from which the puck was shot, unless otherwise covered in these rules.

If the attacking Team shoots the puck into the zone and a “Delayed Off-side” is indicated, or if the attacking Team commits a game flow infraction such as contacting the puck with a “high-stick” or “batting the puck with a glove” (causing a stoppage of play), the ensuing “face-off” shall be in the Neutral Zone outside the offending Team’s Attacking Zone.

85.6. MINOR PENALTY

A Minor Penalty for “Delay of Game” shall be imposed on a Goalkeeper who “deliberately” drops the puck on the goal netting to cause a stoppage of play.

→ [Rule 67.3 – Handling the Puck.](#)

85.7. VERIFICATION OF TIME

This rule is identically described under → [Rule 37.8 – Video Review to verify time on clock](#)

RULE 86 START OF GAME AND PERIODS

86.1. START OF GAME AND PERIODS

In game facilities during IIHF Championship events where the participating Teams enter and depart the ice surface using the same common door and hallway system, the procedure is proposed to ensure that the Teams enter and depart the ice surface in an orderly fashion and without incident.

The game clock will be the only timing device used in the timing of all activities including the “pre-game warm-up”, the period intermissions and the actual game itself.