

EQUIPMENT

RULE 9 UNIFORMS

9.1. TEAM UNIFORM

All Players of each Team shall be dressed uniformly with an approved design and color of their helmets, jerseys, short pants, and socks.

All jerseys of a Team must be of the same design, including logo on the front, numbers on the sleeves and back, and nameplate on the back. The dominant color of the uniform must cover approximately 80 % of the jersey and socks, excluding names and numbers. If, in the opinion of the Referee, the uniform colors of the competing Teams are too similar and there is a possibility of misidentifying Players, it is the responsibility of the Home Team to change its jerseys.

All Players on a Team must wear the same uniforms and jersey numbers in the on-ice warm-up as during the game. Altered uniforms of any kind, i.e. Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted. Any Player not complying with this rule shall not be permitted to participate in the game – refer to Rule 9.5. – Protective Equipment.

Altered uniforms of any kind, i.e. Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted. Any Player not complying with this rule shall not be permitted to participate in the game. Players are not allowed to change or exchange jersey numbers once the game has started. They must wear the same number for the game's entirety and throughout entire competition.

As an exception to this rule, when a Player's jersey becomes stained with blood or becomes badly torn during a game, they may be required by an On-ice Official to leave the ice and change into a designated jersey with another number and without a nameplate.

Each Team shall design and wear distinctive and contrasting uniforms for their home and away games, no parts of which shall be interchangeable except the pants. Any concerns regarding a Player's uniform (including the Goalkeeper) shall be reported by the Referee to the Proper Authorities. All Player pants must be worn in a uniform fashion by all Players. The pants must be one consistent color around and throughout the leg of the pant. Pant legs are not to be ripped, cut, or torn in the leg / thigh area.

Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any part of the uniform.

← For more information refer to IIHF Sport Regulations.

9.2. NUMBERS AND NAMEPLATES

Each Player listed in the line-up of each Team shall wear an individual identifying number that is 25 - 30 cm (10 - 12 in) high on the back of the jersey and 10 cm (4 in) high on both sleeves. Numbers are limited to whole numbers from 1 to 99. Jersey numbers such as 00, ½ (fractions), .05 (decimals), 101 (three digit) are not permitted.

In addition, each Player shall wear their surname in full, in block letters 10 cm (4 in) high, across the back of their jersey at shoulder height, in block capital Roman letters of a font approved by the IIHF prior to the game or competition.

A Player whose hair is long enough to obscure the nameplate or number on the back of the jersey must fashion it in a ponytail or tuck the hair under the helmet.

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9.3. SKATER'S JERSEY

Players who do not comply with these rules are not allowed to participate in the game. Goalkeeper's Jersey- refer to Rule 9.4.

Jerseys must not extend lengthwise past the end of the pants, and the sleeves must not extend past the fingers of the glove.

No inserts or additions are to be added to the standard Players' jersey as produced by the manufacturer. Modifications at the manufacturer are not allowed unless approved in advance by the IIHF.

Jerseys must be worn completely outside of the pants and must be properly fastened to the pants at all times with tie-down straps. If any Player on that Team fails to comply after a warning, a Minor Penalty will be assessed.

→ **Rule 63 – Delaying the Game.**

← **For additional information, refer to IIHF Sport Regulations.**

9.4. GOALKEEPER'S JERSEY

Goalkeepers who do not comply with these rules are not allowed to participate in the game. Jerseys are not to be excessively oversized. No inserts or additions are to be added to the standard Goalkeeper's jersey as produced by the manufacturer. Modifications at the manufacturer are not allowed unless approved in advance by the IIHF. No "tying down" of the jersey is allowed at the wrists if it creates a tension across the jersey allowing for a "webbing effect" which is not permitted. No other tie downs are allowed that create a "webbing effect". The length of a jersey is illegal if it covers any area between the Goalkeeper's legs.

← **For additional information refer to IIHF Sport Regulations.**

9.5. PROTECTIVE EQUIPMENT

Equipment must conform to safety standards and be used only to protect Players, not to enhance or improve playing ability or to cause injury to an opponent.

All protective equipment, except gloves, headgear, mouthguards, neck-/throat protection and Goalkeepers' leg guards must be worn under the uniform. The complete protective equipment must be worn during the game and during "pre-game warm-up".

Should it be brought to the attention of the Referee that a Player is wearing, for example, an elbow pad that is not covered by their jersey, they shall instruct the Player to cover up the pad. A second violation by the same Player would result in a Minor Penalty being assessed.

Whenever it is deemed by the Referee that a Player is wearing any equipment that does not meet with the IIHF regulations, they shall instruct the Player to change or remove the piece of equipment.

The corresponding Player and their Team will be warned by the Referee to adjust the equipment accordingly. After the warning, all Players on that Team wearing such equipment shall be penalized in accordance with Rule 12 – Illegal Equipment.

If the Player refuses, they shall be assessed a Minor Penalty for "Delay of Game" and if they return to the ice without making the change, they shall be issued a Misconduct Penalty. Should this happen a third time, the Player shall be issued a Game Misconduct Penalty.

9.6. HELMETS

All Players shall wear a helmet of design, material and construction approved for ice hockey, with a chin strap always properly fastened, including during "pre-game warm-up", participating in the game, either on the playing surface or the Players' Benches or Penalty Boxes. The helmet should be attached in such a way that it cannot fall off. If it falls off and has not been removed by an opponent Player, it has not been attached correctly.

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A Player on the ice whose helmet comes off during play has to exit the playing surface immediately.

A player on the ice whose helmet comes off during play is not allowed to retrieve and put their helmet back on their head – for this they have to proceed to their Players' Bench and exit the playing surface.

If a Player does not comply with this rule, they shall be assessed a Minor Penalty without a warning

→ **Rule 12 – Illegal Equipment.**

If the Player returns to their Players' Bench to be substituted for, they may only return to the ice during play with a helmet (with the chin strap properly fastened).

No Player may exit the Penalty Box during play without a helmet (with the chin strap properly fastened). Should they do so, the play shall be stopped once their Team has gained control of the puck and a Minor Penalty shall be assessed to the offending Player.

If a Player's chin strap becomes unfastened during game action, but the helmet stays on their head, they may continue to play until the next stoppage or until they leave the ice. A Player who intentionally removes an opponent's helmet during play shall be assessed a Minor Penalty for "Roughing".

→ **Rule 51 – Roughing.**

When a goalkeeper is hit on the face mask by a hard shot with the puck and the Referee believes the Goalkeeper is or may be dazed by that hard shot, the Referee may stop play for safety reasons, if there is no immediate scoring chance for the attacking Team.

When a Goalkeeper has lost their helmet and/or face mask and their Team has control of the puck, play shall be stopped immediately to allow the Goalkeeper the opportunity to recollect their helmet and/or face mask.

When the opposing Team has control of the puck, play shall only be stopped if there is no immediate and impending scoring opportunity. This stoppage of play must be made by the Referee. When play is stopped because the Goalkeeper has lost their helmet and/or face mask, the ensuing "face-off" shall take place at one of the defending Team's End Zone Face-off Spots.

When a Goalkeeper deliberately removes their helmet and/or face mask to secure a stoppage of play, the Referee shall stop play as outlined above and assess the Goalkeeper a Minor Penalty for "Delay of Game".

→ **Rule 63 – Delaying the Game.**

If the Goalkeeper deliberately removes their helmet and/or face mask when the opposing Team is on a breakaway, the Referee shall award a "Penalty Shot" to the non-offending Team. If the Goalkeeper deliberately removes their helmet and/or face mask during the course of a "Penalty Shot" or shootout attempt, the Referee shall award a goal to the non-offending Team.

9.7. FACIAL PROTECTION

There are three (3) permissible types of facial protection which can be attached to the front of a Players' helmet: a visor protection, a cage protection, or a full-face protection visor.

All Players born after December 31, 1974, must wear, as a minimum a visor as a facial protection. The visor face protection must be properly affixed to their helmet, and must extend down in such a fashion as to ensure adequate eye protection, to cover the eyes and nose in its entirety. It must be fixed to the helmet along the sides so that it cannot be flipped up. A Player whose visor face protection becomes cracked or broken during game action must leave the ice immediately.

Players are not allowed to wear a colored or tinted visor.

Participating Teams in an IIHF Competition must ensure that their Players are equipped with a helmet manufactured and approved specifically for ice hockey and that, as applicable, a visor or a full-face protection is properly attached to it.

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Specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.

→ [Rule 102 – Women's Hockey Specific Equipment](#) and → [Rule 202 – Men's Junior Hockey Specific Equipment](#).

9.8. DANGEROUS EQUIPMENT

Equipment that does not conform to IIHF standards and equipment that is deemed unacceptable for the game action will be classified as "Dangerous Equipment". A Player using "Dangerous Equipment" will be sent off the ice by the Referee and their Team shall receive a warning from the Referee.

After the Team has been warned, all Players on that Team wearing such equipment shall be penalized.

→ [Rule 12 – Illegal Equipment](#).

Dangerous Equipment includes wearing a visor in a way that may cause injury to an opponent, wearing non-approved equipment, using dangerous or illegal skates or stick, failing to wear equipment under the uniform (except gloves, helmet, and goalkeeper's pads), and cutting the palm out of one or both gloves.

The use of pads or protectors made of metal, or of any other material likely to cause injury to an opposing Player is prohibited.

Referees have the authority to prohibit any equipment they feel may cause injury to any participant in the game. Failure to comply with the Referees' instructions shall result in a Minor Penalty for "Delay of Game". A mask or protector of a design approved by the IIHF may be worn by a Player who has sustained a facial injury.

In the first instance, the injured Player shall be entitled to wear any protective device prescribed by the Team Doctor. If any opposing Team objects to the device, it may record its objection with the IIHF.

In cases where a stick may have been modified and it is evident that the edges have not been beveled, the Referee shall deem the stick to be dangerous equipment and removed from the game until the edges can be beveled sufficiently.

No penalty is to be assessed unless the Player returns to the ice with the unmodified stick, in which case they will be assessed a Minor Penalty.

→ [Rule 63 – Delaying the Game](#).

9.9. SHIN PADS

Skaters' shin pads must be of a size that allows them to fit inside standard Skaters' socks. No protrusions from or additions to the manufactured shin pads are allowed.

9.10. SKATES

Skates must consist of only four parts: boot, blade, blade holder, and laces. The boot must conform to the foot of the Skater and not be unduly wide or long or have any attachments to it. The blade must be smooth from front to back and secured in the blade holder at all times. It cannot have a pick in the manner of figure skates.

The front and back of the blade must be properly covered by the blade holder such that no part of either end protrudes. The blade must not extend in front of the toe or behind the heel of the boot in the manner of speed skates.

No mechanical attachment or any other device which might help a Skater's speed or ability to skate is allowed.

Laces may be of any non-fluorescent color and tied in any manner, but they must not be so long that they touch the ice.

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9.11. SKATES – GOALKEEPER

A Goalkeeper's skates must have a non-fluorescent protective cowling at the front of each boot. The skate blade must be flat and cannot be longer than the boot. Any blades, projections, or "cheaters" added to the boot in order to give the Goalkeeper additional contact to the ice surface are not allowed.

9.12. NECK- AND THROAT PROTECTION

It is recommended that all Players wear a certified "Neck- and Throat Protection". A Goalkeeper may attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.

Players who play in senior categories but are of the age as "Under 20" and "Under 18" categories must wear the appropriate protective equipment of these U20 and U18 categories in accordance with the specific rules.

Specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.

→ [Rule 102 – Women's Hockey Specific Equipment](#) and → [Rule 202 – Men's Junior Hockey Specific Equipment](#).

9.13. MOUTHGUARDS

It is strongly recommended that all Players wear a mouthguard, preferably of the custom-made variety.

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions. It is strongly recommended that Players use a custom-made mouthguard. It is recommended to wear this mouthguard in a compliant manner at all times when on the ice.

Players who play in senior categories but are of the age as "Under 20" and "Under 18" categories must wear the appropriate protective equipment of these U20 and U18 categories in accordance with the specific rules.

Specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.

→ [Rule 102 – Women's Hockey Specific Equipment](#) and → [Rule 202 – Men's Junior Hockey Specific Equipment](#).

RULE 10 STICKS

10.1. PLAYER'S STICK

The sticks shall be made of wood or other material approved by the IIHF and must not have any projections. Adhesive, tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

The shaft of the stick, from the top down to the start of the blade, must be straight. No stick shall exceed 1.63 m (64 in) in length from the heel to the end of the shaft nor more than 32.0 cm (12½ in) from the heel to the end of the blade.

Requests for an exception to the length of the shaft (only) may be submitted in writing to and must be approved by the IIHF prior to any such stick being used. Only Players 2.0 m (6 ft, 6 in) tall or more will be considered for exception. Maximum length of a stick granted an exception under this rule is 1.65 m (65 in).

The butt end of the stick must be covered by a form of protection. If the cap at the top of a manufactured stick (i.e., metal or carbon) has been removed or falls off, the stick will be considered dangerous equipment.

The blade of the stick shall not be more than 7.6 cm (3 in) in width at any point between the heel and 1.5 cm (¾ in) in from the mid-point of the tip of the blade, nor less than 5.0 cm (2 in). All edges of the blade shall be beveled.

→ [Rule 9.8 - Dangerous Equipment](#).