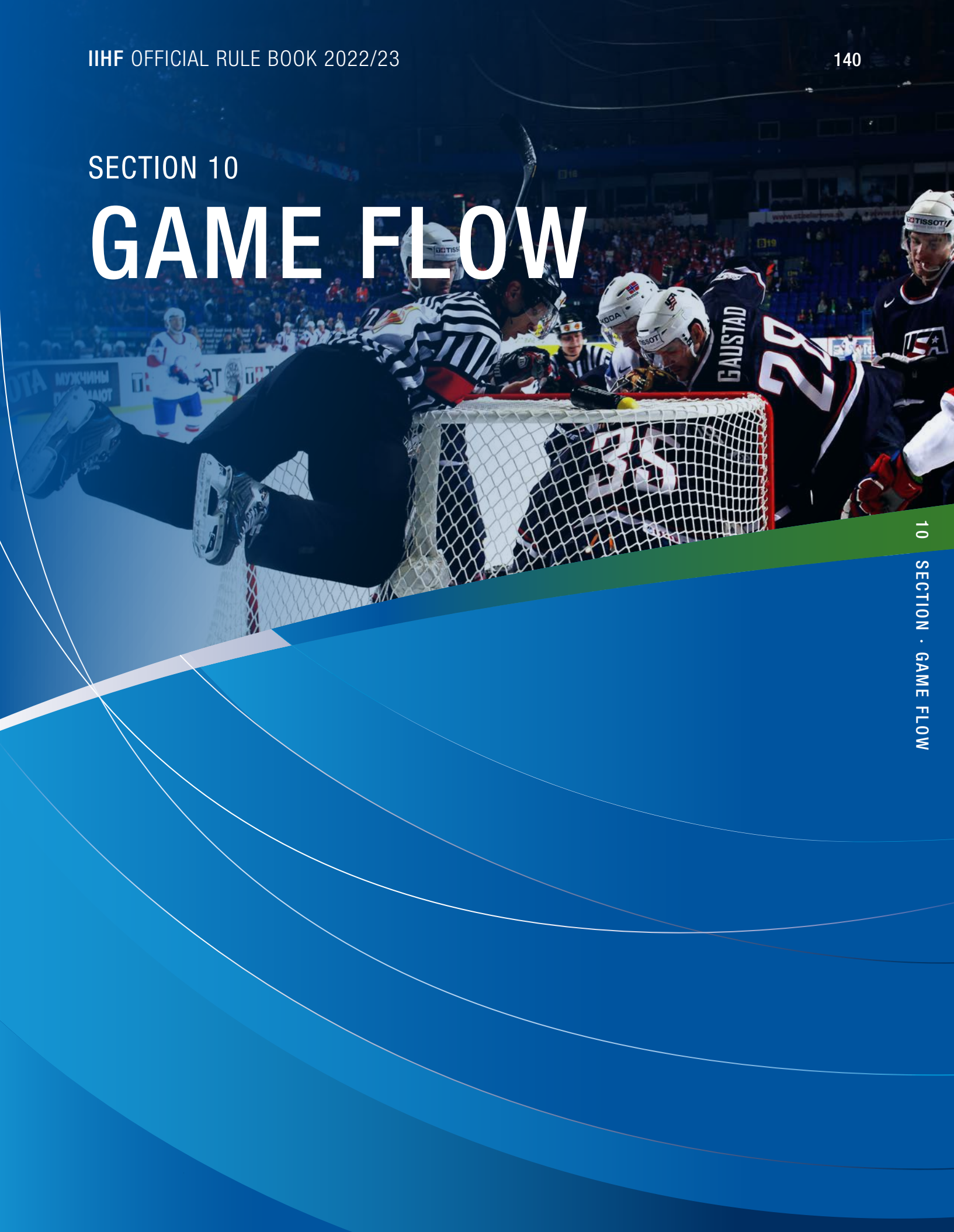


SECTION 10

GAME FLOW



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RULE 76 FACE-OFFS

76.1. FACE-OFF

The action of the Referee or Linesperson in dropping the puck between the sticks of two opposing Players to start or resume play is called a “face-off”. A “face-off” begins when the Official indicates the “location of the “face-off” and the Officials and Players take their appropriate positions. The “face-off” ends when the puck has been legally dropped.

A Goalkeeper may not participate in a “face-off”.

76.2. FACE-OFF LOCATIONS

All “face-off” must be conducted on one of the nine (9) Face-off Spots located on the Rink.

If two (2) rule violations are the reason for the stoppage of play (e.g.: “high-sticking the puck” and “intentional off-side”), the ensuing “face-off location” shall be determined as the spot that provides the least amount of “territorial advantage” to the offending Team.

When the play is stopped for any reason not specifically attributable to either Team while the puck is in the Neutral Zone, the ensuing “face-off” shall be conducted at the nearest Face-off Spot outside the Blue Line whenever possible. When it is unclear as to which of the four (4) Face-off Spots is the nearest, the spot that gives the Home Team the greatest “territorial advantage” in the Neutral Zone will be selected for the ensuing “face-off”.

When Players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one Team, the ensuing “face-off” shall be conducted at one of the two (2) Face-off Spots in the offending Team’s Defending Zone.

There are only three (3) exceptions to this application:

- (I) when a penalty is assessed after the scoring of a goal – “face-off” shall be conducted at Center ice;
- (II) when a penalty is assessed at the end (or start) of a period – “face-off” shall be conducted at Center ice;
- (III) or when the defending Team is penalized, and the attacking Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle – “face-off” shall be conducted in the Neutral Zone.

The Team awarded the “Power-Play” will have the choice of which End Zone spot the “face-off” will take place at to start the “Power-Play”.

When an infringement of a rule has been committed by Players of both Teams in the play resulting in the stoppage, the ensuing “face-off” will be conducted at the nearest Face-off Spot in that zone.

When stoppage occurs between the end Face-off Spots and near end of the Rink, the puck shall be faced-off at the end Face-off Spot on the side where the stoppage occurs unless otherwise expressly provided by these rules.

No “face-off” shall be made within 4.50 m (15 ft) of the goal or side Boards nor anywhere other than at a Face-off Spot.

When a goal is illegally scored as a result of a puck being deflected directly off an Official, the resulting “face-off” shall be made at the nearest Face-off Spot in the zone where the puck deflected off of the Official.

When a goal is illegally scored by the attacking Team by “directing”, “batting”, “kicking” or “high-sticking” the puck into the goal, the resulting “face-off” shall take place in the Neutral Zone at the nearest Face-off Spot.

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When the game is stopped for any reason not specifically covered in the official rules, the puck must be “faced-off” at a Face-off Spot in the zone nearest to where it was last played.

Following a stoppage of play, should one or both defensemen who are the “point Players” or any Player coming from the Players’ Bench of the attacking Team, enter into the Attacking Zone beyond the outer edge of the End Zone Face-off Circle during an altercation, “gathering or scrum”, the ensuing “face-off” shall take place in the Neutral Zone near the Blue Line of the defending Team. This rule also applies when an “icing”, an “intentional off-side”, or a “high-sticking the puck” violation (by the Team of greater numerical strength of its opponent) has occurred, and the ensuing “face-off” is to be in the offending Team’s Defending Zone.

Should any of the non-offending Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle during an altercation, “gathering or scrum”, the ensuing “face-off” shall take place in the Neutral Zone near the Blue Line of the defending Team.

For a violation of → **Rule 71 – Premature Substitution**, the resulting “face-off” will take place at the Center ice Face-off Spot when play is stopped beyond the Center red line. When play is stopped prior to the Center red line, the resulting “face-off” shall be conducted at the nearest Face-off Spot in the zone where the play was stopped.

When play is stopped for an injured Player, the ensuing “face-off” shall be conducted at the Face-off Spot in the zone nearest the location of the puck when the play was stopped. When the injured Player’s Team has “control of the puck” in the Attacking Zone, the “face-off” shall be conducted at one of the Face-off Spots outside the Blue Line in the Neutral Zone. When the injured Player is in their Defending Zone and the attacking Team is in “control of the puck” in the Attacking Zone, the “face-off” shall be conducted at one of the defending Team’s end-zone Face-off Spots.

76.3. FACE-OFF PROCEDURE

As soon as the line change procedure has been completed by the Referee and they lower their hand to indicate no further changes, the Linesperson conducting the “face-off” shall blow their whistle.

This will signal to both Teams that they have no more than five (5) seconds to line up for the ensuing “face-off”. At the end of the five (5) seconds (or sooner if both centers are ready), the Linesperson will conduct a proper “face-off”.

However if:

- (I) One or both centers are not positioned for the “face-off”,
- (II) One or both centers refrain from placing their stick on the ice,
- (III) Any Player has encroached into the Face-off Circle,
- (IV) Any Player makes physical contact with an opponent, or
- (V) Any Player who lines up for the “face-off” in an off-side position,
- (VI) One of the centers wins the face-off by the usage of the skates.

the Linesperson shall have the offending center(s) may assess a warning for a “face-off” violation prior to dropping the puck.

In the last two (2) minutes of regulation time or any time in Overtime, the Linesperson will still blow their whistle to initiate the “face-off”, but the five (5) second time limit will not be enforced. However, Players must abide by the verbal directions given by the Linesperson in their attempt to conduct a fast and fair “face-off”.

76.4. FACE-OFF PROCEDURE – CENTERS

The puck shall be faced-off by the Referee or the Linesperson dropping the puck on the ice between the sticks of the Players facing-

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off. Players facing-off will stand squarely facing their opponent's end of the Rink approximately one stick length apart with the blade of their sticks on the ice.

When the "face-off" takes place at any of the nine Face-off Spots, the Players taking part shall take their position so that they will stand squarely facing their opponent's end of the Rink, and clear of the ice markings (where applicable). The sticks of both Players facing-off shall have the blade on the ice, within the designated white area. At the eight (8) Face-off Spots (excluding Center ice Face-off Spot), the defending Player shall place their stick within the designated white area first followed immediately by the attacking Player. When the "face-off" is conducted at the Center ice Face-off Spot, the visiting Player shall place their stick on the ice first.

If a Player facing-off fails to take their proper position immediately when directed by the On-ice Official, the Official may assess a warning for a "face-off" violation.

If a center is not at the designated "face-off" area once the five (5) second time limit has elapsed, the Linesperson will drop the puck immediately.

If the center is back from the Face-off Spot, is "quarterbacking" or refuses to come into the "face-off" area when instructed to do so by the Linesperson, or the center is simply slow getting to the Face-off Spot when the five (5) seconds has elapsed, the puck shall be dropped.

If the center attempts to arrive at the Face-off Spot just as the five seconds elapses in an attempt to gain an advantage to win the "face-off", the center will be warned by the Linesperson that they have committed a "face-off" violation.

If a Player received a warning for a "face-off" violation, they must come into position quickly or risk having the puck dropped by the Linesperson without the Player being set or will result in a Bench Minor Penalty for "Delay of Game" for a second "face-off" violation during the same "face-off".

76.5. FACE-OFF PROCEDURE – OTHER PLAYERS

No other Player shall be allowed to enter the Face-off Circle or come within 4.5 m (15 ft') of the Players facing-off. All Players must stand on-side on all "face-offs". During end-zone "face-offs", all other Players on the ice must position their bodies on their own side of the restraining lines marked on the outer edge of the Face-off Circles.

If a Player other than the Player taking the "face-off" moves into the Face-off Circle prior to the dropping of the puck, then the offending Team taking the "face-off" shall receive a warning for a "face-off" violation.

Players on the attacking Team (exclusive of the center) must establish their position first and then the defending Team may counter and hold its position until the puck is dropped. A violation of this procedure shall be treated as "face-off" encroachment and the Linesperson shall assess a warning for a "face-off" violation to the offending Team.

Should an attacking Player attempt to establish a new position prior to the "face-off", and the defending center steps back from the Face-off Spot in order to reposition their Teammates, the "face-off" violation shall be charged to the attacking Team as they must establish their position first.

76.6. FACE-OFF PROCEDURE – VIOLATIONS

If a center should move prematurely prior to the "face-off", or if the Referee or Linesperson shall have dropped the puck unfairly,

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the “face-off” shall be considered a “face-off” violation. A warning shall be issued to the offending Team and the “face-off” must be conducted again. When two (2) “face-off” violations” have been committed by the same Team during the same “face-off”, this Team shall be penalized with a Bench Minor Penalty to the offending Team. This penalty shall be announced as a “Bench Minor Penalty for “Delay of Game” – Face-off Violation.”

“Face-off” violations shall be summarized as follows (any of the four (4) On-ice Officials may identify a “face-off” violation):

- (I) Encroachment by any Player other than the center into the “face-off” area prior to the puck being dropped. Players on the perimeter of the Face-off Circle must keep both skates outside the Face-off Circle - skate contact with the line is permitted. If a Player’s skate crosses the line into the Face-off Circle prior to the drop of the puck, this shall be deemed as a “face-off” violation. A Player’s stick may be inside the Face-off Circle provided there is no physical contact with their opponent or their opponent’s stick.
- (II) Encroachment by any Player into the area between the hash marks on the outer edges of the Face-off Circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. Contact with the line with their skate is permitted. If a Player’s skate crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a “face-off” violation. A Player’s stick may be inside the area between the hash marks provided there is no physical contact with their opponent or their opponent’s stick.
- (III) Any physical contact with an opponent prior to the puck being dropped. If either Player taking the “face-off” makes helmet-to-helmet contact with their opponent, they must receive a first “face-off” violation warning. If the Linesperson cannot differentiate which Player initiated the contact, both Players must receive a first “face-off” violation warning.
- (IV) Failure by either center taking the “face-off” to “properly position themselves behind the restraining lines” or place their stick on the ice - as outlined in Rule 76.4 – Face-off Procedure - Centers.
 “Properly position themselves behind the restraining lines” shall mean that the center must place their feet on either side of the restraining lines that are parallel to the side Boards (contact with the lines is permissible), and the toe of the blade of their skates must not cross over the restraining lines that are perpendicular to the side Boards as they approach the Face-off Spot. The blade of the stick must then be placed on the ice, at least the toe of the blade of the stick, in the designated white area of the Face-off Spot and must remain there until the puck is dropped.
- (V) Failure to comply with this positioning and “face-off” procedure will result in a “face-off” violation.

Whenever a Team has committed two (2) “face-off” violations during the same “face-off”, the Referee shall immediately assess the offending Team a Bench Minor Penalty for “Delay of Game”. This penalty shall be announced as a Bench Minor Penalty for Delay of Game – Face-off Violation.

Players who are late to the “face-off” location and therefore in an off-side position for the ensuing “face-off” will be warned once in the game by the Referee. This warning will also be given to the offending Team’s Coach. In this situation, the offending Team’s center will not receive a warning for a “face-off” violation. Any subsequent violation shall result in a Bench Minor Penalty for “Delay of Game” being assessed to the offending Team. This penalty shall be announced as a “Bench Minor Penalty for “Delay of Game” – Slow Proceeding to Face-off Location.

In the conduct of any “face-off” at any of the nine (9) Face-off Spots on the playing surface, no Player facing-off shall make any physical contact with their opponent’s body by means of their own body or by their stick except in the course of playing the puck after the “face-off” has been completed.

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For violation of this rule, the Referee may, at their discretion impose a Minor Penalty or penalties on the Player(s) whose action(s) caused the “physical contact”.

Nonetheless, this “physical contact” prior to the dropping of the puck shall be deemed as a “face-off” violation and the center will be warned by the Linesperson that the Team has committed a “face-off” violation and any subsequent violation will result in a Bench Minor Penalty for “Delay of Game” - “face-off” violation being assessed.

“Face-off” encroachment may be applied during “face-offs” at any of the nine (9) Face-off Spots on the playing surface. However, since no such lines are painted on the ice at the four (4) Face-off Spots adjacent to the Blue Lines, Linespersons shall use their judgment as to whether or not a violation has occurred. All Players, other than the centers, shall be uniformly back from the “face-off” location similar to being outside the Face-off Circle for “face-offs” in the End Zones.

76.7. FACE-OFF PROCEDURE – LINE CHANGES

No substitution of Players shall be permitted until the “face-off” has been completed and play has resumed except when a penalty is imposed which affects the on-ice strength of either Team.

Should an On-ice Official notice that the defending Team has not placed enough Players on the ice for the ensuing “face-off”, the Referee in the Neutral Zone shall be notified and they will instruct the offending Team to place another Player(s) on the ice. If, in the opinion of the Referee that this is being done as a “stalling tactic”, they will issue a warning to the offending Team’s Coach and any subsequent violations shall result in the assessment of a Bench Minor Penalty for “Delay of Game”.

Should an On-ice Official notice that the attacking Team has not placed enough Players on the ice for the ensuing “face-off”, the Linesperson will proceed with conducting the “face-off” in the normal manner. The attacking Team must ensure they put the appropriate number of Players on the ice at all times.

76.8. FACE-OFF PROCEDURE – VERIFICATION OF TIME

Any loss of time on the game or penalty clocks due to a false “face-off” or a “face-off” violation must be replaced. The Video Review may be consulted to ensure the time is accurately replaced. The whistle will not be blown by the Official to start play. Playing time will commence from the instant the puck is “faced-off” and will stop when the whistle is blown, or a goal is scored.

RULE 77 GAME AND INTERMISSION TIMING

77.1. GAME TIMING

The time allowed for a game shall be three (3) twenty-minute (20) periods of actual play with a rest intermission between periods.

77.2. INTERMISSION TIMING

Play shall be resumed promptly following each intermission upon the expiration of fifteen (15) minutes or a length of time designated by the IIHF from the completion of play in the preceding period. Timing of the intermission commences after termination of the period.

→ [Rule 34 – Game Timekeeper](#)

For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record length of intermissions.

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77.3. DELAYS

If any unusual delay occurs within 10 minutes of the end of the first or second periods, the Referee may order the next regular intermission to be taken immediately.

The balance of the period will be completed on the resumption of play with the Teams defending the same goals after which the Teams will change ends and resume play of the ensuing period without delay.

RULE 78 GOALS

78.1. GOALS AND ASSISTS

It is the responsibility of the Referees to award goals and report the "goal scorer" and "assists", and their decision in this respect is final, notwithstanding the report of the Referee or any other Game Official.

The Officials Scorekeeper, with the assistance of the Statistic staff will confirm the "goal scorer" and any Player deserving an "assist". This decision is final in this regard and no changes can be made after the conclusion of the game. The use of video replay to verify the proper awarding of a goal or an assist is essential. Such awards shall be made or withheld strictly in accordance with the provisions of this rule. Therefore, it is essential that the Official Scorekeeper be thoroughly familiar with every aspect of this rule; be alerted to observe all actions which could affect the awarding of a goal or assist; and, above all, give or withhold awards with absolute impartiality.

In case of an obvious error in awarding a goal or an assist that has been announced, it should be corrected promptly, but changes should not be made in the official scoring summary after the Referee has signed the game report. The Team scoring the greatest number of goals during the three (3) twenty-minute periods shall be the winner and shall be credited with three (3) points in the standings.

In the event a winner during the Round Robin or Preliminary Round is determined in the Overtime period or the shootout, the winning Team shall be credited with two (2) points in the standings and the losing Team will be credited with one (1) point in the standings.

78.2. CREDITING GOALS

A "goal" shall be credited in the scoring records to a Player who shall have propelled the puck into the opponent's goal. Each "goal" shall count one point in the Player's record. Only one point can be credited to any one Player on a goal.

78.3. CREDITING ASSISTS

When a Player scores a goal, an "assist" shall be credited to the Player or Players (maximum two) who touch the puck prior to the "goal scorer" provided no defender plays or has "control of the puck" subsequently. Each "assist" shall count one point in the Player's record. Only one point can be credited to any one Player on a goal.

78.4. SCORING A GOAL

A goal shall be scored when the puck shall have been put between the Goal Posts by the stick of a Player of the attacking side, from in front and below the crossbar, and entirely across a red line the width of the diameter of the Goal Posts drawn on the ice from one Goal Post to the other with the goal frame in its proper position.

The goal frame shall be considered in its proper position when at least a portion of the flexible peg(s) are still inside both the Goal Post. The flexible pegs could be bent, but as long as at least a portion of the flexible peg(s) are still in the hole in the ice and the Goal Post, the goal frame shall be deemed to be in its proper position. The goal frame could be raised somewhat on one post (or both), but as

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long as the flexible pegs are still in contact with the holes in the ice and the Goal Posts, the goal frame shall not be deemed to be displaced.

A goal shall be scored if the puck is shot into the goal by a Player of the defending side. The Player of the attacking side who last touched the puck shall be credited with the goal, but no assist shall be awarded.

A goal shall be scored if the puck is put into the goal in any other manner by a Player of the defending side. The Player of the attacking side who last touched the puck shall be credited with the goal and assists may be awarded.

If an attacking Player has the puck deflect into the net, off their skate or body, in any manner, the goal shall be allowed. The Player who deflected the puck shall be credited with the goal.

Should a Player legally propel a puck into the Goal Crease of the opponent Team and the puck should become loose and available to another Player of the attacking side, a goal scored on the play shall be legal.

78.5. DISALLOWED GOALS

Apparent goals shall be disallowed by the Referee and the appropriate announcement made by the Public Address Announcer for the following reasons:

- (I) When the puck has been directed with any part of their body (excl. skates), batted or thrown into the net by an attacking Player other than with a stick. When this occurs, if it is deemed to be done deliberately, then the decision shall be NO GOAL. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking Player's body into the net → [Rule 78.4 – Scoring a Goal](#).
- (II) When the puck has been kicked using a distinct kicking motion → [Rule 49.2 – Kicking](#).
- (III) When the puck has deflected directly into the net off an official → [Rule 85.4 – Puck Striking Official](#).
- (IV) When a goal has been scored and an ineligible Player is on the ice → [Rule 68.5 – Disallowed Goal](#).
- (V) When an attacking Player has interfered with a Goalkeeper in their Goal Crease → [Rule 69.1 – Interference on the Goalkeeper](#).
- (VI) When the puck has entered the net after making contact with an attacking Player's stick that is above the height of the crossbar. Where the puck makes contact with the stick is the determining factor → [Rule 80.3 – Disallowed Goal](#).
- (VII) When Video Review confirms the scoring of a goal at one end of the ice, any goal scored at the other end on the same play must be disallowed → [Rule 37.2 – Video Review](#).
- (VIII) When a Linesperson reports a Double-minor Penalty for high-sticking, a Major Penalty or a Match Penalty to the Referee following the scoring of a goal by the offending Team, the goal must be disallowed, and the appropriate penalty assessed → [Rule 32.4 – Reporting to Referee](#).
- (IX) When a Goalkeeper has been pushed into the net together with the puck after making a save → [Rule 69.7 – Rebounds and Loose Pucks](#).
- (X) When the net becomes displaced accidentally. The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal → [Rule 78.4 – Scoring a Goal](#).

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- (XI) During the delayed calling of a penalty, the offending Team cannot score unless the non-offending Team shoots the puck into their own net. This shall mean that a deflection off an offending Player or any physical action by an offending Player that may cause the puck to enter the non-offending Team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending Team;
- (XII) When the Referee deems the play has been stopped, even if they have not physically had the opportunity to stop play by blowing their whistle;
- (XIII) Any goal scored, other than as covered by the official rules, shall not be allowed.

78.6. COACH'S CHALLENGE INITIATED BY THE IIHF VIDEO REVIEW OPERATIONS

This rule is described under

→ [Rule 38.3 Coach's Challenge](#).

RULE 79 HAND PASS

79.1. HAND PASS

A Player shall be permitted to stop or “bat” a puck in the air with their open hand, or push it along the ice with their hand, and the play shall not be stopped unless, in the opinion of the On-ice Officials, they have directed the puck to a Teammate, or have allowed their Team to gain an advantage, and subsequently possession and control of the puck is obtained by a Player of the offending Team, either directly or deflected off any Player or official. For violations related to “closing their hand on the puck”, refer to Handling Puck:

→ [Rule 67 – Handling Puck](#).

79.2. DEFENDING ZONE

Play will not be stopped for any hand pass by Players in their own Defending Zone. The location of the puck when contacted by either the Player making the hand pass or the Player receiving the hand pass shall determine the zone it is in.

79.3. FACE-OFF LOCATION

When a hand pass violation has occurred, the ensuing “face-off” shall take place at the nearest Face-off Spot in the zone where the offense occurred, unless the offending Team gains a territorial advantage, then the “face-off” shall be at the nearest Face-off Spot in the zone where the stoppage of play occurred, unless otherwise covered in the rules. When a hand pass violation occurs by a Team in their Attacking Zone, the ensuing “face-off” shall be conducted at one of the Face-off Spots outside the defending Team's Blue Line in the Neutral Zone.

RULE 80 HIGH-STICKING THE PUCK

80.1. HIGH-STICKING THE PUCK

Batting the puck above the normal height of the shoulders with a stick is prohibited. When a puck is struck with a “high stick” and subsequently comes into the “possession and control” of a Player from the offending Team (including the Player who made contact with the puck), either directly or deflected off any Player or official, there shall be a whistle.

When a puck has been contacted by a “high stick”, the play shall be permitted to continue, provided that:

- (I) The puck has been batted to an opponent (when a Player bats the puck to an opponent, the Referee shall give

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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

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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

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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.

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82.2. LINE CHANGE – PROCEDURE

Following a stoppage of play, the Referee will enforce the following line change procedure once they have determined that this procedure may begin:

- (I) The Referee shall give the visiting Team up to five (5) seconds to make its line change.
- (II) The Referee shall raise their hand to indicate no further changes by the visiting Team and to commence the Home Team's line change.
- (III) The Referee shall give the Home Team up to eight (8) seconds to make its line change.
- (IV) The Referee shall lower their hand to indicate no further changes by the Home Team.
- (V) Any attempt by the either Team to make a change after the Referee's signal, attempt to place too many Players on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the Referee will send the Players who have attempted to change back to their Players' Bench. The Referee will then issue a warning to the offending Team (through the Coach) indicating that any subsequent violations during the rest of the game (including Overtime), shall result in a Bench Minor Penalty for "delaying the game". This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Improper Line Change."
- (VI) The Linesperson conducting the "face-off" will blow their whistle (once the Referee has lowered their hand for the line changes) to indicate that all Players must be in position and on-side for the "face-off" within five (5) seconds. The "face-off" will then be conducted → [Rule 76 – Face-offs](#).
- (VII) Players who are slow (after the five-second warning whistle given by the Linesperson) getting to the "face-off" location or who are in an off-side position for the ensuing "face-off" will be warned once in the game by the Referee. This warning will also be given to the offending Team's Coach. In this situation, the offending Team's center is not ejected from the "face-off". Any subsequent violation shall result in a Bench Minor Penalty for "Delay of Game" being assessed to the offending Team.
- (VIII) In the last two (2) minutes of regulation time and any time in the Overtime period(s), points (vi) and (vii) above are not applicable. The Linesperson shall give the Teams a reasonable amount of time to set up for the ensuing "face-off" after points (i) through (v) above have been enforced.

82.3. LINE CHANGE – BENCH MINOR PENALTY

The Home Team is entitled to "last change". This means the visiting Coach must put their Players out on the ice first, after which time the home Coach must do so. If either Team does not make its changes promptly, the Referee will not permit the change. Failure by either Team to comply, or tardiness to comply, or deliberate error in complying with this rule will result first in a warning from the Referee and then a Bench Minor Penalty shall be assessed for "Delay of Game".

Players must proceed directly to the location of the "face-off" to participate in the ensuing "face-off". Any attempts to delay the game by stalling or otherwise unnecessary actions by either Team shall result in the assessment of a Bench Minor Penalty for "delaying the game". This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Slow Proceeding to "Face-off Location (or Slow Proceeding to Players' Bench)."

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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.

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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

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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.

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The game shall be commenced at the time scheduled by a “face-off” in the Center of the Rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

← For more information refer to IIHF Sport Regulations

86.2. BENCH MINOR PENALTY

A Bench Minor Penalty for “Delay of Game” shall be imposed on either or both Teams if:

- (I) They are not on the ice or can be seen proceeding to the ice to start the second, third or any Overtime period when the intermission time on the clock has expired.
- (II) At the start of the second, third and any Overtime period, all Players with the exception of the starting Players must proceed directly to their respective Players’ Benches. Skating, warm-ups or on-ice activities by non-starters is not permitted.
- (III) When the visiting Team must proceed by the way of the ice to their Dressing Room at the end of a period, they must wait for a signal from one of the Officials before proceeding. Failure to wait for the Official’s signal shall result in a penalty.

86.3. CHOICE OF ENDS

If not specified by the organizing bodies, the Home Team shall have the choice of the goal to defend at the start of the game. The Teams shall change ends for each period of regulation time.

← For more information refer to IIHF Sport Regulations

86.4. DELAYS

No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation unless approved by the IIHF.

86.5. END OF PERIODS

At the conclusion of the first and second periods, upon hearing the buzzer, the Teams must follow these procedures to leave the ice surface. As soon as the buzzer sounds, signaling the end of the period, the game clock will be immediately re-set with the appropriate intermission time frame.

Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the Proper Authorities for disciplinary action.

← For more information refer to IIHF Sport Regulations

86.6. PRE-GAME WARM-UP

During the pre-game warm-up (which shall not exceed 15 minutes in duration) and before the commencement of play in any period, each Team shall confine its activity to its own end of the Rink.

→ Rule 46.10 – Fighting Prior the Drop of the Puck

The Game Timekeeper shall be responsible for signaling the commencement and termination of the pre-game warm-up and any violation of this rule by the Players shall be reported to the Proper Authorities. 20 minutes before the time scheduled for the start of the game, both Teams shall vacate the ice and proceed to their Dressing Rooms while the ice is being flooded. Both Teams shall be signaled by the Game Timekeeper to return to the ice together in time for the scheduled start of the game.

← For more information refer to IIHF Sport Regulations

GAME FLOW

86.7. START OF GAME

If a Team does not appear on the ice on time at the start of the game without justification, this incident will be reported to the Proper Authorities. If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion

→ [Rule 28 – Supplementary Discipline](#)

86.8. START OF PERIODS

At the beginning of the second and third periods, and Overtime periods in playoffs (0:00 on the clock), Teams must be on the ice or be observed to be proceeding to the ice. Failure to comply with this regulation will result in a Bench Minor Penalty for “Delay of Game”.

Before the start of the second and third periods (and Overtime) the Teams will proceed directly to their respective Players’ Benches. The visiting Team will immediately place its Skaters at the Face-off Circle, then the Home Team will follow, with the Referee allowing the Home Team to make a line change if so desired prior to the “face-off”. Skating, warm-ups, or on-ice activities by non-starters will result in a Bench Minor Penalty for “Delay of Game” to the offending Team.

No warm-up involving pucks on the ice shall be permitted for a Goalkeeper at the start of any period. If, after one warning, this continues, the Referee shall assess a “Delay of Game” penalty to the offending Team.

To notify the teams that it is time to return to the ice surface at the beginning of each period, the official game Timekeeper will sound a buzzer in the Dressing Room area.

← For more information refer to IIHF Sport Regulations.

86.9. CONCLUSION OF THE GAME

At the conclusion of the game, the losing Team will depart the ice surface first, with the winning Team waiting on the ice until the losing Team has left the ice surface. Once the last player of the losing Team has entered the common hallway, then the Referee will motion the winning team to leave the ice surface.

The Directorate may agree on an adaptation to this regulation taking the positions of the Dressing Rooms of the two competing Teams into consideration.

← For more information refer to IIHF Sport Regulations

RULE 87 TIME-OUTS

87.1. TIME-OUT

Each Team shall be permitted to take one thirty-second (30 s) “time-out” during the course of any game. All Players including Goalkeepers on the ice at the time of the “time-out” will be allowed to go to their respective benches.

This “time-out” must be taken during a normal stoppage of play. Only one “time-out” (“television commercial break” or Team “time-out”), shall be permitted at any one stoppage of play.

For the purpose of this rule, a “television commercial break” is deemed an “official time-out” and not charged to either Team.

Any Player designated by the Coach or the Coach will indicate to the Referee that their Team is exercising its option.

The “time-out” must be requested by the team before the Referee has completed the players change procedure, before the Referee lowers his hand and points to the respecting face-off location.

GAME FLOW

The Referee will report the “time-out” to the Game Timekeeper who shall be responsible for signaling the termination of the “time-out”.

No “time-out” shall be granted following a “face-off” violation.

No “time-out” shall be granted to the defensive Team following an icing, following the Goalkeeper causing a stoppage of play from a shoot-in from beyond the center red line, or when a defending Player accidentally dislodges the net causing a stoppage of play.

No “time-out” shall be granted when a “Penalty Shot” has been awarded to either Team by the Referee, once instructions have been given to the Player taking the shot and the Goalkeeper defending the shot. No “time-out” will be granted during the shootout.

No warm-up involving pucks on the ice shall be permitted for a Goalkeeper or replacement Goalkeeper during a “time-out”.

If, after one warning, this continues, the Referee shall assess a “Delay of Game” penalty to the offending Team.

← For more information refer to IIHF Sport Regulations.