

APPENDIX - II

# DEFINITION, TERMINOLOGY & TERMS

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<b>Altercation</b>	Any physical interaction between two or more opposing Players resulting in a penalty or penalties being assessed. An altercation will generally occur at a stoppage of play (not within the normal process of playing the puck) and includes the gathering of two or more opposing Players and requires action to be taken by the On-ice Officials to separate Players.
<b>Attacking Player</b>	A Player whose Team has control of the puck and is advancing the puck towards its opponent's goal. Also, all Players in their offensive zone are considered "attacking Players".
<b>Attacking Zone</b>	A Team's Attacking Zone is between the Blue Line closest to the opponent's goal and the end Boards behind the opponent's goal.
<b>Blind-sided Hit</b>	<p>A Player in possession and/or control of the puck has the obligation to acknowledge they are eligible to be hit at any moment during this possession and/or control. They must therefore be aware of their immediate environment on the ice and always be prepared for such contact. However, this acceptance of contact is limited and can only be justified by a check that is legally delivered by an opponent.</p> <p>Since a player's peripheral vision being limited, it cannot be reasonably expected that they has total circumspection of what occurs on the ice. A Player preparing to deliver a check to an opponent in possession and/or control of the puck must do everything in their power to execute a fair and well-timed hit. They must also ensure that they deliver it in such a way that their opponent has a reasonable possibility to perceive the impending contact from their established peripheral vision and can accordingly brace them self for such impact. A Player delivering a check to an opponent outside the latter's established peripheral vision, also known as a "blind-sided hit", is not considered to be a well-executed check, and may be penalized accordingly by the Referee.</p>
<b>Body Checking</b>	<p>A legal body check is one in which a Player checks an opponent who is in possession of the puck, by using their hip or body from the front, diagonally from the front or straight from the side.</p> <p>Legitimate body checking must be done for the purpose of separating the opponent from the puck, only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and at or below the shoulders.</p>
<b>Body Contact</b>	Contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck.
<b>Breakaway</b>	A condition whereby a Player is in control of the puck or who could have obtained "possession and control" of the puck", with no opposition except goalkeeper between the Player and the opposing goal, with a reasonable scoring opportunity.
<b>Change of Control</b>	Rebounds off Goalkeeper's pads or other equipment shall not be considered as a loss of control or completion of the play by the Team when applying Rule 15 – Calling of Penalties.
<b>Coach</b>	A Coach is a person primarily responsible for directing and guiding the play of their Team. Along with the Team Manager, they are responsible for the conduct of their Team's Players before, during and after a game.

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<b>Coincidental Penalty</b>	A penalty of equal type (e.g., minor or major) assessed during the same stoppage of play, and for which neither Team is reduced in on-ice numerical strength. A coincident penalty never causes either Team to be “shorthanded” for purposes of penalty termination if a goal is scored.
<b>Competitive Contact</b>	Body contact between two or more Players who are in the immediate vicinity of the puck and who are trying to gain possession of the puck. These Skaters are reasonably allowed to push and lean into each other provided that possession of the puck remains the sole object of the contact.
<b>Completion of the Play</b>	Completion of the play by the Team in possession shall mean that the puck must have come into the control of an opposing Player or has been “frozen.” This does not mean a rebound/deflection off the Goalkeeper, the goal or the Boards, or any contact with the body, stick or equipment of an opposing Player.
<b>Control of the Puck</b>	The act of propelling the puck with the stick, hand or feet. Control of the puck is not lost when contact with the puck is made by an opponent, the Boards or the net, provided the Player in control of the puck continues propelling the puck. Control means extended possession of the puck.
<b>Creases</b>	Goalkeeper’s crease marked on the ice in front of each goal designed to protect the Goalkeepers from interference by attacking Players.
<b>Defending Zone</b>	A Team’s Defending Zone is between their own Blue Line and the end Boards behind their own goal.
<b>Deflection of the Puck</b>	When the puck is diverted from its intended path, often by accident. A deflection can be off the stick, body, net, Boards or glass – see also Directing the Puck.
<b>Delayed Off-side</b>	A situation where an attacking Player has preceded the puck across the attacking Blue Line, but the defending Team has gained possession of the puck and is in a position to bring the puck out of their Defending Zone without any delay or contact with an attacking Player.
<b>Directing the Puck</b>	The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction.
<b>Face-off</b>	The “face-off” is an action of an On-ice Official dropping the puck between the sticks of two opposing Players to start play. The “face-off” procedure begins when the On-ice Official indicated its proper location, and the officials are in their appropriate positions.
<b>Game Action</b>	Play when the game clock is running.
<b>Game Suspensions</b>	When a Player, Coach or Team Manager receives a game suspension(s), they shall not be eligible to participate in the next game(s) until the final review and definitive decision of the Proper Authorities.
<b>Goalkeeper</b>	The Goalkeeper is designated by the Team and is permitted special equipment, for protection, and privileges for the purpose of playing the puck.

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<b>Heel of the Stick</b>	The point where the shaft of the stick and the bottom of the blade meet.
<b>Injury</b>	Blood does not have to be visible to consider it an injury. Blood flowing is not the only determining factor. For example, an injury caused by a high stick to the face could have one of the following characteristics: severe bruising, abrasions, a welt, cutting of the skin or damage to teeth by the high stick.
<b>Late-hit</b>	A late hit constitutes reckless endangerment of a Player who no longer has control or possession of the puck. Any Player who is in the process of abandoning or losing control or possession of the puck is subject to a bodycheck so long as the aggressor is in the immediate vicinity of the Player with the puck. If the aggressor move to the Player and makes forceful contact, the aggressor risks turning a body check into a late hit by virtue of the vulnerable position of the opponent and the degree of force of the hit.
<b>Line Change Procedure</b>	The Player substitution during all stoppages of play.
<b>Neutral Zone</b>	The Center ice area between the two Blue Lines (neither the defending nor the Attacking Zone).
<b>Numerical Strength</b>	The numerical strength is affected when one Team has a lower number of Players on the ice than five skaters and one goalkeeper due to one or more penalties that they are serving.
<b>Off-ice Officials</b>	Off-Ice Officials are those appointed to assist in the conduct of the game and may include the Official Scorer, Game Timekeeper, Penalty Timekeeper, Penalty Box Attendants (and the two Goal Judges, if applicable). The Referee has general supervision of the game and full control of the Game Officials. In the case of any dispute the Referee's decision shall be final.
<b>On-ice Official</b>	On-Ice Officials are the designated persons responsible for officiating the game who are on the ice – the Referee(s) and Linespersons.
<b>Penalty</b>	A penalty is the result of an infraction of the rules by a Player or Team Personnel. It usually involves the removal from the game of the offending Player or Team Personnel for a specified period of time. If the penalty is on the Team in possession and control of the puck the whistle blows immediately. If the penalty is not on the Team in possession of the puck, the Referee indicates a delayed penalty and does not blow the whistle until the offending Team gains possession and control of the puck. In some cases, the penalty may be the awarding of a "Penalty Shot" or the actual awarding of a goal.
<b>Playing Area</b>	The three-dimensional area of the ice surface surrounded by the Boards and protective glass but not limited to the height of the protective glass and Boards.
<b>Possession of the Puck</b>	The last Player to physically touch the puck with their stick or body shall be considered in possession of the puck. A Player can have possession of the puck without control, but they cannot have control of the puck without possession.

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## Proper Authorities

“Proper Authorities” refers specifically to the IIHF Disciplinary body having jurisdiction to apply these playing rules to the matter at hand as set out and in accordance with the IIHF Statutes and Bylaws IIHF Disciplinary Code and other relevant rules and regulations.

## Protective Equipment

Equipment worn by Players for the sole purpose of safety and protection from injury. All equipment must be manufactured for ice hockey and worn in the manner intended.

## Reckless Endangerment

Any action that endangers an opponent. A foul consisting of acts that create a substantial risk of serious physical injury to another person. The accused person is not required to intend the resulting or potential harm, but must have acted in a way that showed a disregard for the foreseeable consequences of the actions.

## Short-handed

Shorthanded means that a Team is below the “numerical strength” of its opponents on the ice due to one or more penalties that they are serving.

## Substitute Goalkeeper

The substitute Goalkeeper is designated on the official game score sheet but is not participating in the game. The substitute must be fully dressed and equipped and ready to play. A substitute Goalkeeper may only participate in the game as a Goalkeeper.

## Team Personnel/ Team Official

Team Personnel are any non-playing persons not in uniform on the Players’ Bench. One such person must be designated as the Head Coach. A Player on the roster who is unable to play, other than through suspension, may be on the Players’ Bench without being considered a Team Personnel if they are wearing the Team jersey and all required head and face protective equipment.

## Territorial Advantage

Any decision which moves a “face-off” closer to the Defending Zone is made to ensure there is no territorial advantage to the offending Team.

## Torso

In relation to a Player losing their jersey during an altercation, torso shall mean the Player’s upper body. If a Player still has one arm through the sleeve of their jersey and the neck opening is still around their neck, it would not be considered completely off their torso. However, if both arms were removed from the sleeves and the jersey was hanging around the Player’s neck, it would be considered completely off their torso. If a Player has both arms through their sleeves but their head is not through the neck opening, the jersey shall also be considered completely off their torso.

## Vulnerable Position

A Skater is considered to be in a vulnerable position when they are no longer in control or possession of the puck and they are either not aware of an impending hit or they are not prepared for the hit. A bodycheck to an opponent who is vulnerable is automatically considered reckless even if that bodycheck would be considered legal to a non-vulnerable opponent.