

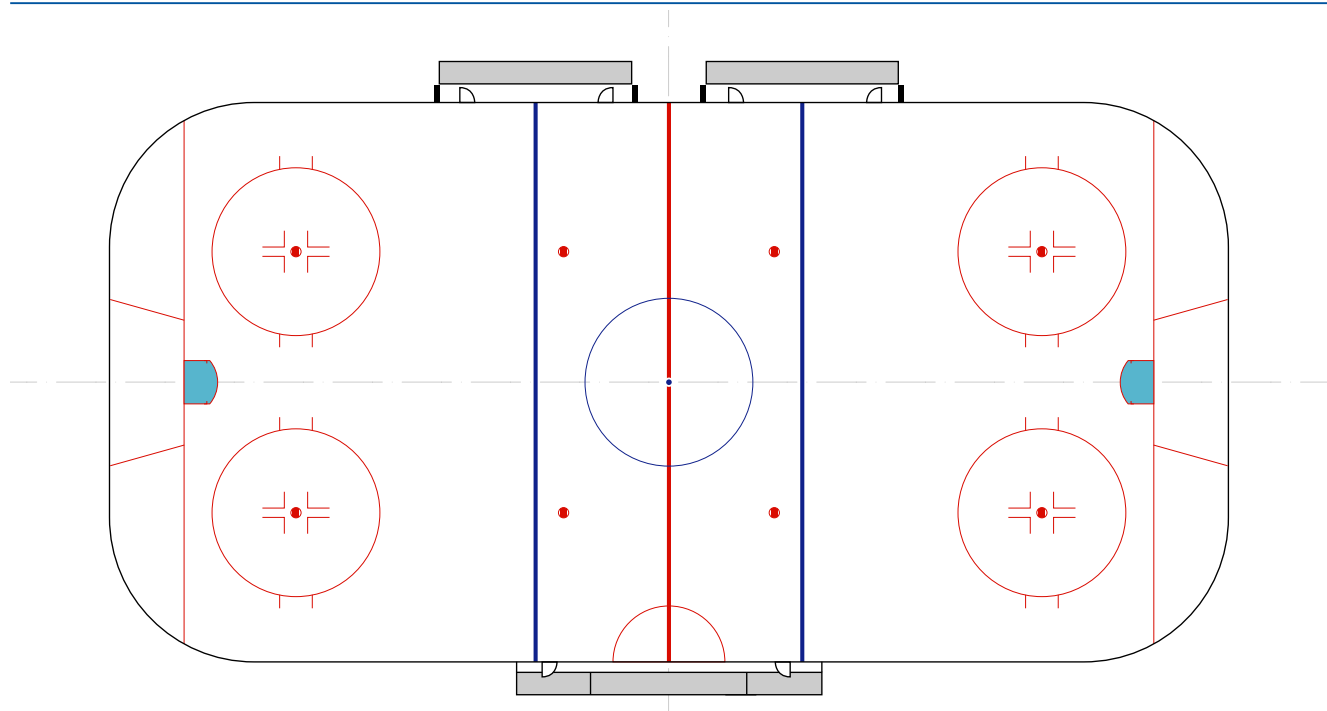
APPENDIX - VI

INFOGRAPHICS AT A GLANCE

INFOGRAPHICS OVERVIEW

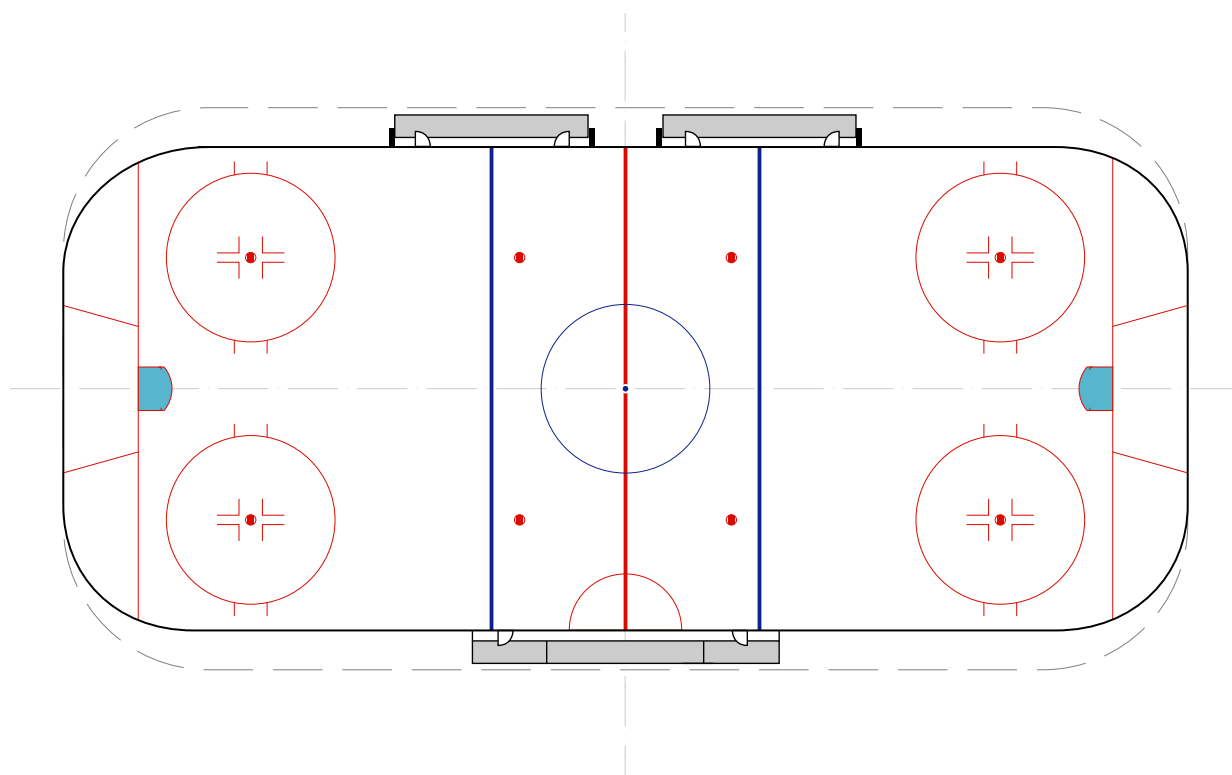
RINK DIMENSIONS - 60 M LENGTH X 30 M WIDTH

→ RULE 1.2



RINK DIMENSIONS - 60 M LENGTH X 26 M WIDTH

→ RULE 1.2

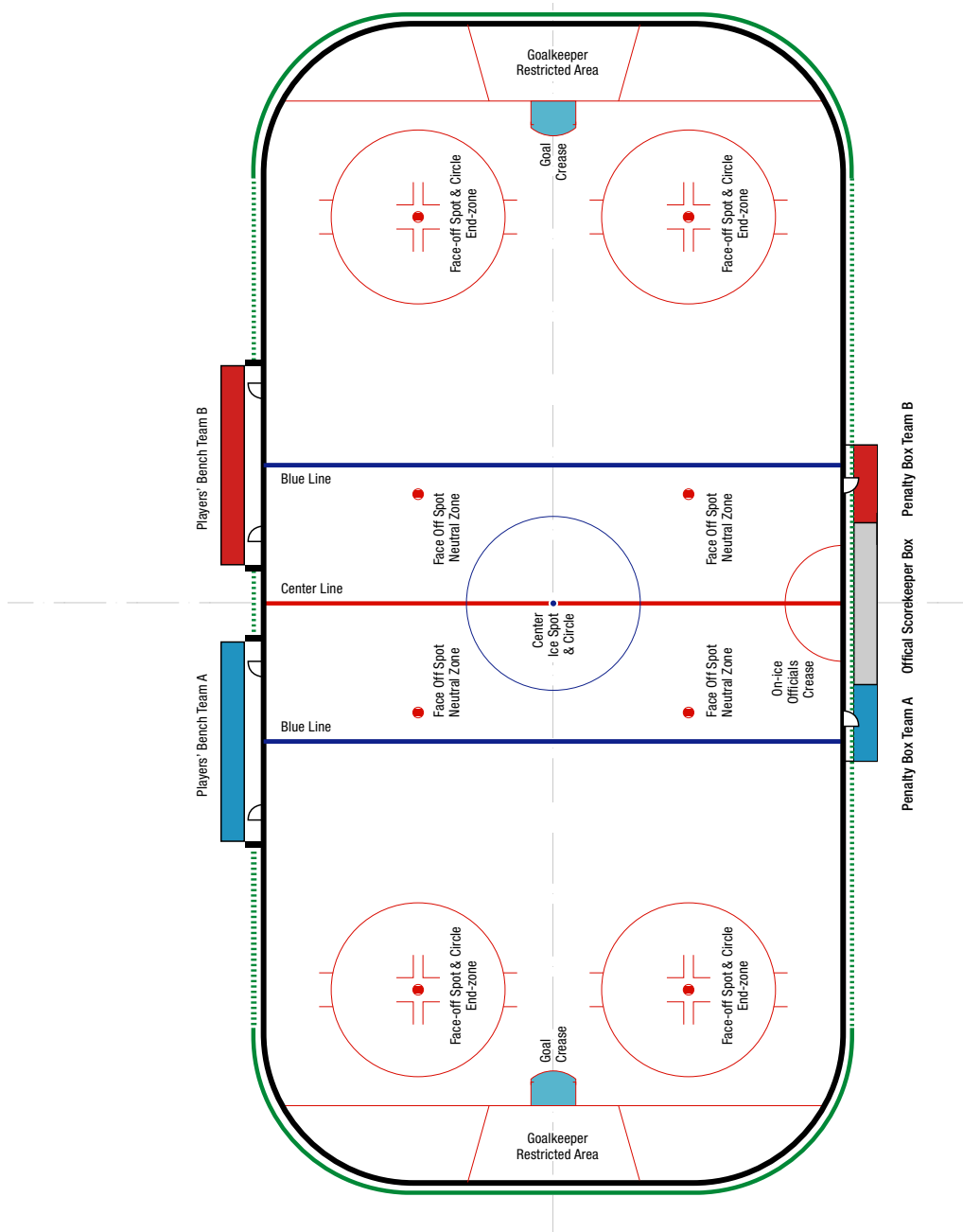


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

RINK & DEFINITIONS

→ RULE 1.1

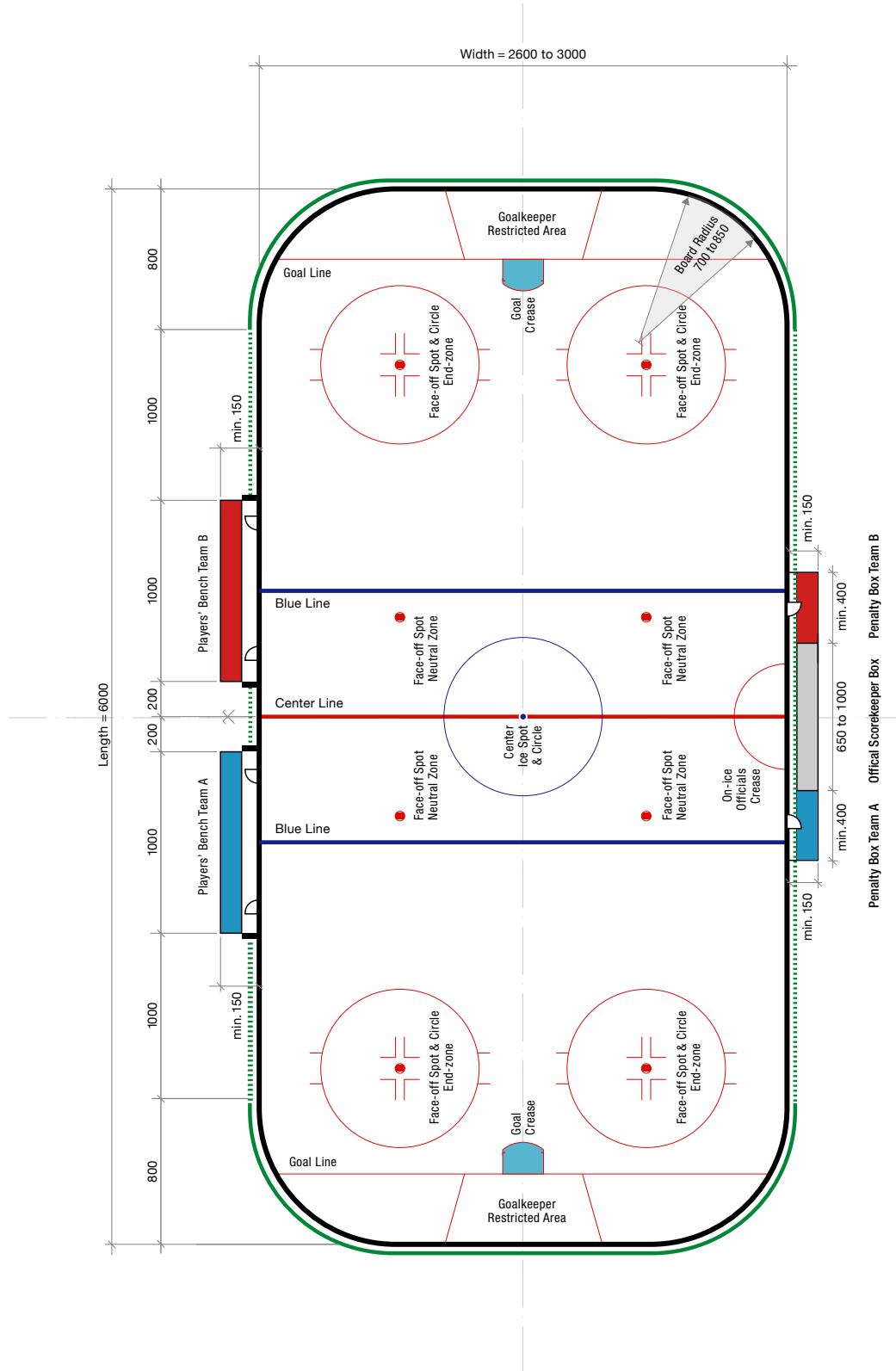


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

RINK DIMENSIONS

→ RULE 1.2, 1.3, 3.0

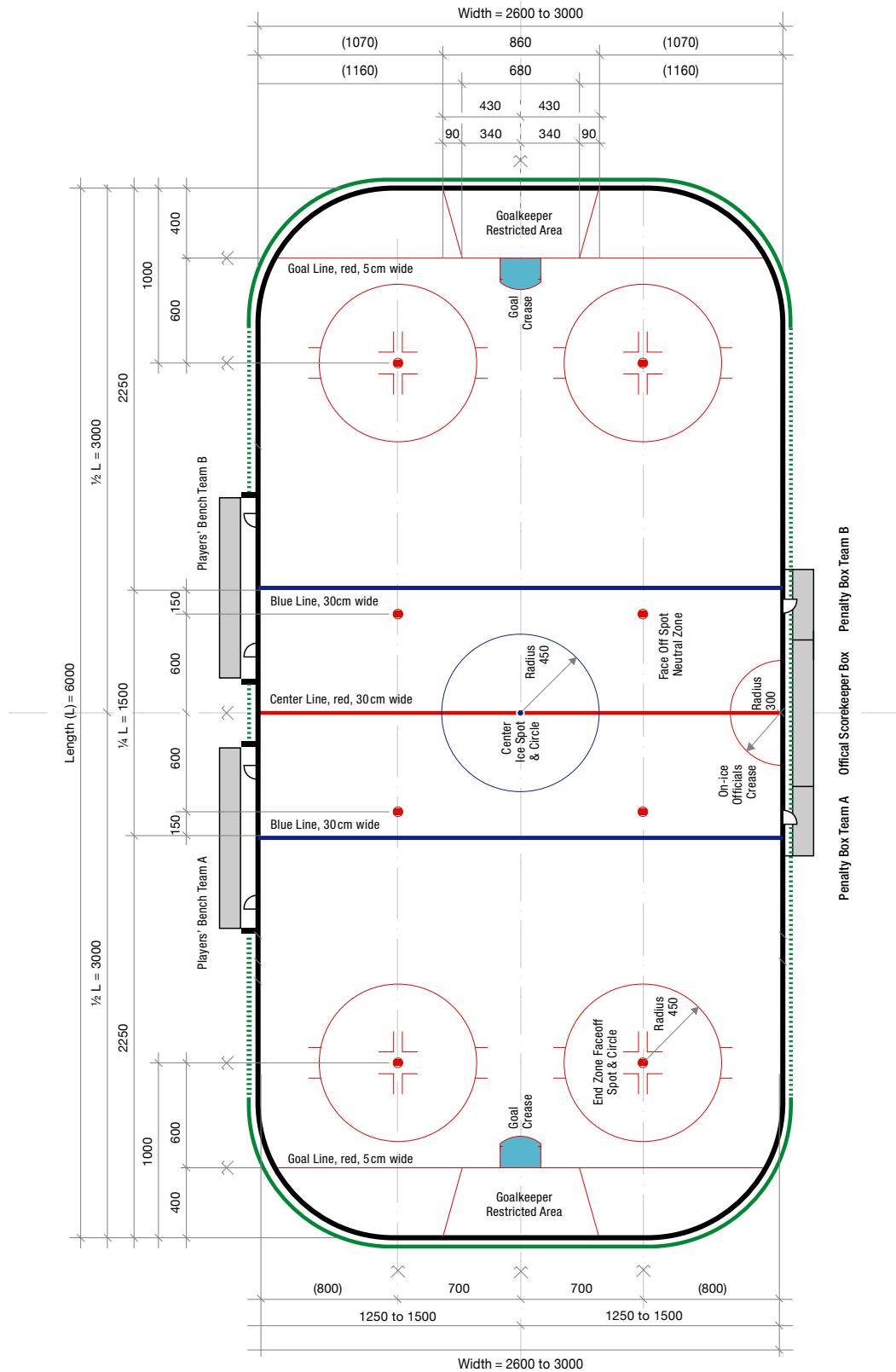


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

RINK LINES

→ RULE 1.5, 1.7, 1.8, 1.9

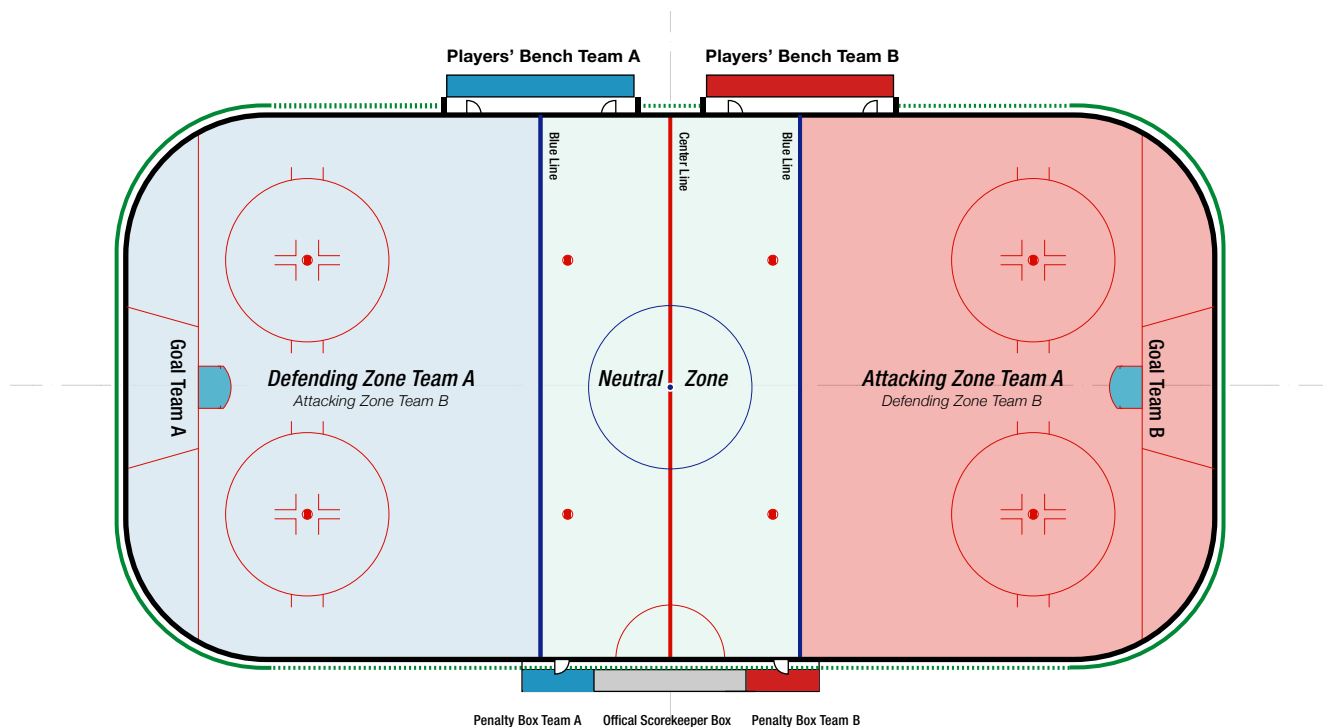


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

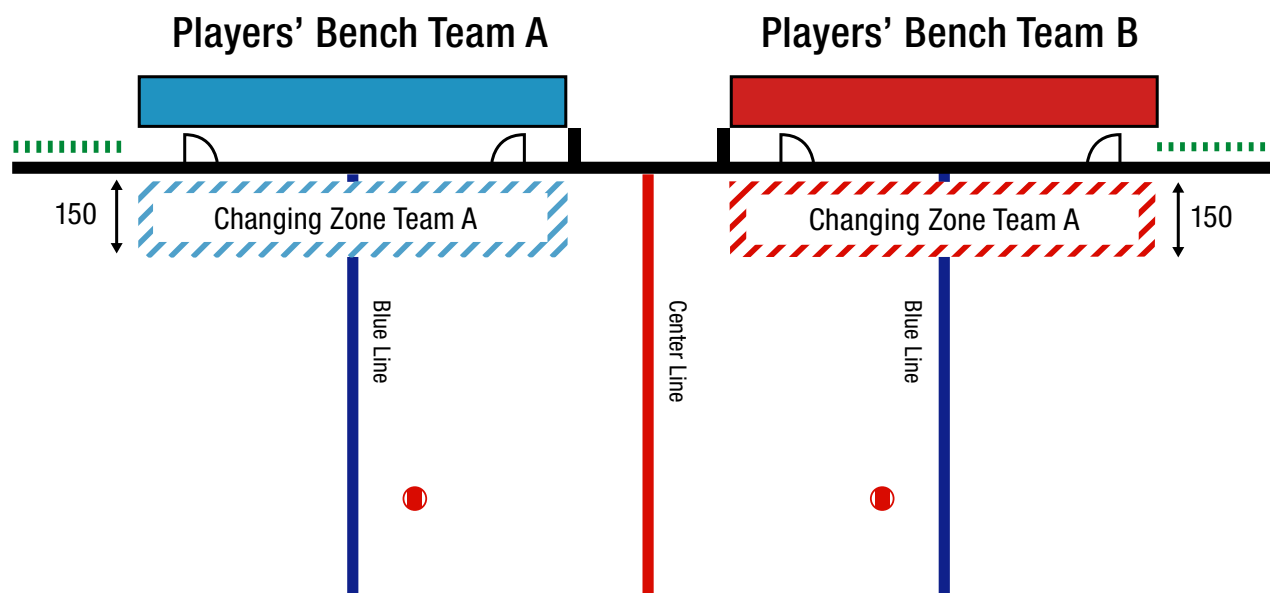
DIVISION OF ICE SURFACE

→ RULE 1.6



PLAYER'S CHANGING ZONE

→ RULE 74

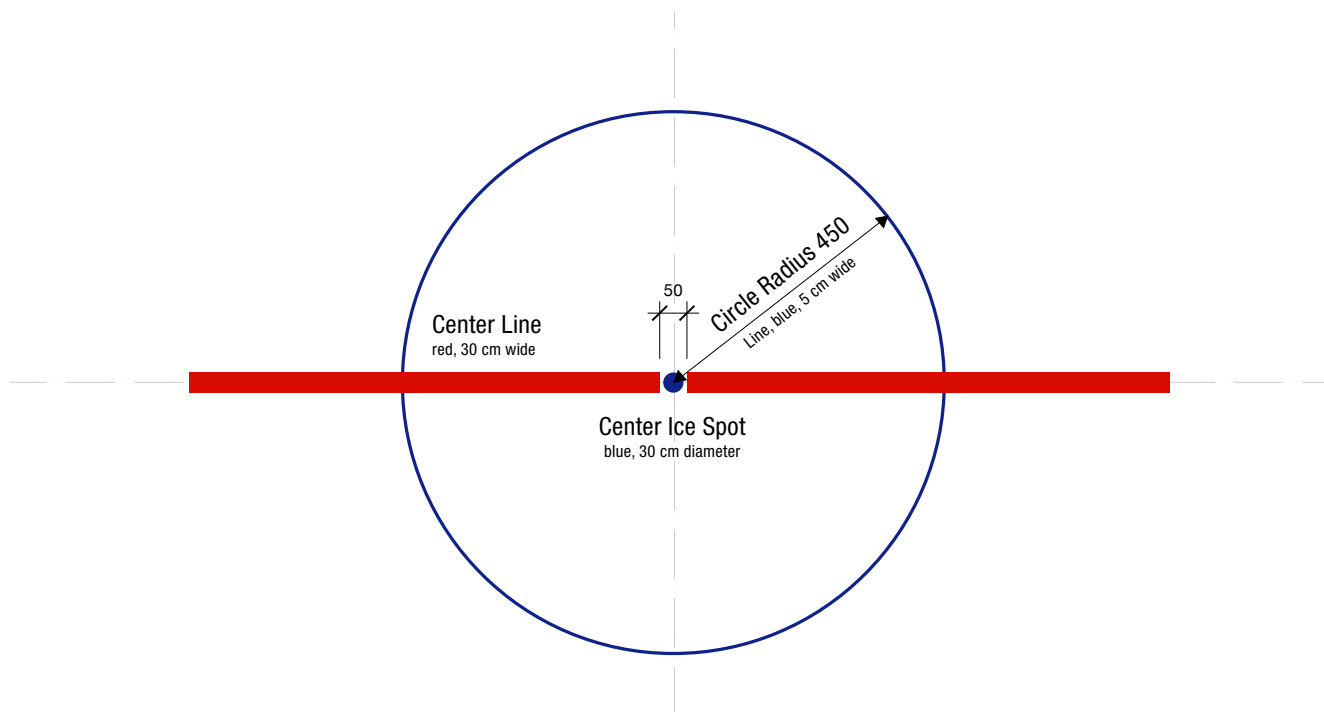


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

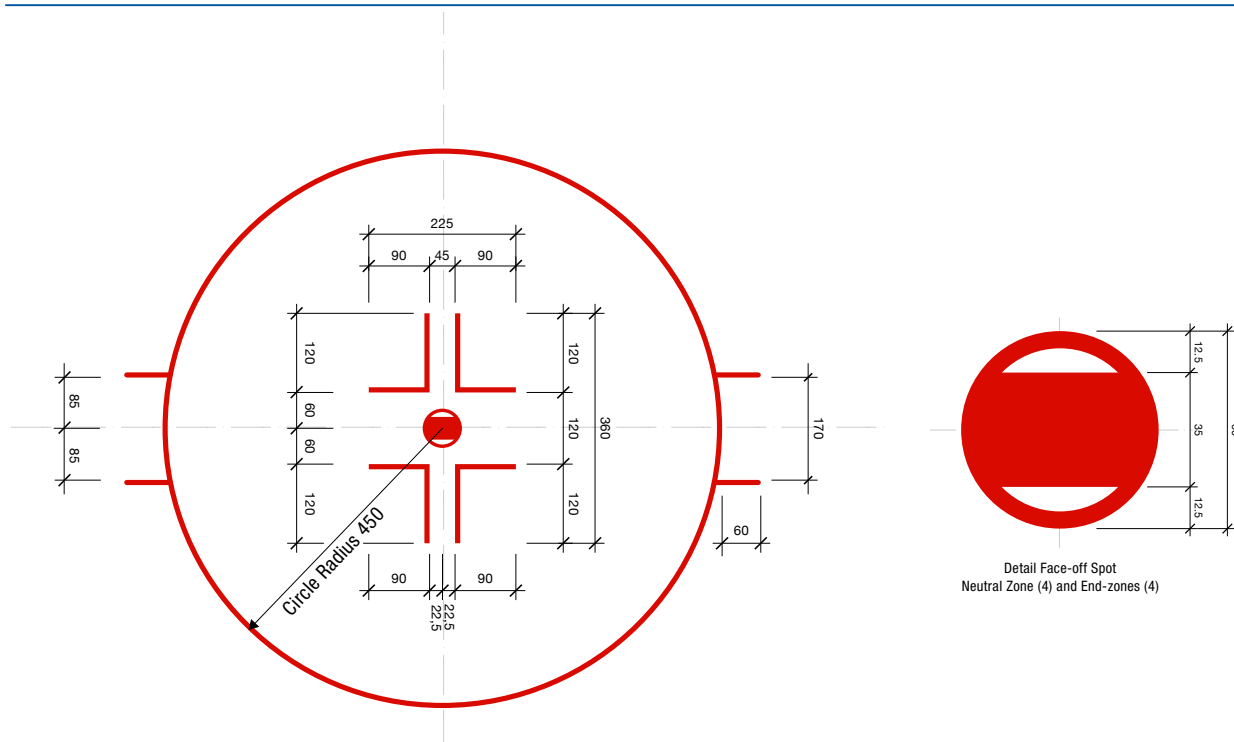
FACE-OFF SPOT AND CIRCLE AT CENTER ICE

→ RULE 1.9



FACE-OFF SPOT AND CIRCLE END ZONES

→ RULE 1.9

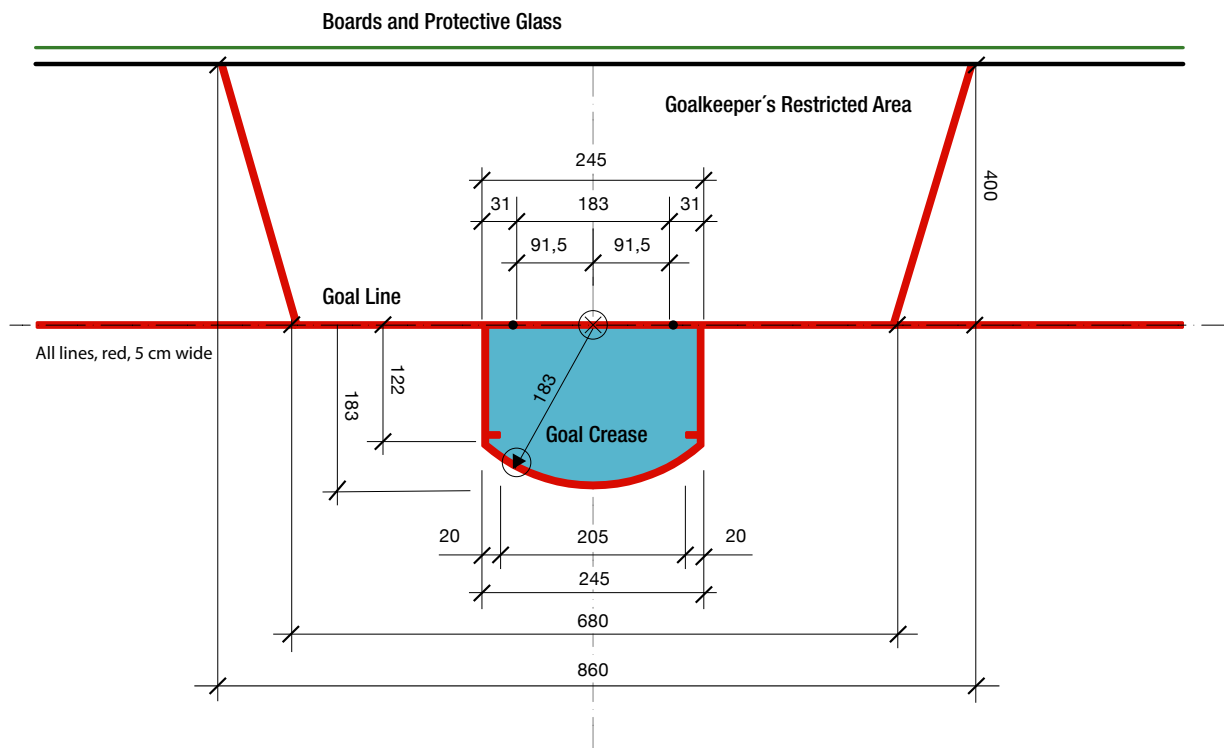


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

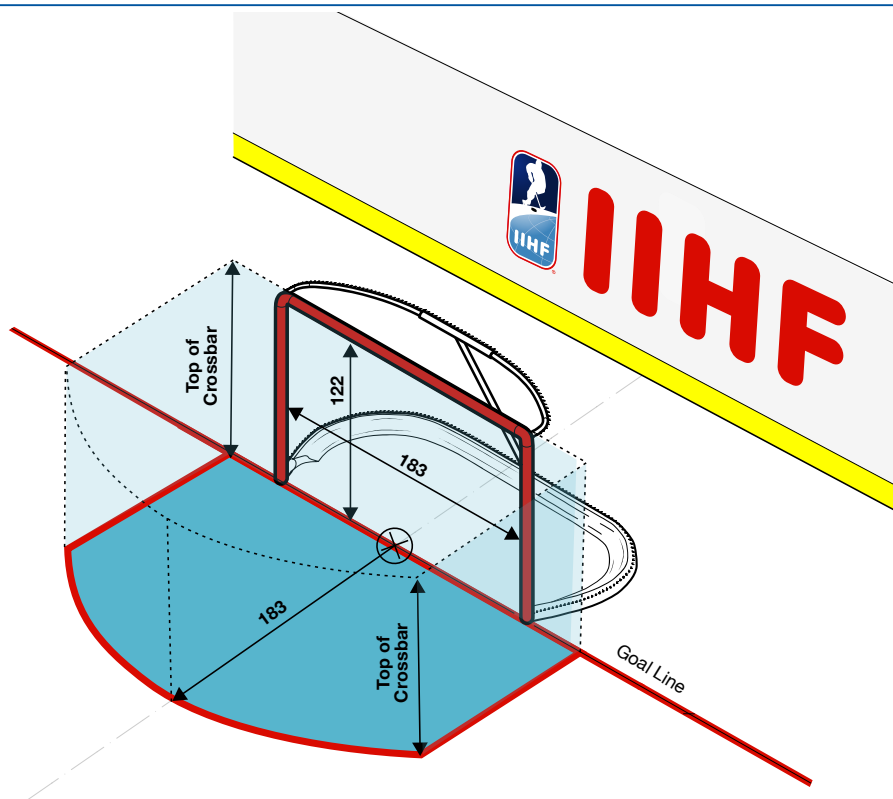
GOAL CREASE AND GOALKEEPER'S RESTRICTED AREA

→ RULE 1.7, 1.8



GOAL CREASE AREA / 3D

→ RULE 1.7

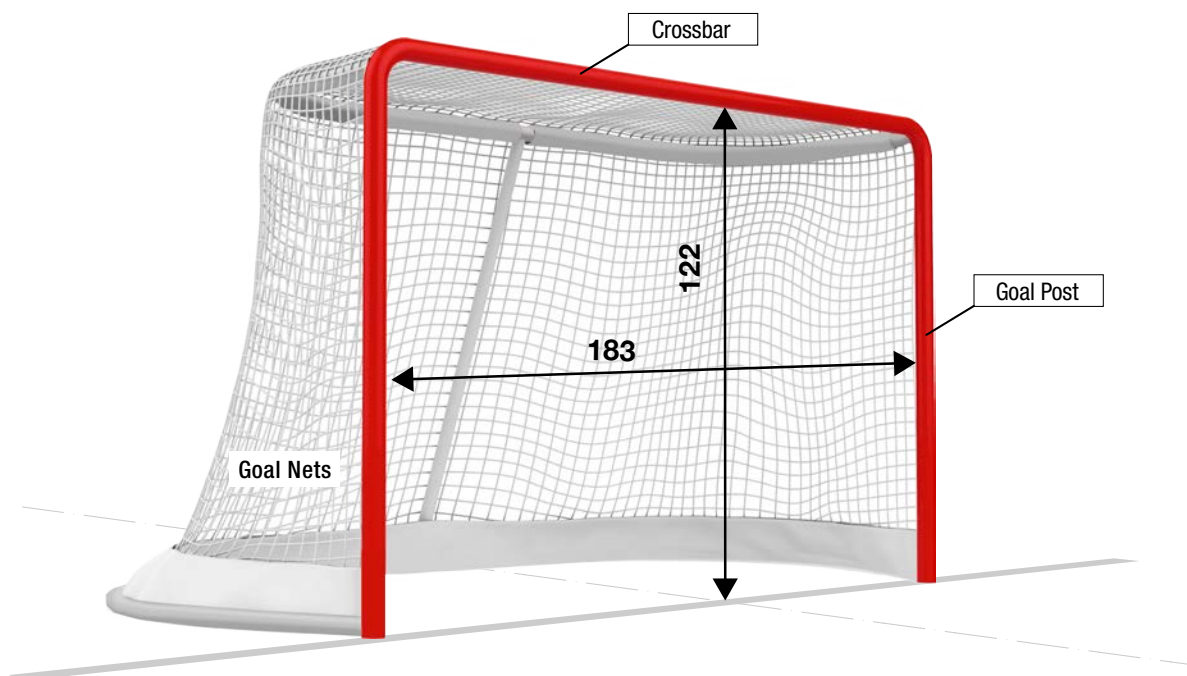


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

GOAL POSTS AND NETS

→ RULE 2.1, 2.2



DEFINITION HIGH-STICKING

→ RULE 37.5, 60, 80

<p>Reference Height Shoulder</p> <hr/> <p>Reference Height Crossbar</p>		<p>Rule 60, 80</p> <hr/> <p>Rule 37.5</p>
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Rule 60 High-sticking an Opponent
The reference height is the height of the shoulder of the opposing player who is hit by a high stick.

Rule 80 High-sticking the Puck
The reference height is the normal height of the shoulder of the player who is playing the puck with a high stick.

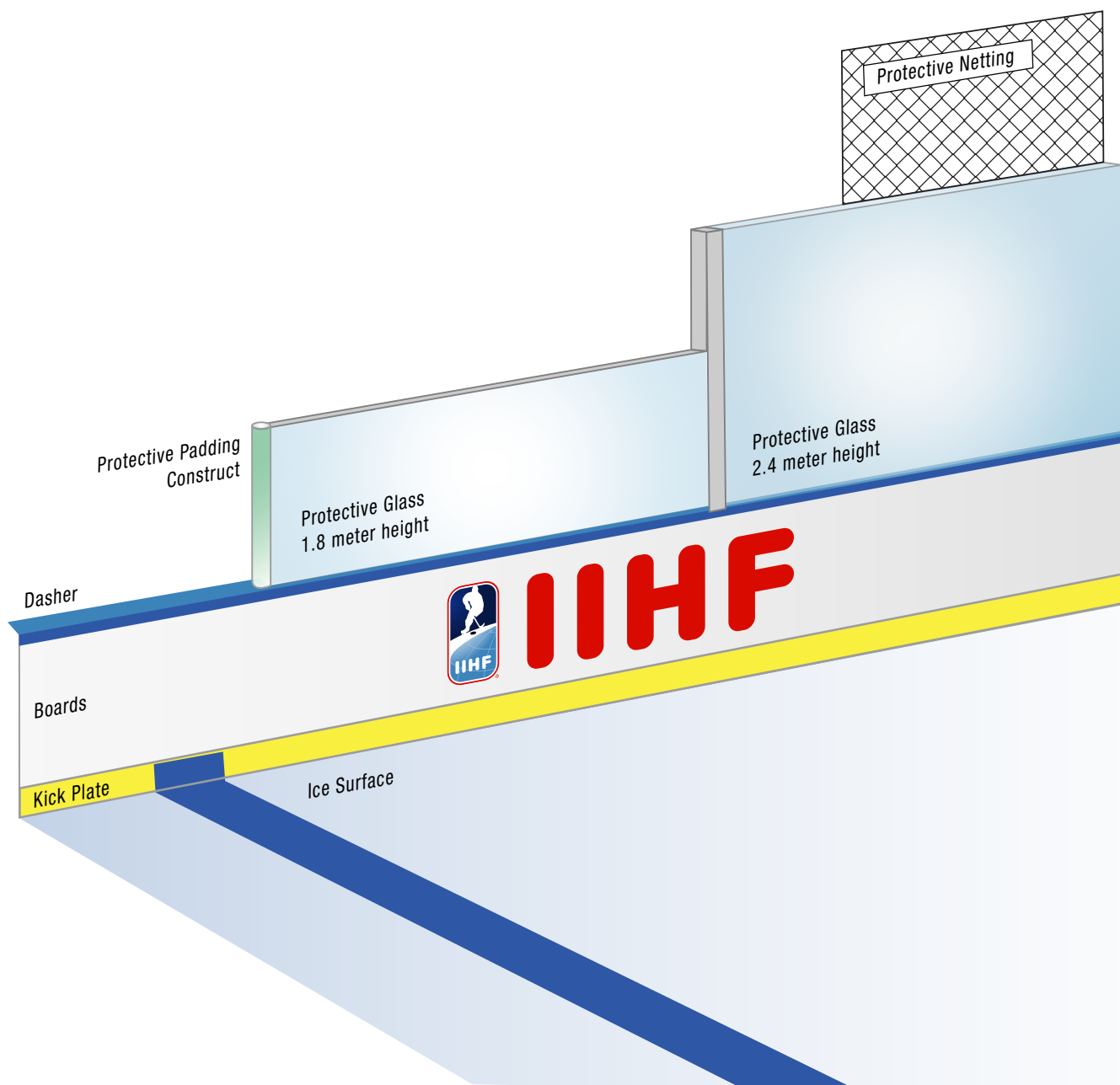
Rule 37.5 High-sticking the Puck into the Goal
Puck struck or deflected into the net with a high-stick, above the height of the crossbar. The reference height is the height above the crossbar where the puck hit the stick.

ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

BOARDS AND PROTECTIVE GLASS AND NETTING

→ RULE 1.3, 1.4



ALL MEASUREMENTS IN CM