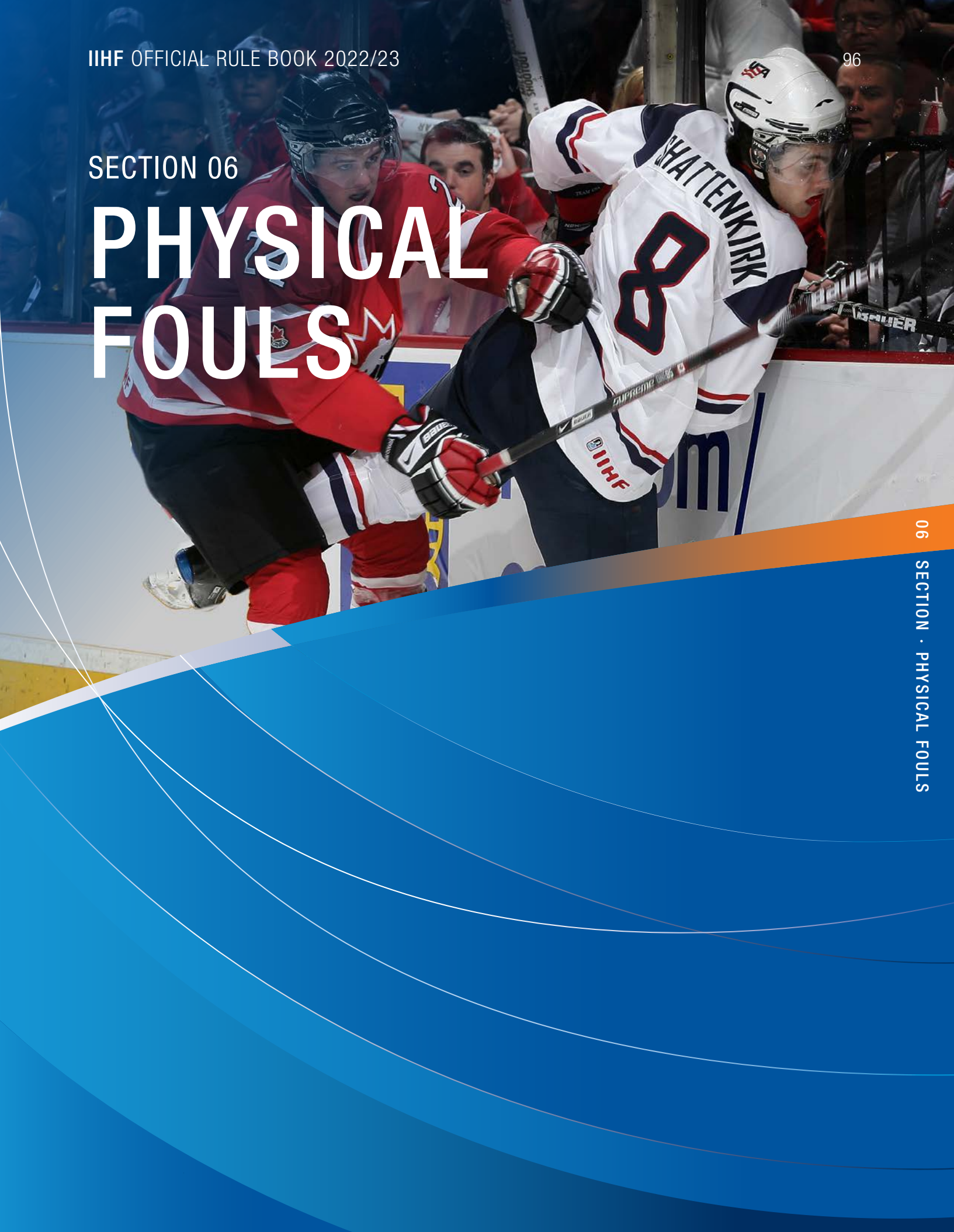


SECTION 06

PHYSICAL FOULS



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RULE 41 BOARDING

41.1. BOARDING

A boarding penalty shall be imposed on any Player who checks or pushes a defenseless opponent in such a manner that causes the opponent to hit or impact the Boards violently or dangerously.

The severity of the penalty, based upon the impact with the Boards, shall be at the discretion of the Referee. There is a considerable amount of judgment involved in the application of this rule by the Referees. The duty is on the Player applying the check to ensure their opponent is not in a defenseless position and if so, they must avoid or minimize contact. However, in determining whether such contact could have been avoided, the circumstances of the check, including whether the opponent put themselves in a vulnerable position immediately prior to or simultaneously with the check or whether the check was unavoidable can be considered. This balance must be considered by the Referees when applying this rule.

Any unnecessary contact with a Player playing the puck on an obvious “icing” or “off-side” play which results in that Player hitting or impacting the Boards is “boarding” and must be penalized as such. In other instances where there is no contact with the Boards, it should be treated as “charging.”

41.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence of the impact with the Boards, to a Player guilty of “boarding” an opponent.

41.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “boarding” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 41.5 for the criteria for an additional Game Misconduct Penalty.

41.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “boarding”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

41.5. GAME MISCONDUCT PENALTY

When a Major Penalty is assessed under this rule for a “boarding” and, in the judgement of the Referee, such foul was likely to injure an opposing Player, a Game Misconduct shall also be assessed.

41.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 42 CHARGING

42.1. CHARGING

A penalty shall be imposed on a Player who skates, jumps into an opponent, or charges an opponent in any manner.

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Charging shall mean the actions of a Player who either jumps to check an opponent, builds up speed by taking multiple strides immediately prior to making contact and / or travels an excessive distance with the sole purpose of delivering such a hit and / or violently checks an opponent in any manner. A “charge” may be the result of a check into the Boards, into the goal frame or in open ice. This rule is superseded by all similar actions regarding an “illegal hit to the head”, except those related to “fighting”. A penalty shall be imposed on a Player who charges a Goalkeeper while the Goalkeeper is within their Goal Crease.

A Goalkeeper is not “fair game” just because they are outside the Goal Crease area. The appropriate penalty should be assessed in every case where an opposing Player makes unnecessary contact with a Goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the Goalkeeper is in the act of playing the puck outside their Goal Crease, provided the attacking Player has made a reasonable effort to avoid such contact.

42.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence of the check, to a Player guilty of “charging” an opponent.

42.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “charging” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 42.5 for the criteria for an additional Game Misconduct Penalty.

42.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “charging”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

42.5. GAME MISCONDUCT PENALTY

When a Major Penalty is assessed under this rule for “charging” and, in the judgement of the Referee, such foul was likely to injure an opposing Player, a Game Misconduct shall also be assessed.

42.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 43 CHECKING FROM BEHIND

43.1. CHECKING FROM BEHIND

A check from behind is a check delivered to a vulnerable Player who is not aware of the impending hit, therefore unable to protect or defend themselves from such a hit and contact is made on the back part of the body.

A Player who hits an opponent from behind into the Boards, the Goal Net, or on open ice in any manner (i.e., high-sticking, cross-checking, etc.) shall be penalized according to this rule.

When a Player being bodychecked, intentionally turns their back towards an opponent and puts themselves in a vulnerable position

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immediately before a bodycheck, to create a “checking from behind” situation, no penalty for “checking from behind” shall be assessed. However, other penalties may still be assessed.

43.2. MINOR PENALTY

This foul is considered serious and dangerous, therefore there is no option to award a Minor Penalty for “Checking from Behind”.

43.3. MAJOR PENALTY

The Referee, at their discretion, shall assess a Major Penalty to a Player guilty of “checking from behind” an opponent, and who recklessly endangers the fouled Player. Refer to Rule 43.5 for an additional Game Misconduct Penalty.

43.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “checking from behind”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

43.5. GAME MISCONDUCT

A Game Misconduct Penalty must be assessed anytime a Major Penalty is imposed for “Checking from Behind”.

43.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion,

→ [Rule 28 – Supplementary Discipline](#).

43.7. “PENALTY SHOT”

This rule is identically described under

→ [Rule 24.8 – Infractions](#)

RULE 44 CLIPPING

44.1. CLIPPING

“Clipping” or a “low-hit” is the act of throwing the body across or below the knees of an opponent from any direction. A Player may not deliver a check in a “clipping” manner, nor lower their own body position to deliver a check on or below an opponent's knees.

An illegal “low-hit” is a check that is delivered by a Player who may or may not have both skates on the ice, with their sole intent to check the opponent in the area of their knees. A Player may not lower their body position to deliver a check to an opponent's knees. A Player may not crouch down near the Boards to avoid being bodychecked and as a result, causes an opponent to tumble over them.

44.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of violence to a Player guilty of “clipping” check an opponent.

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44.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “clipping” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 44.5 for an additional Game Misconduct Penalty.

44.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “clipping”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

44.5. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty must be assessed anytime a Major Penalty is imposed for “clipping”.

44.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline](#).

RULE 45 ELBOWING

45.1. ELBOWING

Elbowing shall mean the use of an extended elbow to strike / check an opponent in a manner that may or may not cause injury.

45.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence, to a Player guilty of “elbowing” an opponent.

45.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “elbowing” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 45.5 for the criteria for an additional Game Misconduct Penalty.

45.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “elbowing”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

45.5. GAME MISCONDUCT PENALTY

When a Major Penalty is assessed under this rule for a “elbowing” and, in the judgement of the Referee, such foul was likely to injure an opposing Player, a Game Misconduct shall also be assessed.

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45.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline](#).

RULE 46 FIGHTING

46.1. FIGHTING / FIGHTER – WILLINGNESS TO FIGHT AND CONTINUING TO FIGHT

"Fighting" is not part of international ice hockey's DNA.

Players who willingly participate in a "brawl / fight", so-called "willing combatants", shall be penalized accordingly by the Referee(s) and may be ejected from the game. Further Supplementary Discipline may be imposed.

A "fight" shall be deemed to have occurred when at least one (1) Player punches or attempts to punch an opponent repeatedly or when two (2) Players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants.

Any Player who persists in continuing or attempting to continue a "fight or altercation" after they have been ordered by the Referee to stop, or who resists a Linesperson in the discharge of their duties shall, at the discretion of the Referee, incur at least a Major Penalty ("Fighting") plus a Game Misconduct Penalty (5'+GMP) in addition to any additional penalties imposed.

The Referees are provided very wide latitude in penalties they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the "fight or persisting in continuing the fight". The discretion provided should be exercised rationally.

For Players, Coaches or Team Personnel leaving the Players' Benches or the Penalty Boxes, see → [Rule 70 – Leaving the Players' Bench or Penalty Box](#).

46.2. ALTERCATION

An "altercation" is a situation involving at least two (2) Players with at least one Player (1) to be penalized.

46.3. INSTIGATOR / INITIATOR

An "Instigator / Initiator" of an "altercation" shall be a Player who by their actions or demeanor demonstrates any/some of the following criteria: distance traveled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game incident; obvious retribution for a previous incident in the game.

A Player who is deemed to be the "Instigator / Initiator" of an "altercation" shall be assessed a Minor Penalty (Instigator / Initiator) plus a Major Penalty ("Fighting") and a Game Misconduct Penalty (2'+5'+GMP).

A Player who is deemed to be both the "Instigator / Initiator" and the "Aggressor" of an "altercation" shall be assessed a Minor Penalty ("Instigator / Initiator") plus a Minor Penalty ("Aggressor") plus a Major Penalty ("Fighting") and Game Misconduct Penalty (2'+2'+5'+GMP).

46.4. AGGRESSOR

The "Aggressor" in an altercation shall be the Player who continues to throw punches in an attempt to inflict punishment on their opponent who is in a defenseless position or who is an "unwilling combatant".

A Player must be deemed the "Aggressor" when they have clearly won the "fight", but they continue throwing and landing punches

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in a further attempt to inflict punishment and/or injury on their opponent who is no longer in a position to defend themselves.

A Player who is deemed to be the “Aggressor” of an altercation shall be assessed a Minor Penalty (“Aggressor”) plus a Major Penalty (“Fighting”) and a Game Misconduct Penalty (2'+5'+GMP).

A Player who is deemed to be the “Aggressor of an altercation” will have this recorded as an “Aggressor” of an altercation for suspension purposes – refer to Rule 28 Supplementary Discipline.

A Player who is deemed to be both the “Aggressor” and the “Instigator / Initiator” of an altercation shall be assessed a Minor Penalty (“Aggressor”) plus a Minor Penalty (“Instigator / Initiator”) plus a Major Penalty (“Fighting”) and a Game Misconduct Penalty (2'+2'+5'+GMP).

46.5. DANGEROUS PUNCHER – “SUCKER PUNCHER”

Any Player wearing tape or any other material on their hands (below the wrist) who cuts or injures an opponent during an altercation will receive a Match Penalty in addition to any other penalties imposed including for “fighting” under this rule.

A Match Penalty shall be assessed to a Player who punches an unsuspecting or “unwilling combatant / opponent” (i.e., “sucker punch”) and could cause an injury.

46.6. DEFENDER – UNWILLING COMBATANT

A Player who “defends” themselves with a “few punches” against an Aggressor, an Instigator / Initiator or a fighter shall be considered as an “unwilling combatant”. This Player does not want to continue or prolong a “fight” or “let a fight get out of hand” - it is clear to the Referees that this player does not want to “fight” irregularly.

A Player who retaliates to being punched will be assessed at least a Minor Penalty (“Roughing”) or a Major Penalty (“Fighting”, without a Game Misconduct Penalty), if the criteria for “fighting back” with a few punches is not fulfilled.

46.7. THIRD PLAYER IN

A Game Misconduct Penalty, at the discretion of the Referee, shall be imposed on any Player who is the first to intervene (“third Player in”) in an altercation already in progress, except when a Game Misconduct Penalty or Match Penalty is being imposed in the original altercation. This penalty is in addition to any other penalties incurred in the same incident.

This rule also applies to subsequent Players who elect to intervene in the same or other “altercations” during the same stoppage of play. Generally, this rule is applied when a “fight” occurs.

46.8. CLEARING THE AREA OF A FIGHT

When a “fight” occurs, all Players not engaged shall go immediately to the area of their Players’ Bench and in the event the altercation takes place at a Players’ Bench, the Players on the ice from that Team shall go to their Defending Zone.

Goalkeepers shall remain in their Goal Crease, except in the event the altercation takes place in the vicinity of the Goal Crease, and therefore shall obey the directions of the Referee.

Failure to comply can result in penalties incurred for their involvement in and around the area and Disciplinary Measures.

46.9. FIGHTING OTHER THAN DURING THE PERIODS OF THE GAME

Any Teams whose Players become involved in an altercation, other than during the periods of the game, shall be fined automatically in addition to any other appropriate penalties that may be imposed upon the participating Players by Supplementary Discipline or otherwise.

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Players involved in “fighting” other than during the periods of the game shall be assessed a Major Penalty (“Fighting”) and a Game Misconduct (5’+GMP). An “Aggressor” and/ or an “Instigator / Initiator” shall be penalized according to the respective Rule 46.3 and/ or Rule 46.4.

In the case of altercations taking place after the period or game will be reported to the Proper Authorities for further Supplementary Disciplinary action.

Should Players come onto the ice from their Players’ Benches after the period ends and prior to the start of an altercation, they shall not be penalized if they remain in the vicinity of their Players’ Bench and provided, they do not get involved in any altercations.

46.10. FIGHTING PRIOR TO THE DROP OF THE PUCK

Unless this occurs prior to the start of the game or any period, a “fight” that occurs prior to the drop of the puck during the course of normal “face-off”, the altercation shall be penalized as if it occurred during the regular playing time refer to Rule 46.9 – Fighting.

When, in the opinion of the Referee that, specific personnel changes have been made by one or both Teams late in a game and an altercation ensues, the appropriate penalties are to be assessed and the incident reported to the Proper Authorities immediately following the game for review and possible Supplementary Disciplinary actions.

46.11. FIGHTING OFF THE PLAYING SURFACE

A Game Misconduct Penalty shall be imposed on any Player involved in “fighting off the playing surface” or with another Player who is “off the playing surface”. These penalties are in addition to any other time penalties assessed, including the Major Penalty (“Fighting”).

Whenever a Coach or other team personnel becomes involved in an altercation with an opposing Player, Coach or other team personnel on or off the ice, they shall be assessed with a Game Misconduct Penalty and automatically suspended from the game, ordered to the Dressing Room and the matter will be reported to Proper Authorities for Supplementary Disciplinary actions.

46.12. HELMETS

No Player may remove their helmet prior to engaging in a fight. If they should do so, they shall be assessed a Minor Penalty for “Unsportsmanlike Conduct”. Helmets that come off in the course of and resulting from the altercation will not result in a penalty to either Player.

46.13. JERSEYS

A Player who deliberately removes their jersey prior to participating in an altercation or who is clearly wearing a jersey that has been modified and does not conform to → [Rule 9 – Uniforms](#), shall be assessed a Minor Penalty for “Unsportsmanlike Conduct” and a Game Misconduct Penalty. This is in addition to other penalties to be assessed to the participants of an altercation. If the “altercation” never materializes, the Player would receive a Minor Penalty for “Unsportsmanlike Conduct” and a ten-minute (10’) Misconduct Penalty for deliberately removing their jersey.

RULE 47 HEAD-BUTTING

47.1. HEAD-BUTTING

The act of head-butting involves a Player making deliberate contact, or attempting to make contact, with an opponent by leading with their head and/or helmet, whether contact is made or not.

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47.2. DOUBLE-MINOR PENALTY

The Referee shall, at their discretion, assess a Double-minor Penalty to any Player who attempts to “head-butt” an opponent.

47.3. MAJOR PENALTY

The Referee, at their discretion, shall assess a Major Penalty to a Player guilty who “head-butts” an opponent.

Refer to Rule 47.5 for an additional Game Misconduct Penalty.

47.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by “head-butting”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

47.5. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty must be assessed anytime a Major Penalty is imposed for “head-butting”.

47.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline](#).

RULE 48 ILLEGAL CHECK TO THE HEAD OR NECK

48.1. ILLEGAL CHECK TO THE HEAD OR NECK

There is no clean check to the head or neck. The Player delivering the hit must avoid hitting the opponent's head or neck.

A hit resulting in contact with an opponent's head where the head was the main point of contact and such contact to the head was avoidable is not permitted. This rule supersedes all similar actions regarding hits to the head and neck.

When a Player is skating with their head up, whether they are in possession of the puck and may reasonably be expecting impending contact, an opponent does not have the right to hit them on the head or neck.

A Player who delivers a bodycheck to an opponent who is skating with the puck with their head down in the direction of the Player and does not use an upward motion or drive their body up into the opponent, shall not be penalized for an “illegal check to the head”.

A penalty for illegal checking to the head or neck will be assessed if one of the following occurs when a player checks an opponent:

- (I) A Player who directs a hit of any sort, with any part of their body or equipment, to the head or neck of an opposing Player or drives or forces the head of an opposing Player into the protective glass or boards using any part of their upper body.
- (II) A Player who extends and directs any part of their upper body to contact the head or neck of an opponent.
- (III) A Player who extends their body upward or outward in order to reach their opponent or uses any part of the upper body to contact an opponent's head or neck.
- (IV) A Player who jumps (leaves their skates) to deliver a blow to the head or neck of an opponent.

In determining whether contact with an opponent's head was avoidable, the circumstances of the hit including the following shall be considered:

- (V) Whether the Player attempted to hit squarely through the opponent's body and the head was not “picked” as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward. If the

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primary force of a blow is initially to the body area and then contact slides up to the head or neck.

- (VI) Whether the opponent put themselves in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.
- (VII) Whether the opponent materially changed the position of their body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

48.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty to any Player who delivers an “illegal check to the head or neck” of an opponent.

48.3. MAJOR PENALTY

There is no provision for a Major Penalty for this rule.

48.4. GAME MISCONDUCT PENALTY

There is no provision for a Game Misconduct Penalty for this rule.

48.5. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by an “illegal check to the head or neck”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

48.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 49 KICKING

49.1. KICKING

The action of a Player deliberately using their skate(s) with a kicking motion to propel the puck or to make contact with an opponent.

49.2. GOALS

Kicking the puck shall be permitted in all zones. A goal cannot be scored by an attacking Player who uses a “distinct kicking motion” to propel the puck into the net with their skate/foot.

A goal cannot be scored by an attacking Player who “kicks” a puck that deflects into the net off any Player or official.

A puck that deflects into the net off an attacking Player’s skate who does not use a “distinct kicking motion” is a legitimate goal.

A puck that is “directed” into the net by an attacking Player’s skate shall be a legitimate goal as long as “no distinct kicking motion” is evident.

The following should clarify deflections following a “kicked puck” that enters the goal:

- (I) A “kicked puck” that “deflects” off the body of any Player of either Team (including the Goalkeeper) shall be ruled “no goal”.

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- (II) A “kicked puck” that “deflects” off the stick of any Player (excluding the Goalkeeper’s stick) shall be ruled a “good goal”.
- (III) A goal will be allowed when an attacking Player “kicks” the puck, and the puck “deflects” off their own stick and then into the net.
- (IV) A goal will be allowed when a puck enters the goal after “deflecting” off an attacking Player’s skate or “deflects” off their skate while they are in the “process of stopping”.

A goal cannot be scored by an attacking Player who “kicks” any equipment (stick, glove, helmet, etc.) at the puck, including “kicking” the blade of their own stick, causing the puck to cross the Goal Line.

49.3. MATCH PENALTY

The Referee shall, at their discretion, assess a Match Penalty if, in their judgement a Player “kicks” or “attempts to kick” an opposing Player. The consequence for this foul is a Match Penalty in any case where “kicking” is ruled, even if there is no contact.

49.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 50 KNEEING

50.1. KNEEING

Kneeing is the act of a Player leading with their knee and in some cases extending their leg outwards to make contact with their opponent.

50.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the severity of the infraction, to a Player guilty of “kneeing” an opponent.

50.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “kneeing” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 50.5 for an additional Game Misconduct Penalty.

50.4. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if, in their judgment, the Player recklessly endangers their opponent by an “kneeing”. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

50.5. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty must be assessed anytime a Major Penalty is imposed for “kneeing”.

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50.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 51 ROUGHING

51.1. ROUGHING

Roughing is a punching or slamming motion with or without the glove on the hand, normally directed at the head or face of an opponent, or if a Player intentionally removes an opponent's helmet during play. Roughing is a minor altercation that is not worthy of a Major Penalty to either participant.

51.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty on a Player who strikes an opponent with their hand or fist, or if a Player intentionally removes an opponent's helmet during play pursuant.

→ [Rule 9.6 – Helmets.](#)

A Player who persists in continuing to be involved in roughing is subject to rules for “fighting”

→ [Rule 46 – Fighting.](#)

51.3. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty to a Goalkeeper who uses their blocker glove to punch an opponent and the action is likely to result in injury to the opponent.

51.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline.](#)

RULE 52 SLEW-FOOTING

52.1. SLEW-FOOTING

“Slew-footing” is the act of a Player using their leg or foot to knock or kick an opponent's feet from under them or pushes an opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of their leg, knocks or kicks the opponent's feet from under them, causing them to fall violently to the ice.

52.2. MATCH PENALTY

The Referee shall, at their discretion, assess a Match Penalty if a Player is guilty of “slew-footing” on an opposing Player.

52.3. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion

→ [Rule 28 – Supplementary Discipline](#)

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RULE 53 THROWING EQUIPMENT

53.1. THROWING EQUIPMENT

A Player shall not throw a stick or any other object in any zone. A Player who has lost or broken their stick may only receive a stick at their own Players' Bench or be handed one from a Teammate on the ice.

→ Rule 10 – Sticks.

53.2. MINOR PENALTY

A Minor Penalty shall be imposed:

- (I) For throwing a stick on any Player on the Ice, who throws their stick or any part thereof or any other object in the direction of the puck or an opponent in any zone, except when such act has been penalized by the assessment of a "Penalty Shot" (Rule 53.7) or the Awarding of a Goal (Rule 53.8);
- (II) For throwing a stick when a defending Player shoots or throws a stick or any other object in the Defending Zone but not at the puck or puck carrier;
- (III) For "interference" when a Player moves a stick that is not broken and it interferes with an opposing Player (except where a "Penalty Shot" Rule 53.7, or the Awarding of a Goal Rule 53.8 applies) or when the Player who lost said stick is prevented from retrieving it as a result;
No penalty will be assessed if moving the non-broken stick if it does not interfere with the play or the opposing Player is not attempting to retrieve it.
When a Player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the ice (and not over the Boards) in such a way as to not interfere with the play or opposing Player(s), no penalty will be imposed for so doing.
- (IV) For "Unsportsmanlike Conduct", when a Player throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area in protest of an Official's decision. For an additional Game Misconduct Penalty see Rule 53.5 - Game Misconduct Penalty.

53.3. BENCH MINOR PENALTY

Should any unidentifiable player, Coach, or team personnel on the Players' Bench or Penalty Box throw anything on the ice during the progress of the game or during a stoppage of play, a Bench Minor Penalty for "Unsportsmanlike Conduct" shall be assessed.

→ Rule 75 – Unsportsmanlike Conduct.

53.4. MISCONDUCT PENALTY

A Misconduct Penalty shall be imposed on a Player who "unintentionally" or "accidentally" throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area.

53.5. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty shall be imposed on a Player who intentionally throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area.

If the offense is committed in protest of an Official's decision, a Minor Penalty for "Unsportsmanlike Conduct" (Rule 53.2, iv) plus a Game Misconduct Penalty shall be assessed to the offending Player.

PHYSICAL FOULS

53.6. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if a Player's action of "throwing a stick or any other object" or piece of equipment at an opposing Player, Coach or team personnel could result in injury to the opponent.

Note: Such assessment of reckless endangerment shall be based on the severity of the infraction and the general reprehensibility involved.

53.7. "PENALTY SHOT"

This rule is identically described under

→ [Rule 24.8 – Infractions](#)

53.8. AWARDED GOAL

If, when the opposing Goalkeeper has been removed, a member of the defending Team, including the Coach or any team personnel, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in the Neutral or their own Defending Zone, thereby preventing the puck carrier from having a "clear shot" on an "open net", a goal shall be awarded to the attacking side.

For the purpose of this rule, an "open net" is defined as one from which a Goalkeeper has been removed for an additional attacking Player. The Goalkeeper is considered off the ice once the replacement Player has entered the Playing Surface.

53.9. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

→ [Rule 28 – Supplementary Discipline](#).