



2018-2020
Playing Rules Update



RULE - 2.6 INJURED PLAYERS



- b) If a goaltender goes to the players' bench due to an injury, he shall retire from the ice and his place shall be taken by an alternate goaltender and no warm-up will be permitted. However, this will only apply where an alternate goaltender is dressed.

In cases where an alternate goaltender is not dressed, the injured goaltender will be allowed ten minutes to recuperate.

If a replacement is necessary for the injured goaltender, an additional five minutes shall be allowed for a total of fifteen minutes. The injured goaltender must remain out of the game until the next stoppage of play. For a violation of this rule, a minor penalty for Delay of Game shall be assessed.

Key Point: Like an injured player, an injured goaltender who comes off the ice must remain out until the **NEXT STOPPAGE**.

RULE - 3.6 PROTECTIVE EQUIPMENT



- c) When a goaltender loses his helmet and/or facial protector, blocker or trapper play shall be stopped immediately, unless there is an imminent scoring chance. Any such deliberate action by the goaltender shall result in a Minor penalty for “Delay of Game”. If this deliberate action of removing the helmet or facial protector (by a player or goaltender), blocker or trapper occurs when an opponent is on a breakaway in the neutral or attacking zone, or occurs during the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot shall be awarded to the non-offending team. Any player or players who remove their helmets or undo their chinstraps before or during fights will be assessed a Gross Misconduct penalty.

Key Point: Added blocker and trapper to this rule to increase safety for goaltenders.

RULE - 4.13 CALLING OF PENALTIES



- a) If a player on the team in possession of the puck commits an infraction of the rules which would call for a Match, Major, Misconduct, Bench Minor or Minor penalty, the Referee shall blow her whistle immediately and give the penalty(ies) to the deserving player(s). **When this situation leads to a time penalty or multiple time penalties being placed on the penalty time clock to one (1) team, making that team shorthanded, the ensuing face-off shall be conducted at one of the two end zone face-off locations in the offending team's depending zone. There are four (4) exceptions:**
- 1) **When a penalty is assessed after a goal, the face-off will take place at centre ice.**
 - 2) **When a penalty is assessed at the end (or before the start) of a period, the faceoff will take place at centre.**
 - 3) **When a gathering is taking place following a stoppage of play leading to a penalty and one (1) or both defensemen, point players or any player coming from the players' or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit), the ensuing face-off will take place in the neutral zone at one of the face-off spots outside the offending team's defending zone [see rule 10.2 (j)].**

RULE - 4.13 CALLING OF PENALTIES



- 4) When the non-offending team clears the puck and icing is called, the ensuing face-off will take place at one of the fac-off spots outside the zone of the team that iced the puck.

NOTE: When a time differential occurs because of multiple penalties, the ensuing faceoff will take place in the shorthanded team's defending zone. In the case of multiple penalties when no time differential occurs, the ensuing face-off will take place at the face-off spot nearest to where the stoppage of play occurred, unless otherwise stated in the rules.

Key Point: In general, we now take face-offs after penalties to the offending team's end zone, however there are a few exceptions (start/end of period, after a goal, defenseman coming into a scrum, icing).

RULE - 6.3 CHARGING



- c) Where a player is charged in such a way that the player is unable to protect or defend himself or the charge is considered a deliberate attempt to injure, a Match penalty shall be assessed.

Key Point: Asking referee to consider the safety of the player being checked. Similar to Checking From Behind, where a player is unable to protect self, a Match Penalty MUST now be called.

RULE - 6.5 HEAD CONTACT



- c) In Minor and Female, any player incurring three (3) head contact penalties that do not meet the criteria of a Major and a Game Misconduct or a Match Penalty shall be assessed a Game Ejection.

Note: A Double Minor penalty assessed under Rule 6.5 (c) will be treated as one (1) penalty.

- d) In Junior and Senior, a Minor and a Misconduct penalty, or a Major and a Game Misconduct penalty, at the discretion of the Referee based on the degree of violence of impact, shall be assessed to any player who checks an opponent in the head in any manner.
- e) **A Major and a Game Misconduct penalty, or a Match penalty shall be assessed any player who injures an opponent under this rule.**

Key Point: Added as a Game Ejection. Note that this rule requires THREE HEAD CONTACT penalties. Stick infractions do not stack together with Head Contact.

RULE - 6.6 ELBOWING AND KNEEING



c) A Match Penalty could also be assessed under this rule.

Key Point: Consider Match penalty if, in the opinion of the Referee, there was a deliberate attempt to injure or deliberate injury.

RULE - 7.4 TRIPPING



- b) A Double Minor penalty or Match penalty, at the discretion of the Referee based upon the degree of violence of impact with the ice, shall be assessed to any player who slew-foots an opponent. Slew-Footing occurs when one player uses a leg or a foot to knock or kick an opposing player's feet from under him, or pushes another player's upper body backward with an arm or elbow and at the same time with a forward motion of his leg, knocks or kicks that player's feet from under him. An automatic Match penalty shall be assessed to any player who injures an opponent with a slew-foot.

NOTE: Serious consideration for a Match penalty should be paid when an offending player is 'in motion' (skating) while committing this foul. The 'degree of violence of impact with the ice' criteria and intent of the offending player will provide valuable considerations when a Referee makes the decision of whether a Match penalty is warranted under this rule.

Key Point: Previously, a Match penalty must be called if the offending player was in motion. Now the call is at the discretion of the referee. The rule still requires a Match penalty to automatically be assessed if the non-offending player is injured. This rule now aligns with Spearing using a Double minor for minor infractions and serious infractions or infractions resulting in injury are Match penalties.

RULE - 10.2 FACE-OFFS



- (e) A team committing a second violation of any of the provisions of Section (a) during the same face-off and subsequently contacts the linesman before the linesman has had reasonable time to vacate the face-off location will be assessed a Minor penalty for “face-off violation” by the Referee.
- (f) When an infringement of a rule has been committed by a player or players of one team, the ensuing face-off shall be in that team’s defensive zone at the nearest face-off spot.

Key Point: Moving the face off back to the offending team’s zone if the penalty is assessed.