

ISHF OFFICIAL RULE BOOK



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INTRODUCTION

The International Short Hockey Federation (ISHF), as the governing body, is composed of the national member federations which, in case of an event, recognize the need to participate in Short Hockey Rules competition on the basis of fair competition, regardless of the level of preparation or venue of the match.

The Short Ice Hockey Rules are intended to promote the development of the Players' skills and the improvement of their sporting qualities in a safe competitive environment. Violations of these Rules during the game shall be considered by the referees on the ice field. More serious violations may be additionally referred to the relevant competent authorities at the end of the match in accordance with the requirements of the Regulations and the ISHF Disciplinary Code.

Any Player, referee, team official or member of any National Federation involved in tampering with the results of the competition will be held liable in accordance with the ISHF Code of Conduct.

Players who participate in competitions for their National Federation in any of the ISHF sporting events, knowing their responsibility, with full understanding and respect to these Rules, agree and undertake to strictly follow them.

The Official ISHF Rules Book is valid for all ISHF events, including qualifying events, World Championships and other international matches, in accordance with ISHF requirements.

SECTION 1 – COMPETITION STANDARDS

8. GENDER PARTICIPATION

For IIHF competitions, no male player may participate in a women's event, and no female player may participate in a men's event.

2. PLAYER ELIGIBILITY AND AGE

For age-specific tournaments, notably U19 and U21, there is both a minimum and a maximum age for player eligibility. The minimum age is 15.

3. ON-ICE OFFICIAL / LINESMAN AND REFEREE

All decisions made by on-ice officials are based on their discretion in understanding, adjudicating, and interpreting this rule book in an unbiased manner.

The two-man-official system (two on-ice officials working as both referees and linesmen) is used in all ISHF championships, tournaments, and international games involving national teams.

Member national federations have the authority to use the two-man- official system (two on-ice officials working as both referees and linesmen) or other official systems in games which are completely under their jurisdiction.

The video-goal judge system is mandatory only for specific ISHF competitions.

4. DESIGNATION OF THE ON-ICE OFFICIAL / LINESMAN AND REFEREE

On every competition ISHF-judiciary designates all the referees and linesmen.

In tournaments held by national federations, the appointment of judges is entirely up to the federation hosting the event.

5. REFEREE TEAM

The game is played by a team of judges:

- Field umpire (one or two)
- match secretary
- two backstage umpires
- reporter.

6. PROPER AUTHORITIES AND DISCIPLINE

“Proper Authorities” refers specifically to the immediate governing body of the game(s) being played. In addition to the on-ice officials, every game at ISHF championships and events is overseen by assigned ISHF-Commissioner. Actions by players and team staff which show a flagrant disregard for the rules of play may be dealt with after the game by proper authorities.

7. DOPING

Membership in the ISHF includes acceptance of the World Anti-Doping Code and a requirement that the policies, rules, and programs of member national associations are in compliance with the code.

SECTION 2 - THE RINK

14.ICE SURFACE AND FIT TO PLAY

Ice hockey must be played on a white ice surface known as a rink. It must be of a quality deemed fit to play by the on-ice officials in charge of the game.

The ice surface must be prepared with water and chemicals to a consistent quality in all areas and must be properly frozen by either a reliable system of refrigeration to ensure stable temperature and density or by natural causes.

If, prior to or during the playing of a game, any section of the ice or rink becomes damaged, the on-ice officials will immediately stop the game and ensure the necessary repairs are made before game action resumes.

If the repairs delay the game unduly, the referee has the option to send the teams to their respective dressing rooms until the rink is deemed fit to play. If the problem cannot be solved in a short period of time or if any section of the ice or rink is of a quality that makes playing the game dangerous, the referee has the right to postpone the game until such a time as the ice or rink can be properly made fit to play.

If any lengthy delay occurs within ten minutes of the end of a period, the referee has the option to send the teams to their respective dressing rooms to begin the intermission immediately. The rest of the period will be played after the repairs and resurfacing of the ice has been completed and the full intermission time has elapsed. When play resumes, teams will defend the same goal as before play was postponed, and at the end of the period they will change ends and begin playing the ensuing period without delay.

If the playing area is affected by fog or other opaque air, the referee will not permit game action to take place until the air in the arena is suitably clear for players and fans to experience an ecologically safe environment.

15.BENCHES OF THE PLAYERS

Although the players' benches are not a part of the ice surface, they are considered a part of the rink and are subject to all rules pertaining to the ice surface.

The only people allowed on or at the players' benches are the dressed players and not more than four team officials of each team.

Both players' benches must be of the same dimensions and quality, offering advantage to neither team in any manner.

Each players' bench must start 1,0 metres from the centre red line and be 1,5 metres wide and 5 metres deep.

Each players' bench must have two doors, one at either end.

The players' benches must be located on the same side of the rink, opposite their respective penalty boxes and the scorekeeper's bench.

Teams must use the same bench for the duration of a game.

Players' benches must be closed on all three sides from spectators, the only open-air side being the one with direct access to the ice for the players themselves.

The designated home team is entitled to its choice of players' bench

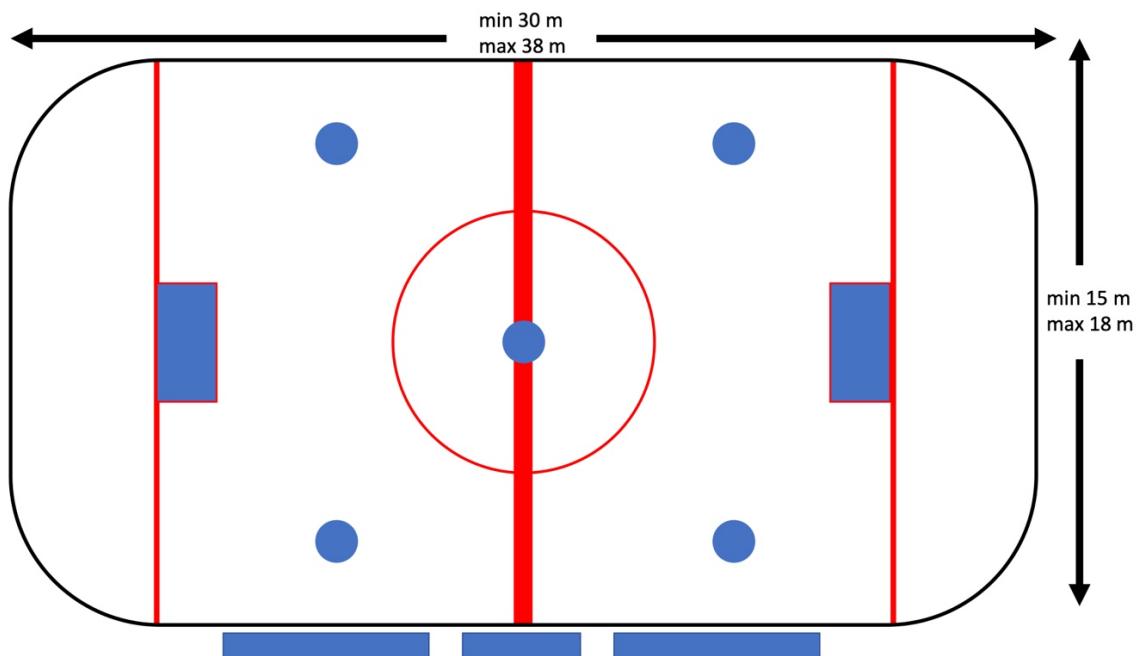
16.PENALTY BOXES

- I. The penalty area benches, one for each team, are symmetrically placed on either side of the match secretary's bench, opposite the players' bench of the respective team. Each of the penalty kickers' benches shall be identical in quality of materials and dimensions, thus eliminating any advantage for either team.
- II. Teams shall use the same bench for penalty kicks in front of the respective players' bench throughout the match.
- III. On the ice surface of each penalty area, there shall be one door (wicket door) for entry and exit controlled by the referee when players are fined.
- IV. The right of access to the penalty kickers' benches, in addition to the penalty kickers themselves and the referees at the fined players, has the match referees.

17.OBJECTS ON ICE

I. The ice surface is intended for players and referees on ice only. The presence on ice of any objects not directly related to the players, the referee and their equipment or the puck is strictly prohibited. Any damage to the playing area or sports facility will result in the immediate cessation of play. The match will only restart once the ice has been cleared of foreign objects, and the ice sheet has been removed.

18.STANDARD DIMENSIONS OF RINK



19.RINK BOARDS

- I. The ice rink shall be bounded by sides, which shall be made up of separate sections of wood or plastic and painted white.
- II. The distance between the panels constituting the boards shall not exceed 3 mm.
- III. The boards shall be constructed in such a way that their surface facing the ice is smooth and free from any irregularities or obstacles that are dangerous for the life and health of players or can change the direction of the flight of the puck.
- IV. The height of the boards shall be 107 cm from the ice surface.

V. To the lower part of the board throughout the perimeter of the site is attached a yellow bounce bar. It shall be 15 to 25 cm high.

VI. A blue injury cover shall be attached to the upper edge of the board all around the perimeter of the site, indicating where the board ends and the safety glass begins. The height of the Injury Lining is 110 cm from the concrete deck under the ice.

20. PROTECTIVE GLASS

I. Transparent and high-strength panels made of Plexiglas or similar acrylic polymeric material 12-15 mm thick are attached to the top of the board. The glass shall be aligned by means of special racks providing flexibility of sections. This is a mandatory requirement for the ISHF competition.

II. Behind the gate and at a distance of at least 4.0 metres from the gate line towards the centre circle of basketball, the height of the safety glass shall be 2.4 metres.

III. The glass, which is 1.8 metres high, shall be installed in the rest of the ice area, except in the players' bench area.

IV. The safety glass in front of the players' benches shall not be permitted, but it shall be installed at a similar height, behind and along the players' and penalty kickers' benches. The full height of the safety glass must be padded at the points where the glass ends.

V. The fixing bolts for the defencescreen panels shall be mounted externally to the playing surface.

VI. Gaps between the shielding glass panels shall not exceed 5 mm.

VII. No holes shall be allowed throughout the perimeter of the protective glass, except for a circular hole 10 cm in diameter in front of the officials' table.

VIII. The cover glass shall be mounted in such a way that one panel can be replaced without compromising the integrity of the other panels.

21. PROTECTIVE NETTING

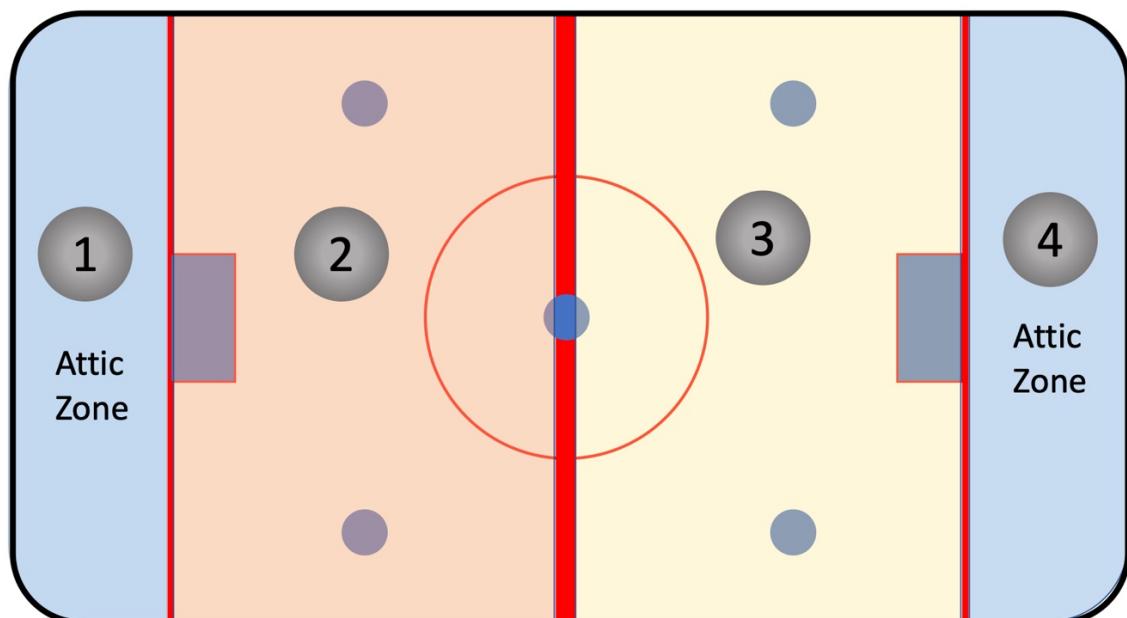
- I. A protective grid of appropriate height is hinged over the protective glass behind both gates and should go all the way around the ice rink.

22. DOORS

- I. All doors (wickets) leading to the ice surface shall open inwards towards the view area.
- II. The gaps between doors and sides shall not exceed 5 mm.

23. ICE SURFACE MARKINGS AND ZONES

- I. The entire length of the ice deck is divided into three lines, which are applied to the ice surface from one edge to the other and spread vertically over the entire height of the boards until the injury-proof lining: the goal line, the central red line, the goal line.
- II. The central red line marks the areas of the ice surface, referred to as the defensive and offensive areas. The zones are set in the following order: from the goal line to the centre red line, from the centre red line to the goal line.



III. The centre red line divides the entire length of the ice area into two equal parts. This line shall be 30 cm wide and shall extend to the bounce bar, and then the entire height of the board to the injury pad. When advertising is placed on the boards of the ice pad, the lines should be applied at least to the bounce bar.

IV. Two lines of the gate are marked between the bars and from the bar to the boards, as well as the gate lines separate zones of attack, the defense with the «attic» zone - it is the same zone behind the gate, serve to determine the capture of the gate, determine the transfer for the possibility of attacking the gate. The width of these lines must be 5cm.

V. The full thickness of the lines is included in all measurements.

VI. For open ice fields, the centre red line shall be 30 cm wide, but shall be formed by two 5 cm wide lines of corresponding colour.

24. ICE SURFACE MARKINGS AND FACEOFF CIRCLES AND SPOTS

I. Apply 5 suction points to the ice surface. It is at these points that the referee can perform the puck throw-in to start the game.

II. All the throw-in points must be red, except for the point of throw-in in the centre of the ice surface, which must be blue.

III. Exactly in the centre of the ice platform a circle with diameter of 30 cm is applied. A circle of 3.0 metres in radius shall then be marked out from the centre of that circle by a 5 cm wide blue line. This marking is called the «centre circle of suction».

IV. In the offensive and defensive zones, there shall be 4 throw-in points on the ice in the form of circles 30 cm in diameter and red circles 4.0 metre in radius, 5 cm wide.

V. The location of the drop-off points in the zones is set 6 metres from the goal line each.

VI. Dimensions are indicated in such a way that the full thickness of the lines is included in all measurements (unless otherwise indicated).

25. ICE SURFACE MARKINGS AND CREASES

- I. On the ice surface are marked three sites: one in front of the goaltender of each team and one at the board, in front of the refereeing team table for the judge on the ice.
- II. The area of the referee is applied on the ice line of red color 5 cm wide in the form of a semicircle with a radius of 3.0 meters, directly in front of the refereeing team table.
- III. Players are not permitted to enter the area during stops in the match.

- IV. A 5 cm wide red line is marked in front of both gates.
- V. The door area is painted light blue, but inside the door from the goal line to the goal net, the ice surface must be white.
- VI. The door area is three-dimensional and includes space on top of the ice surface marking to the upper edge of the goal bar.

26. GOAL NET

- I. There shall be two gates on each ice sheet, one on each side of the ice sheet.
- II. The gates consist of a frame and a net gate.
- III. The open part of the gate shall be facing the centre circle.

- IV. Each gate is placed in the centre of the goal line at both ends of the ice field so that it remains stationary during the match. For ISHF competitions held at a high level, special flexible fasteners are installed in the ice to fix the gate frame, which can come out of the holes in the ice and move the gate if there is significant physical contact. They are also strongly recommended for use in other competitions. Holes for the flexible fixation devices for the fixation of the gate frame should be positioned exactly on the gate line.

V. The goal posts shall be mounted vertically and have a height of 1.22 metres above the ice surface at a distance of 1.83 metres from each other (internal dimensions). The gate posts and crossbars that form the steel frame of the gate shall be 5 cm in diameter.

VI. The posts and the gate bar shall be red. The rest of the net and frame shall be white.

VII. The gate posts and crossbar shall be supplemented by a white frame on the inside of the gate base along the ice surface and the top of the gate from one post to the other on the front side of the gate and shall support the gate net, the deepest point of which shall be 0.60-1.12 metres.

VIII. The net, made of strong white nylon cord, shall be securely fastened throughout the rear of the gate frame so that the puck is stuck in the gate after hitting it, and so that the puck can only enter the gate from the front and in no other way.

IX. The ice judge must check the state of the gate net before each period begins. If the referee discovers any damage to the net, the match will only restart once the discovered damage has been completely eliminated.

X. The inside of the frame supports of the goal frame are white, except for the posts and crossbars, and are covered with a special protective, cushioning material. The upholstery of the door support frame must start at least 10 cm from the door pillar and must be secured in such a way that it does not obstruct the complete intersection of the door line puck.

SECTION 3 – TEAMS AND PLAYERS

9. TEAM COMPOSITION

I. To participate in a match a team must have at least four field players and one goaltender at the beginning of the match.

II. In total there must be 8 field players and 2 goalkeepers on the application form.

III. 6 field players and 2 goalkeepers must be directly involved in the match, as well as 2 reserve players, must be on the ice arena, outside the ice area and on the bench.

IV. The reserve player is a player of the team who can make a replacement of any player, at the request of the coach, team manager, in agreement with the match commissioner.

10. REFUSAL OF TEAMS TO PARTICIPATE IN THE MATCH

I. If both teams are on ice and one of them refuses to play for some reason, the match referee warns the captain of that team that they must start play in 30 seconds. If, after the warning, a team refuses to play, the referee must impose a disciplinary penalty and place one player of the team on the bench, fined until the period ends. If such an incident occurs again or continues, the match judge must stop the match and report the incident to the match commissioner.

II. If a team is not on ice and refuses to go on the ice to start (continue) the match, the match referee through the team captain, manager or coach must report that the team has two minutes to continue the match. If a team resumes a match within two minutes, the match umpire must impose a disciplinary penalty and place one player of the team on the bench, fined until the period ends. If that team continues to refuse to take to the ice, the match judge must stop the match and report back to the match commissioner.

III. A team that is on ice and refuses to start the match with a certain number of players in its squad is considered defeated.

IV. A team that is unable to put the required number of players on ice during the match due to penalties and injuries shall also be considered defeated in favor of the opposing team.

V. If one of the teams refuses to make a series of shots that determine the winner of the match, the opposing team is awarded the victory.

11. INELIGIBLE PLAYER IN A GAME

- I. To participate in a match, a player must meet the admission criteria of both the ISHF and his national federation. First of all, he must meet the nationality requirements and age restrictions. He must also be entered in the pre-tournament (pre-game) application as well as in the match report.
- II. The determining factor of the player's admission to the match is his surname (but not the game number on the jersey), which is entered without mistakes in the team's application for a particular match.
- III. A puck thrown by a team shall not be counted if one of the players on ice at the moment of goal-collection is not allowed, and the match referee was informed of the error before the subsequent throw-in in the central point immediately after the goal-collection. All previous pucks thrown by a player who is not allowed to play are counted.
- IV. If a player receives a low penalty, yellow or red card, and the Match Secretary's entry in the match report reveals that the player is ineligible, the player shall be removed from the game and the penalty imposed shall be any field player identified by the coach through the team captain.
- V. If, during the match, a player is found to be ineligible, that player is promptly retired without the imposition of a penalty.
- VI. All cases involving players not entitled to take part in the match must be reported to the Match Commissioner.

12. PLAYERS DRESSED

- I. Sixty minutes before the match, a representative of each team is obliged to provide the Match Secretary with an application for participation in the match with the staff of the team (a list of players with the corresponding numbers on their jerseys), including the names of the team captain and his assistant.

II. In ISHF tournaments, no later than two minutes before the match, a representative of each team must confirm the composition, but before the starting throw-in before the match it is allowed to add or delete the names of players in the team's application for the match.

III. After the start of the match it is prohibited to make any substitutions or additions in the application form.

IV. No official representative of the team has the right to go out on ice without the permission of the match referee, except the cases of first aid rendering to the injured player.

V. Each team has the right to put no more than 8 field players and two goalkeepers on the game.

VI. 6 field players and 2 goalkeepers must be directly involved in the match and 2 reserve players must be on the ice arena, outside the ice area and on the bench.

VII. The reserve player is a player of the team who can make a replacement of any player, at the request of the coach, team manager, in agreement with the match commissioner.

VIII. All players must have a club and skates and be wearing ISHF certified uniforms, which gives them the right to participate in the match.

IX. Full equipment includes: stick, skates, protective equipment and team play uniforms.

X. All protective equipment shall be completely concealed under the playing uniform, except for gloves, helmets and goalkeeper's shields.

XI. Players are not allowed to warm up on ice, either at the end of the match or after the period.

XII. Only players entitled to take part in the match may be entered in the official minutes of the match and participate in the match.

XIII. Players specified in the application for participation in a tournament or competition, but not specified in the official protocol of the match, have the right to take part in the pre-game warm-up.

13.TEAM PERSONNEL

- I. Each team must have at least one representative of the team who can act as a coach and one person with medical training to assist injured players.

14.TEAM OFFICIALS AND TECHNOLOGY

- I. A team official who is on the bench or next to the players' bench during the match has the right to use radio equipment to communicate with another team official.
- II. Other forms of technology are allowed only for the purpose of obtaining player statistics and may not be used to influence the referee's decisions on ice.

15.PLAYERS ON ICE DURING GAME ACTION

- I. The rules of the game provide for four players and one goaltender or five field players (in case of replacement of a goaltender by a fifth field player).
- II. During the match the field player has the right to move freely in any way and to play on those game positions, which he considers necessary.
- III. Only one goaltender is allowed to be on ice in each team during the game activities. A goaltender may be removed and replaced by a field player. However, if a goaltender is replaced by a field player, the field player is not allowed to play in accordance with the Rules concerning goalkeepers, i.e. in terms of special goaltender equipment, puck pressure and physical contact with players of the opposing team.

16.CAPTAIN AND ALTERNATE CAPTAINS

- I. Each team must nominate a captain and his assistant from the lineup of field players indicated in the match application form. A team may not give up the captain and appoint two captain's assistants for the match.
- II. A team may not replace its captain or assistant captain during the match. If the captain is sent off before the end of the period or before the end of the match, or if the captain is unable to continue to play due to an injury, the captain's assistant has the responsibility.
- III. The captain must wear the letter «K» and the captain's assistant wears the letter «A» on the front of the jersey, in a prominent place. The letters shall be 8 cm tall and contrast in color with the background of the jersey.
- IV. Only these appointed field players, unless they are serving a penalty, have the right to discuss with the Match Officials any matter concerning the interpretation of these Rules during the match.
- V. If the captain and his assistant are on ice at the same time, only the captain has the right to contact the Match officials about the interpretation of a particular situation in the match.
- VI. If neither the captain nor his assistant are on ice, they may not leave the player's bench to discuss any situation in the match with the Match Officials except at the invitation of the Match Officials. If the captain leaves the players' bench uninvited, the match referee must send him back, and the head coach of the team must warn him that if such unauthorised departure occurs again, a disciplinary fine in the form of a yellow card will be imposed.
- VII. Complaints concerning the substance of the fines are not relevant to the interpretation of the Rules and are not considered. A player who contests the suspension will be penalized with a Disciplinary Penalty.

SECTION 4 – SKATERS’ EQUIPMENT

15.DANGEROUS EQUIPMENT

- I. Illegal equipment is equipment that has not received ISHF certification. Such equipment is considered inappropriate for play and is classified as dangerous equipment. Accordingly, players who use such equipment will be penalised as set out in Rule 10.13.
- II. The match judge may measure a player’s club or goalkeeper’s shield. If the referee decides that equipment does not meet ISHF standards as set out in the Rules, such equipment will be considered dangerous and may not be used in play until it has been corrected in accordance with the Rules.
- III. A player who uses dangerous equipment during a match is removed from the game and the match referee must give a warning to his team.
- VI. Equipment is considered dangerous in the following cases: wearing the Visor in such a way that it may cause injury to an opponent; wearing uncertified equipment; use of dangerous or illegal skates or clubs; refusal to wear protective equipment under the uniform (except for such items of equipment as gloves, helmet and goalkeeper’s pads).

16.ELBOW PADS

- I. Elbow pads shall have a soft outer protective layer of sponge rubber or similar material of at least 1.27 cm thickness.

17.FACIAL PROTECTION & MOUTH GUARD

- I. There are three permitted types of face protection that is attached to the field player's helmet: a grating mask, a plastic eye protection visa and a full plastic mask.
- II. The visor is attached to the helmet and must be lowered sufficiently downward to cover the eyes and nose. It must be attached so that it cannot be lifted upwards.
- III. National Federations participating in ISHF Competitions and Matches shall ensure that players of their teams have standard ISHF certified helmets and that the visor and mask are worn and properly fastened to the helmet.
- IV. Female players must wear a helmet with a lattice mask attached to it.
- V. All field players under the age of 18 years must wear a helmet with a lattice mask attached to it, through which neither the puck nor the club hook may pass.
- VI. Players may not wear colour or tinted visors.
- VII. A player who has a visor cracked or broken during the game action, a full plastic mask or a lattice mask must immediately leave the ice.

18.FLUORESCENT MATERIAL

- I. No fluorescent material may be used on anyone, nor on equipment, clothing or uniform.

19.GLOVES

- I. Field player gloves must cover the brush and wrist area and be designed accordingly.
- II. The backside of the gloves shall be made of soft, unlined material or other objects, except for cushioning pads.

III. The gloves should be intact and of a standard design so as not to gain an advantage (i.e. palms cut out).

20. HELMET

I. During the pre-game warm-up and during the match itself (main time of the match, a series of shots determining the winner of the match), players must wear a certified helmet made specifically for Hockey Shorts and equipped with a strap that must be properly fastened.

II. If a field player participates in a pre-game warm-up at an ISHF competition without a helmet, the referee shall report the violation to the Match Commissioner. In national competitions, the procedure set out in the rules of the national association must be followed.

III. Field players shall wear a helmet so that the bottom edge of the helmet is no thicker than a thicker finger. In addition, there shall also be a finger-thick gap between the fastened strap and the chin.

IV. If the helmet flew off a field player's head during the match, the player must immediately go to the players' bench. He may not touch the puck or participate in the game. In addition, he may not put his helmet back on during the match, even if he is not involved in the game.

V. A field player may not intentionally shoot down an opponent's helmet to make him return to the player's bench or thus remove him from the game.

VI. The field player's helmet shall be of an approved design and shall not have any inscription other than the numbers corresponding to the numbers on the jersey of their form or an approved advertisement.

VII. Field players shall wear the helmet at all times during the match, even while sitting on the players' bench or on the penalty area. They may only remove their helmet for the purpose of cleaning or repairing it.

VIII. If the helmet strap of a field player's helmet is unbuck during play activities but the helmet is left on the player's head, the field player may continue to play until the next stop in the match or leave the ice.

21.NECK AND THROAT PROTECTOR / SKATER

I. All players under 18 years of age, regardless of the competition or tournament in which they take part, must wear a neck and throat guard.

22.SHIN PADS

I. The field player's brushes shall be sized to fit securely under the standard field player's legs. It is forbidden to attach any additional ledges or additions to the shields.

23.SKATES / SKATER

I. The skates consist of only four parts: the shoe, the blade, the blade holder and the laces.

II. The boot shall sit well on the field player's leg and shall not be too wide or too long and nothing shall be inserted into it.

III. The blade shall be smooth and free of notches from the front to the rear edge, and shall be securely attached to the holder. It is forbidden to use blades with teeth like those on figure skates.

IV. The front and back of the blade must be properly secured in the holder so that no part of the blade extends forward. The blade shall not protrude forward from behind the toe of the boot and back behind the heel, as in the case of speed skates.

V. Do not use any attachments or additional parts that could help the field player to increase speed and manoeuvrability.

VI. The shoe laces shall be neutral, not fluorescent and may be laced in any way that is convenient for the player. The laces should not be too long and should not touch the ice.

24. STICK / SKATER

I. The sticks are made of wood or other ISHF approved material. They shall have no protrusions and their edges shall be rounded.

II. The bend of the field player's stick hook shall not exceed 1.5 cm. The bend shall be defined by drawing a perpendicular line from a straight line at any point from the heel to the end of the hook.

III. A hockey stick may have only one hook bend and only one hook. Any double bend of the hook, which is measured with a special template for measuring clubs, automatically puts the club in the category of illegal equipment.

IV. The stem of the club, from the upper end to the point of its connection with the hook, shall be straight.

V. There shall be a special protective cap at the end of the club. If the metal hockey stick cap is removed or falls off, the hockey stick shall be considered dangerous equipment.

VI. It is forbidden to fill the hollow stem of a club with any material to alter its actual weight, material or any other purpose.

VII. It is permitted to wrap the stick (anywhere) with adhesive, non-fluorescent tape. It is prohibited to use clubs painted with fluorescent paint.

VIII. If a player loses a club on ice, teammates may lift or push the club on ice to a player who has lost the club only if it does not interfere with the opponent's team players.

IX. Playing with a broken club is prohibited, as such club is illegal equipment. If a player's club breaks during a match, the player must throw it onto the ice immediately.

X. It is strictly forbidden for a field player to use the goalkeeper's hockey stick.

XI. The field player is expressly forbidden to use more than one club at a time.

XII. The field player is forbidden to use the opponent's stick, regardless of whether he picked it up from the ice or took it from the opponent.

XIII. Field players may play with ISHF certified sticks.

25. STICK TAPE

I. An insulating tape identical to that which is wound on the stem of the club may be wound onto the hook. The use of any other material or onlays is considered illegal.

26. UNIFORMS / SKATER

I. All field players of a team must wear the same jerseys, shorts, leggings and helmet.

II. All team jerseys must have the same design including the logo on the chest; the numbers must be on the back and sleeves and the name of the player must be on the back.

III. Players are not allowed to adjust or change their shape in any way, either by shortening it in part or in full or by placing any inscription or sign on it.

IV. If, in the opinion of the match referee, the colours of the opposing teams' uniforms are so similar that they may be confused, the home team must change their shirts.

V. The main colour of the uniform shall be approximately 80% of the surface of the jersey and leggings, except for the names and numbers of players.

VI. The jerseys must match the players' body contours, not be too baggy.

VII. The jerseys shall not fall below the shorts and sleeves shall not fall below the fingers of the glove.

VIII. A number of 25-30 cm on each player's shirt shall be indicated on the back and 10 cm on both sleeves. The numbers shall be limited to integers from 1 to 99 (i.e., no simple or decimal shots).

IX. There shall not be two players on the same team under the same number in one match.

X. Players are not allowed to change the number or exchange jerseys with teammates after the match has started. They must wear their jerseys with their assigned numbers throughout the tournament or sporting event, except when (a) a player's jersey is bleeding or has been badly torn during the match. Then the match referee has the right to require a player to leave the ice and replace such a jersey with a jersey with a different number and no last name).

XI. A player whose hair covers a name or number on the back of a T-shirt must tie it in his tail or otherwise hide it under his helmet.

XII. There shall be no graffiti drawings and inscriptions or slogans and inscriptions with offensive or obscene cultural, racial or religious content on the player's uniform.

XIII. During the ISHF competition, the name of each player shall be indicated on the top of the T-shirt with a height of 10 cm in printed Latin capital letters using the ISHF approved font before the match or tournament.

XIV. All players of a team must wear the same uniform with the game numbers on the jerseys, both during the pre-game warm-up and during the match.

XV. Players who violate the above provisions are not allowed to take part in the match. Non-compliance with this rule by any player of the team after a warning will lead to the imposition of a disciplinary penalty for delay in the match.

27. MEASUREMENT OF A PLAYER'S EQUIPMENT

I. The match umpire may request that only two pieces of equipment be measured: the player's clubs (at any time during the match) or the goalkeeper's shields (during the

first and second half of the match). If the referee decides that the equipment does not meet the standards and has not received ISHF certification as set out in the Rules below, such equipment will be considered dangerous and must not be used in the game until it has been brought into compliance with these Rules or ISHF standards.

II. If the goal is taken with illegal equipment, the equipment cannot be cancelled.

III. Only the team captain or assistant captain may make a formal complaint to the match judge regarding the legality of the use of any item of equipment by players of the opposing team. He may do so at a stoppage in the match or before any period begins.

IV. The Match Adjudicator shall measure the relevant equipment immediately. If a complaint proves unsubstantiated, the team making the complaint will be penalised with a yellow card. If the complaint is found to be justified, the guilty player will be fined with a yellow card and the match umpire will return the illegally used equipment to the players' bench.

V. The requirement to measure the stick is limited to one measurement and applies only to one team at any stop in the match, but the captain may require as many measurements during the game as he considers necessary.

VI. The player whose club is to be measured must hold the club at the time the request is made. At that moment it may be on the player's bench or on ice, but the match judge must visually verify that the club to be measured does indeed belong to that player.

VII. If the club is found illegal, the guilty field player must immediately proceed to the penalty kicker's bench, and his team-mate may bring him another club. The match referee shall return the illegal stick to the players of that team, and if the team replaces the illegal stick with a stick of standard size, it may continue to play. Such a stick may be remeasured.

VIII. If the match referee is for any reason unable to use a special template to measure the curvature of the stick's hook, such stick shall be deemed illegal and shall be removed from play. However, no penalty shall be imposed on either team.

IX. The field player or goalkeeper's stick may be measured at any time, either in the main time or in a series of shots determining the winner of the match, or at any time from the beginning of the game to its full end.

28. MEASUREMENT OF A SKATER'S STICK / PENALTY- SHOT SHOOTOUT

- I. The captain has the right to demand measurement of the stick during a series of shots determining the winner of the match.
- II. If the measurement is requested before the field player makes his shot and the club is considered legal, the team that requested the measurement shall be fined with a yellow card and the corresponding field player of such team shall go to the penalty kick bench. From this point on, he shall no longer be entitled to participate in a series of shots that determine the winner of the match. The field player whose stick has been measured (and has proved to be legal) has the right to make his own throw.
- III. If the measurement has shown that the stick is illegal, the field player who should have made the throw must go to the penalty shooter's bench, after which he automatically loses his right to further participate in the series of throws determining the winner of the match. Another field player is assigned to make the throw.
- IV. Captains have the right to demand measurement of clubs between each throw and all throws in the series of throws determining the winner of the match, but it is allowed to make no more than one measurement in each pause (i.e. between throws).
- V. If a field player throws the puck with the club, after which the club is measured, which was eventually deemed illegal, the goal is scored.

SECTION 5 – PLAYING RULES / GENERAL

22. HOW THE GAME IS PLAYED

- I. The match consists of three periods of 10 minutes net time each. If the main time of the match ends in a draw, the teams make a series of post-match shots to determine the winner of the match.

II. Two opposing teams strive to throw as many pucks into the opponent's goal as possible. The team that has scored more pucks in the opponent's goal is declared the winner.

III. In order for a scoring to be counted, the team must throw the puck into the opponent's goal, observing the Laws of the Game.

IV. Power Martial Arts is an integral part of the Game. They are the most common way to select and control the puck.

V. Strong techniques are strictly forbidden according to the Rules of the Game.

VI. Players and team officials who violate the Rules will be penalized by the match referee or appropriate authorities in more serious cases.

23.LENGTH OF PLAY

I. The main time of the match consists of three periods of game actions, 10 minutes each, excluding the time of stops.

II. There is a ten minute break between periods.

III. Before the beginning of each period the teams change their gates.

IV. The ice surface is updated before each period.

V. If the main time of the match ended in a tie, then follows a series of shots determining the winner of the match, consisting of 4 shots for each of the two teams, followed by one decisive throw for each team if the first series of shots ended in a draw.

24.SCORECLOCK

I. The scoreboard stopwatch keeps track of the match time, determining the duration of each period (from 10 minutes to 0:00).

- II. The scoreboard stopwatch is activated from the moment the match referee's puck is thrown in and stopped by his whistle.
- III. The match judge may consult the match video referee in cases where time may run out and disappear from the scoreboard, in particular after a wrong throw-in or due to the match time referee's slow reaction to the whistle, after which appropriate corrections shall be made.

25.WHISTLE

- I. When the match referee blows the whistle to stop the match, players must stop contacting their opponents and leave the puck.
- II. If play continues, play continues until the match referee blows the whistle to stop the match.

26.SLAP SHOT

- I. Puck clicks are prohibited, i.e. a club span before throwing above the knee, a player who violates this rule is penalised with a disciplinary penalty, the opposing team is entitled to a penalty throw.

27.PUCK

- I. The puck shall be black and made of vulcanized rubber or other ISHF approved material.
- II. The puck shall be 7.62 cm in diameter and 2.54 cm high.
- III. The weight of the puck shall be 156 to 170 grams.

IV. The printed logo, trademark and advertising on the puck shall not exceed 4.5 cm in diameter on each side or 35 per cent of the puck area. It is allowed to have inscriptions on both sides of the puck.

28.WARMUP

I. During the pre-game warm-up, no physical contact between the players of two opposing teams is allowed, nor is it allowed for them to cross the central red line. Violations of these Rules are recorded by the referee watching the warm-up.

II. Any violations of the Rules which are recorded during the whole warm-up period are not subject to penalties of the match referee, but these violations may be referred to the appropriate authorities.

29.PUCK IN PLAY

I. Playing actions are immediately stopped if the puck is no longer a whole (i.e. crumpled or damaged).

II. If, in the course of the game, a second puck appears on the ice, the match shall not stop until a change of possession of the puck by one of the teams takes place, or if a player mistakenly plays with a puck instead of the game.

III. The puck shall be in motion at all times or it shall be in play at all times. If one or both teams refuse to play the puck, the match referee will stop the match and the next throw-in will take place at the point nearest the stoppage.

30.CHANGE OF ENDS

I. Teams must start the match by defending the nearest players to their bench.

II. Teams must change their gates before each period starts.

31. STARTING GAME ACTION

- I. Any action in the game always starts with a throw-in by the match referee.
- II. Each period starts with a puck throw-in in the centre of the ice rink. Each other case of a resumption (continuation) of the match starts with a throw-in at one of five specific points of the throw-in applied on the ice surface.

32. DETERMINING FACEOFF LOCATION / GENERAL PROVISIONS

- I. If the match is stopped, regardless of the reason for the stop, not stated below, the throw-in shall take place at the point of the throw-in in the area nearest to the place where the puck was last played.
- II. If a player throws the puck and it hits a scoreboard or other obstacle within the playing area, the match will stop and the next throw-in will take place at the point nearest to where the puck was thrown.
- III. If the attacking player throws at an opponent's goal without passing, the throw-in is carried over to the attacking team.
(Example: Player of team A takes the throw-in at team B's goal without a pass. The throw-in is then transferred to team «A».)
- IV. If a player of the attacking team passes (makes a shot along the goal), but the puck is unhindered into the goal area, after which players of the attacking team take the throw-in, the game is stopped and the throw-in is carried over to the attacking team.
(Example: Team A player passes (shoots) in the attacking zone, the puck hits the goal of Team B, the goaltender reflects it, after which the puck is scored. The game stops and the throw-in is transferred to Team A's area of play.)

33. DETERMINING FACEOFF LOCATION / PENALTIES ASSESSED

- I. When both are removed, the suction is performed at the central point of suction.
- II. When a minor fine, yellow or red card is imposed on one of the teams, the throw-in is taken as a result of the penalty throw:

If a player throws the puck into the goal during a penalty throw, the throw-in is taken in the centre circle of the throw-in;

If, during the free throw, the goaltender reflects the throw, the throw-in is taken in the area of the team to whom the free throw was thrown, on the side where the goaltender was thrown.

(Example: player throws in the lower left corner, goaltender reflects the puck, the throw-in is in the team area where the free throw was thrown, from the left side).

34. DETERMINING FACEOFF LOCATION / INJURY

- I. When the match is stopped because of an injury to a player, the next throw-in is taken at the nearest point of the throw-in, which is determined by the location of the puck and the team that was in possession of the puck at the time the referee whistles.
 - If the injured player's team has the puck in the attack zone, regardless of where the injured player is, the next throw-in is at the centre point of the throw-in.
 - If the injured team has the puck in the defending area, regardless of where the injured player is, the next throw-in is taken at one of the points of the drop in the defending area.

- If an injured player is on ice, the match must stop immediately, except when a goal is scored, the next throw-in is at the point of the throw-in nearest the place where the puck was in play at the time of the whistle.

35. DETERMINING FACEOFF LOCATION / DEFENDING ZONE

I. When a player of the defending team presses the puck against the board in his defence area, the next throw-in is taken at the nearest place where the puck was at the time of the whistle.

II. If an attacking field player throws or passes and the puck bounces off a defending field player in his defending area and leaves the ice area, the next throw-in is taken at the defending team's area, at the point of the throw-in closest to where the puck left off.

III. If a player of the defending team throws the puck onto the bench, not above the barrier, the throw-in is taken in the defending team's area, on the side where the puck left the game.

IV. If the goaltender, after fixing the puck, cannot put it into play due to the connection:

- The puck was caught in the goalkeeper's protective equipment;
- The goaltender has locked the puck, but due to a questionable moment about taking the puck, or the referee has lost the puck, the referee stops play, deals with the moment that happened (may consult with the referee of video repeaters) and then decides, if there was no goal at that moment, the throw-in is made in the defending team area. If there was a take-off, the throw-in is carried over to the centre point of the throw-in.

36. DETERMINING FACEOFF LOCATION / CENTRE-ICE SPOT

I. Injections are made at the central point of suction in situations:

- At the beginning of the period;
- After the gate has been taken;
- When the goal is not picked up;
- In double-distance situations;
- When both teams' field players press the puck against the board near the red centre line;
- The puck has left the ice area after a few ricochets near the centre point of the throw-in;
- If the puck is thrown freely by the attacking player in the attack zone;
- If the injured player's team holds the puck in the attack zone, no matter where the injured player is;
- If the match is stopped by the attacking field player in the attack zone;
- When a field player of the attacking team throws the puck with the club raised high, or with a kick or otherwise, which the ice referee or the video referee considers illegal, the next throw is taken at the centre point of the throw-in;
- If an attacking field player moves the goal from the plastic locks in the attacking area and makes no attempt to avoid hitting the goal;
- If an attacking field player has taken a position in the goal area;
- If one of the attacking field players of the field team plays with the puck with the club raised high in the attacking area;

- When a hand pass occurs in the attacking zone, the referee must stop the match. The next throw-in takes place at the central point of the throw-in.

37. DETERMINING FACEOFF LOCATION / ATTACKING ZONE

- I. If a field player of the attacking team throws the puck through the protective glass in the attacking area, but the puck touches an opponent player or his club, the next throw-in takes place in the defending team area, at the point of the throw-in closest to the place where the puck left the game.
- II. If a player takes the throw-in at goal from the attacking area and the puck enters any part of the goal frame and the puck is then out of play, the next throw-in is taken at the place of attack in the area of the throw-in closest to the place from which the throw-in was taken.
- III. If an attacking field player moves the goal from the plastic locks in the attacking area and makes no attempt to avoid the goal, the next throw-in is taken at the nearest point of the throw-in at the centre point of the throw-in. However, if the attacking field player moves the goal from the set position as a result of the defending player's influence on the player, the next throw-in is taken at the point of the throw-in in the attack zone.

38. PROCEDURE FOR CONDUCTING FACEOFFS

- I. The judge must perform the puck in only one of the five specified intakes.
- II. Only one field player from each team may participate in the throw-in procedure.
- III. The two field players taking part in the puck-kick must be facing the opponent's side, approximately at the distance of the extended club, holding the hook of the club still on the white part of the point of touch.

IV. If a field player taking part in the throw-in touches an opponent's helmet, the player must be replaced at the throw-in. If the referee cannot tell who initiated the contact, both field players must be replaced.

V. The referee has the power to take the puck in if only one of the field players is ready to take the puck in, and all other field players not involved in the puck in question have taken the appropriate positions.

VI. When the throw-in is taking place in the defending area, the field player of the defending team must place his hockey stick first on the ice and then the opponent team player must place his hockey stick on the ice.

VII. When the throw-in is taken at the centre point of the throw-in, the field player of the visiting team shall place his hockey stick on the ice first.

VIII. All field players who are not involved in the puck throw in shall be placed outside the circle of throw in on their side of the ice pad (skates are allowed). The field player's club may be in the circle of the throw-in, but must not touch an opponent or his club.

IX. The field player must hold the skates on his side of the markings (parallel lines at the edges of the circles of the end-points of the throw-in), but is allowed to skate on the line of skates. The field player's stick may be between parallel lines at the edges of the end-point laps of the throw-in, but must not touch an opponent or his stick.

X. Once the field players have taken the correct positions for the throw-in, they can no longer change them.

39. FALSE FACEOFFS

I. If one or both of the field players taking part in the throw-in are not in an appropriate position as instructed, the match umpire may ask for the replacement of one or both of their team members on ice at that time.

II.2 THE MATCH REFEREE MAY REQUEST THE REPLACEMENT OF ONE OR BOTH OF HIS TEAM MEMBERS ON ICE AT THAT TIME. Once a replacement

has been made, the match referee will notify the substituting field player that the next infringement of the throw-in procedure will result in the imposition of a minor penalty for delay in the match.

III. If one of the field players not involved in the throw-in is early in the circle of the throw-in, the match referee must stop the throw-in. The field player of the guilty team taking the throw-in must be replaced.

IV. If a non-fielder who is not taking part in the throw-in runs into the circle of the throw-in prematurely and the puck is already thrown in, the match referee must stop the match and then the throw-in is restarted unless the opposing team has taken possession of the puck. If the match has stopped, the field player of the guilty team taking the throw-in must be replaced.

V. After a wrong throw-in, a replacement of the lineup will not take place until the puck has been duly thrown in and the match restarts, unless a minor penalty has been imposed.

VI. If a field player wins the throw-in by handing the puck over to the team-mate, the match must be stopped and the throw-in is repeated. The field player of the guilty team taking the throw-in must be replaced.

VII. If the throw-in is won by a passing hand, the match must be stopped, after which the throw-in is restarted, and the field player of the team taking the drop by hand must be replaced. If a field player at the throw-in hits the puck with the glove, after which the opposing team takes possession of the puck, play continues. The match referee may decide on the wrong puck being thrown in.

VIII. The team that commits a second offence of the throw-in will be awarded a minor fine for the same throw in.

IX. The throw-in may not be won by a player hitting the puck with the hand while it is still in the air immediately after the match referee has thrown in the puck.

X. If a field player crosses parallel lines at the edges of the circles of the end points of the throw-in, this is considered a disruption of the order of the throw-in.

XI. Any contact with an opponent or his stick is also considered an offence of the throw-in.

XII. If the time is on and the throw-in is found to be incorrect, the elapsed time shall be added to the current time before the start of the second throw-in procedure.

40. TELEVISION TIMEOUTS

- I. All ISHF matches that are broadcast on television have television breaks for advertising.
- II. Television breaks are provided, in the middle of the first, second and third periods, when the match stops.
- III. The duration of the break is 2 minutes, from the moment the match stops.

41. TEAM 30-SECOND TIMEOUT

- I. Each team is entitled to a thirty-second break during the match (30 minutes base time).
- II. Only the field player appointed by the coach, or the coach himself has the right to ask the match referee to appoint a team 30-second break during the stop of the match.
- III. During the team thirty-second break, all players on ice are allowed to drive up to their players' benches.
- IV. Both teams may take a 30-second break during the same stoppage in the match, but a team taking a 30-second second break must inform the Match Officials of its intention to take a team 30-second break before the first 30-second break expires.
- V. A team 30-second break shall not be allowed during a series of shots that determine the winner of the match, before or after the beginning of the period.
- VI. A team thirty-second break shall not be allowed after the end of a game lineup change.
- VII. A team thirty-second break is not allowed after a wrong throw-in.

VIII. The team thirty-second break is not allowed during the game actions.

42. PENALTY-SHOT SHOOTOUT

I. If at the end of the main time of the match teams have not found a winner, a series of shots is assigned, determining the winner of the match.

II. Before the beginning of the series of throws determining the winner of the match, the whole central part of the ice area between the points of the throw-in in the final zones is subjected to the dry mechanized restoration with stripping.

III. The match referee calls the team captains to the referee's square to draw with a coin. The home team is the first to choose the side of the coin. The winning captain chooses the order of the tosses for his team first or second.

IV. The goalkeepers defend the same goal as in the third period.

V. The goalkeepers of each team may be replaced after each throw, but if for any reason the throw must be made again, there will be no replacement of the field player or goaltender unless someone from the field player or goaltender is injured.

VI. The goalkeepers of both teams may remain in the goal area during shots that determine the winner of the match.

VII. Throws are made by different field players from each team in turn (i.e. A, B, A, etc.). Field players must not be announced by name and may be replaced at any time prior to the match referee's whistle signalling the execution of the throw.

VIII. All field players of both teams whose names appear on the official match record are allowed to participate in the series of shots that determine the winner of the match, except for those who are not:

- Players who received a yellow card in the third period or a red card during the whole match. These players must remain on the penalty box or in their locker rooms during the whole series of shots that determine the winner of the match.

IX. The winner of the match is the team that threw the most pucks. If the outcome of a series of shots becomes clear before all eight shots have been completed, the remaining shots shall not be made.

X. If the result remains a draw, the series of throws determining the winner of the match continues until the decisive thrown puck.

XI. In a series of throws determining the winner of the match, to the decisive abandoned puck it is allowed that the same field player from each team made the throws to identify the winning team. Any field player, including those who participated in the first leg of the series of throws, may make as many throws as necessary prior to the decisive abandoned puck.

XII. The team that made the first throw-in in the series will make subsequent throws of the second one until a winner team is determined.

XIII. If, despite the referee of the match's requirement, the coach does not send his field player to take the throw-in or the field player refuses to take the throw-in, the throw-in is declared a «no take-off» and the next throw is made by the opposing team.

XIV. If a team refuses to participate in a series of throws determining the winner of the match, the victory is awarded to the opposing team.

XV. The match referee has the right to consult with the referee of video reps only in case of doubt whether the puck has crossed the goal line after the throw or not. All other uses of the video repetition referee in a series of shots determining the winner of the match are unacceptable.

SECTION 6 – PLAYING RULES / STOPPAGES OF PLAY

15.GOALKEEPER'S PUCK

I. If the goaltender has locked the puck, he has no more than five seconds to return the puck to the game.

II. If the goaltender does not put the puck into play, the throw-in will take place in the defending team area, on the side where the goaltender locked the puck.

III. The goaltender must give the puck to the team-mate behind the goal to start the attack, the opposing team may start to take the puck immediately after the goaltender has put the puck on the ice.

IV. When the goaltender puck is put into play, players of the opposing team must be 1-1.5 metres from the goaltender.

V. Also, if the goaltender wants to start an attack on his own, he may only pass forward with his club.

VI. If a goaltender puts the puck into play by giving it to his team-mate who is in front of the goal, players of the opposing team also have the right to take the puck immediately.

16. INTERFERENCE BY SPECTATORS

I. Any case of spectator interference in the game actions must be stated in the report provided by the match judge to the appropriate authorities.

II. In case if spectators throw extraneous objects on ice that interferes with normal game actions, the match referee should stop the match, and the next throw-in is carried out at the point of the throw-in closest to the place where the puck was at the moment of stopping the match.

III. If a spectator interferes with a field player, the match must be stopped.

IV. If a field player with a team in possession of the puck has been obstructed by spectators, the match shall continue until the opposing team takes possession of the puck.

17. PUCK ON DASHER

I. If, during the match, the puck gets stuck on the board of the ice rink at any point, it is considered that the puck is in play and players can master it by means of standard and forbidden methods.

18.PUCK ON GOAL NET (BASE AND TOP)

- I. When a puck falls on the outside of the goal net (on the base behind the goal frame or on top of it) and stays there further, or it is pinned to the opponent's net, the match judge must stop the match.
- II. If the stoppage is caused by an action of a defending player, the next throw-in is at the nearest point of the player's defence zone.
- III. If the stoppage is caused by an attacking player, the next throw-in is taken at the centre point of the throw-in.
- IV. If a player manages to knock the puck off the goal (from the net behind the goal frame or from above the goal frame), the action will continue.
- V. If a player shoots down a puck from above the goal with the club, the rules relating to playing with the club with a high lift are applicable.

19.PUCK OFF END NETTING

- I. If the puck is thrown out of the attacking zone and falls into the protective net behind the goal immediately after the throw, the next throw-in is at the centre point of the throw-in.
- II. If the puck is thrown out of the attacking zone and hits the defensive net behind the goal by ricocheting the defending team's hockey stick, the next throw-in is taken at the nearest point of the throw-in in the attacking zone from where the puck was thrown.
- III. If the puck is thrown by a player of the defending team, the defending team is penalized with a minor penalty.
- IV. If the puck is thrown from a place outside the attacking zone and the defending team's player ricochets the defending team's player, the next throw-in is taken at the central point of the throw-in.
(Example: Team A makes a pass in the defending area, after which the puck hits Team

B and leaves the court in Team A's defending area, the throw-in is taken at the centre point of the throw-in.)

20.PUCK OUT OF SIGHT

I. As soon as the match referee loses the puck out of sight, he will whistle to stop the match. The next puck throw-in will take place at the point of the throw-in, the nearest place where the match was stopped, unless otherwise provided by these Rules.

21.PUCK OFF THE GOAL NET

I. If the puck is thrown by the attacking player and hits any part of the goal and then exits the game without touching an opponent, the next throw-in is in the attacking zone.

II. If the puck ricochets off a player of the defending team before or after the player hits a part of the goal and then exits, the next throw-in is taken at the point of the defending area nearest the place of the puck's exit.

22.PUCK STRIKING AN ON-ICE OFFICIAL

I. If the puck hits the referee on ice during the match, the match continues except for the following cases:

1) The puck hits the goal as a result of this contact; 2) The puck goes out of play as a result of this contact; 3) If the ice referee is injured.

II. If the attacking team throws the puck into the opponent's goal as a result of a ricochet from the referee on the ice, the goal is scored.

III. If the puck leaves the playing area after the ice referee has been hit, the next throw-in is taken at the point nearest the place where the puck hit the ice referee.

23. HAND PASS

- I. A field player may not pass or guide a puck to a team-mate with a glove outside the protection zone. He is also not allowed to catch the puck with his palm and ride with it.
- II. When a hand pass occurs in the attacking zone, the referee must stop the match. The next throw-in takes place at the central point of the throw-in.
- III. A hand kick is allowed in the defending area, provided the field player who has accepted the pass and the puck are in the defending area.
- IV. If the puck enters the goal as a result of an attacking player's throw or glove kick, or by ricocheting from any player in any way, after an attacking player's initial glove kick, a goal is scored and the next throw-in is taken at the centre point of the throw-in.
- V. If an defending player uses a glove to hit the puck or points the puck at his goal, a goal kick counts.

Examples:

- «A» shoots the puck with his hand. If it bounces off the goaltender of the opposing team and is picked up by team-mate «A», the match must be stopped because the goaltender did not control the puck.
- «A» hits the puck with his hand in the defense area. The puck bounces off its team-mate and is picked up by the opponent. The match does not stop, except if a team-mate gains control of the puck outside the defending area.
- «A» hits the puck with his hand from the defending area to the attacking area. The puck hits opponent «B» in the defending area «B», but he does not own or control the puck. If team A in the attacking zone takes possession or control of the puck, the match will be stopped because team B did not control the puck.

24. HIGH-STICKING THE PUCK / GAME ACTION

- I. If a player touches the puck with a stick raised above shoulder height and either he or his teammate is next in command or the puck goes off the playing area, the referee must stop the match.
- II. If the infringement is fixed in the attack zone, with the infringer's team-mate taking possession of the puck in the attack zone, the next throw-in is at the central point of the throw-in.
- III. If the infringement is fixed in the attack zone, with the infringing team-mate gaining possession of the puck in the defending zone, the next throw-in shall be at the point closest to where the infringing team gains possession of the puck.
- IV. If the infringement is secured in the defending zone, the next throw shall take place in the defending zone on the side closest to where the team-mate of the infringing team took possession of the puck.
- V. Playing with the club raised high during the match is determined by the position of the player's shoulder (while the permitted height for the puck ricocheted into the goal is determined by the height of the goal bar).
- VI. If a player touches the puck with a club raised above shoulder height and the puck is taken by an opposing team player, the match continues.
- VII. If a player hits the puck with a club held high and the puck hits the opponent's goal, the goal is scored.

25. HIGH-STICKING THE PUCK INTO THE GOAL NET

- I. If a player touches the puck with a stick raised above shoulder height and either he or his teammate is next in command or the puck goes off the playing area, the referee must stop the match.

II. If the infringement is fixed in the attack zone, with the infringer's team-mate taking possession of the puck in the attack zone, the next throw-in is at the central point of the throw-in.

III. If the infringement is fixed in the attack zone, with the infringing team-mate gaining possession of the puck in the defending zone, the next throw-in shall be at the point closest to where the infringing team gains possession of the puck.

IV. If the infringement is secured in the defending zone, the next throw shall take place in the defending zone on the side closest to where the team-mate of the infringing team took possession of the puck.

V. Playing with the club raised high during the match is determined by the position of the player's shoulder (while the permitted height for the puck ricocheted into the goal is determined by the height of the goal bar).

VI. If a player touches the puck with a club raised above shoulder height and the puck is taken by an opposing team player, the match continues.

VII. If a player hits the puck with a club held high and the puck hits the opponent's goal, the goal is scored.

26. PROTECTIVE GLASS / DAMAGED

I. If any section or part of the Safety Glass is damaged during play, the match will stop immediately and will not be resumed until the Safety Glass has been repaired.

27. INJURED SKATER

I. If it is clear that a field player has sustained a serious injury, the referee on the ice must immediately stop the match and call the appropriate medical personnel on the ice.

II. In all other cases, if a field player is injured and is unable to continue play or return to the player's bench, play continues until his team has possession of the puck, unless he has a real opportunity to score.

III. If a field player is injured and a minor fine, or yellow or red card, is imposed on him at the same time, he may go into the locker room. If a yellow or red card penalty is imposed, his team must immediately send all the players' penalty takers to the bench to serve the penalty.

IV. If an injured field player can return to the bench before the penalty time expires, the injured field player must go to the penalty area to serve the remaining penalty time.

V. When a match is abandoned because of an injury to a field player, that player must go to the field bench and may not return to the ice until the match is resumed.

28. INJURED ON-ICE OFFICIALS

I. If a match referee suffers an injury during a match, play must be stopped immediately (unless a team has a real opportunity to score) in order to assess the seriousness of the injury and provide appropriate medical attention to the injured match referee. If the problem can be resolved immediately, the injured referee must approach the home team's players' bench to receive appropriate medical attention from the home team's medical staff.

II. If a match referee is injured and unable to continue playing, the duties of an injured referee are carried out by the match referee at goal, either by the match commissioner or by an injured match referee.

III. If the match is played against alternate referees, the appropriate alternate referee comes into play when properly equipped and fully prepared.

SECTION 7 – PLAYING RULES/PLAYER CHANGES

6. DEFINING ON/OFF ICE

I. A player who has one horse on the ice and one off the ice on the player's bench is considered to be off the ice. But if he is in this position, playing the puck or playing against an opponent in any way, he is considered to be on the ice.

7. PLAYER CHANGE DURING GAME ACTION

I. The change of players may be carried out at any time of the match, provided that the change takes place 1.0 meters from the board along the length of the bench of players, and the substituted players do not participate in any game actions.

II. If the outgoing player leaves the metre replacement area and takes part in the game activities before at least one of the outgoing player's horses is off the ice on the players' bench, his team will be given a minor penalty for a numerical infringement.

III. If, during the replacement action, a player who goes on or off the ice plays the puck, comes into contact with an opponent or otherwise takes part in the action (including gaining territorial and numerical advantage), even if both the leaving and the leaving players are within the permitted replacement metre zone, their team will be awarded a minor penalty for infringement.

IV. If a change of players is made during the action and the substitutes are within the one-metre replacement area from the board and along the length of their bench and are not taking part in the action, no minor penalty will be imposed for misconduct.

8. ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH

I. During the match, players of the same team are strictly forbidden access to the bench of the opposing team, unless it was inadvertently done.

9. PLAYER CHANGE DURING STOPPAGE

I. The change of the lineup means the change of one or more players.

II. The home team is entitled to the «last shift». This means that the coach of the home team must make the first lineup change, after which the home team coach must do the same according to the procedure described below. If either of the two teams does not make the substitution as soon as possible, the match referee has the right not to allow a substitution of the lineup.

III. Failure by either team to comply with this Law, a delay in changing a lineup or deliberate delay in changing a lineup will first result in a warning from the match referee and, if they do so again, a fine for late play.

IV. Once a lineup has been changed, a team may not change lineup on ice until the match resumes after a proper throw-in.

V. A team may not substitute a lineup after a wrong throw-in.

VI. If fines are imposed on one or both teams after a lineup change before a throw-in, the teams have the right to make additional replacements.

VII. After a goal has been scored, players may go out on the ice from the bench to replace players, but only in numbers not to exceed the number of players on the ice to congratulate their teammates on reaching the goal.

10. PLAYER CHANGE PROCEDURE

I. When replacing the playing lineup, the following procedure applies:

1. Immediately after a stoppage of the match the referee on ice gives a signal to the coach of the visiting team to change players;
2. The visiting team is given five seconds to replace the playing lineup;
3. The match umpire by show of hands signals to the guest team to change players;
4. The match umpire, continuing to keep his hand up, signals to the home team coach that he may change the lineup of his team;
5. After five seconds, the match referee lowers his hand, thus showing that the home team has no more time to change;
6. As soon as the match referee lowers his hand, the match referee blows the whistle, indicating that both teams have no more than five seconds to build up for the puck to be thrown in;
7. If a team tries to make a substitution after the time allowed, the match referee sends the player(s) back to the bench and gives a warning to the coach. In the event of a repeat infringement of this rule during the match, the infringing team will be awarded a minor penalty for delay in playing.

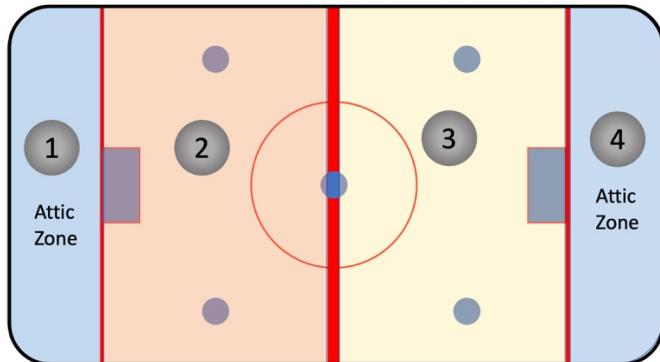
SECTION 8 – PLAYING RULES / GOALS

10.PASS FOR A GOAL-ATTACK OPPORTUNITY

- I. To be able to attack the goal, a player of the attacking team must pass in the attacking area to his team-mate (from the centre red line to the front line of the attacking area), the pass must be taken without any interception of the opposing team players.
- II. If, however, a player of the defending team intercepts the puck during the transfer, while the puck is being received or processed, then players of the attacking team must, after taking possession of the puck again, make the transfer in the attacking area between them.

III. Similarly, if the puck crosses the front line in the attacking area, players of the attacking team may not attack the opponent's goal without passing.

IV. An exception to rule 8.1.III. is if a player of the attacking team from the «Attic Zone» shoots along the goal, after which the puck ricochets from the goaltender or an unknown player or his equipment and hits the goal, capture is counted.



(In the picture the red color marks the zone of attack from which players of the attacking team can attack the gate, fully complying with paragraph 8.1. of these Rules).

11. ACCENTUATED TRANSMISSION

I. A focused pass is a pass that was sent by a player of one of the teams to his partner.

12. PUCK HIJACK IN THE ATTACKING ZONE

I. An interception of the puck in the attack zone is considered to be if a player of the attacking team has lost the puck from under control and it is then taken over by a player of the defending team.

II. If the puck is hooked by the attacking player, a player of the defending team kicks the puck off the hook of the attacking player, after which the puck goes significantly in any direction, it is considered a stoppage of the puck.
(A significant departure in any direction is when a player needs to perform additional

manoeuvres to the right, left or back of the puck, skates and hands, in order to regain control of the puck.)

III. If the puck is hooked by the attacking player, a player of the defending team kicks the puck off the attacking player's hook, after which the puck leaves the attacking player's hook and does not perform additional maneuvers to the right, left or back - it is not considered as a puck interception.

IV. If the attacking player throws at the goal but the puck does not reach the goaltender but hits the opponent's player and bounces back on the hook of the attacking player or his partner, it is considered a puck interception.

13. SCORING A GOAL

I. Taking the goal is counted when the team has fully complied with paragraph 8.1. of these Rules, making a transfer in the attack zone, then made a shot or sent the puck into the gate, and the puck completely crossed the plane of the goal line between the bars during the game actions.

II. A tackle is counted when the puck has passed between the goal posts under the crossbar and has completely crossed the goal line.

III. A kick-off is scored when a player throws, kicks or refers a puck to the goal in any other way by a defending player.

IV. A tackle is counted when the puck flies into the goal by reversing the direction of the helmet or any part of the player's body after any player has thrown the puck on ice.

V. If the puck is pointed at the goal by a helmet or any part of the attacking field player's body, a tackle will not count towards the goal.

VI. When the plane of the goal line intersects the goal posts, the puck must be intact.

VII. Any puck hitting the goal during a stoppage in the match is not a goal-collection.

VIII. A kick-off is counted if the puck bounces directly from the referee.

IX. A goal is officially scored after the puck has been thrown in at the centre point of the ice rink immediately after a tackle has been made. A video referee's confirmation indicating that a goal is not to be scored after a drop-in is considered invalid.

X. Only a single scoring by one of the teams may be counted as one stop in the match. If the puck entered the gate and came out of them without stopping the match time, but the stoppage of the match was due to the fact that any of the teams made a capture, and the video review determined that the first capture is correct, the first capture of the goal of two is counted, and the second is canceled, and the time of the first capture is displayed on the scoreboard, which was counted (regular time).

XI. If the video review of the situation, it becomes clear that the first capture of the gate is made in violation of the rules, the next capture is counted, and the time on the scoreboard is not corrected.

XII. All penalties imposed in the interval between two kicks, or after the whistle that followed after the second capture of the gate, remain in force.

XIII. A tackle does not count if a goaltender was in the goal area and the puck flies into the goal as a result of a ricochet from the club or the body of an attacking field player who was in the goal area at the time the puck was thrown.

XIV. If a field player's skates are not in the goal area, but the player's club is there, any puck thrown with the club counts, but provided the club does not obstruct the goaltender. If the club interferes with the goaltender in this way, a goalie's capture is not counted.

XV. If the goaltender, on his own initiative, is outside the goal area and an attacking field player throws the puck into the goal while the player is completely inside the goal area, or any other field player throws the puck into the goal, a kick-off is counted.

XVI. For a goal to be legally scored, the puck must cross the plane of the goal line before the period ends. If the stopwatch on the scoreboard is not working, the judge on the ice should consult the judge of the video repeaters. In all other cases, the decision of the ice judge is final.

XVII. If the puck crosses the goal line before the siren at the end of the period and the match judge counts the goal to be scored, a puck throw-in is not necessary at the centre

point. The referee must be sure that in the official minutes of the match the match secretary will record the time of capture of the goal at 9:59.

XVIII. When a goal is scored in the last minute of the period and the scoreboard shows tenths of a second, the time of capture in the official minutes of the match should be rounded to the nearest second.

14.THE GOAL-NET AREA

- I. If a field player of the attacking team is pushed in or forced into the goal area by a prohibited tackle when the puck goes into the goal area, a tackle is counted unless the attacking field player has enough time to leave the goal area.
- II. If an attacking field player is in the goal area when the puck crosses the goal line and the position of the player does not affect the goalkeeper's ability to reflect the puck throw or to take the correct position, a kick-off is counted.
- III. If a goaltender is outside his goal area and an attacking field player prevents him from returning to the goal area, or otherwise prevents the goaltender from taking the correct position in a pick-up situation, a pick-up is not counted and an attacking field player is penalised with a Minor Penalty for the attack by a player without the puck.
- IV. The goal area is three-dimensional space and therefore all goal area rules apply not only to the blue area in front of the goal, but also to the space above it, i.e. up to the height of the goal bar.

15.GOALS WITH THE SKATE

- I. A tackle is not counted if an attacking field player sends the puck into the goal by skating any way.
- II. A kick-off is awarded if an attacking player stands still after a throw and the puck has ricocheted off its ridge and the puck hits the goal.

16.DISALLOWING A GOAL / GAME ACTION

- I. A tackle is not counted if a goal has been scored without passing in the attacking zone.
- II. A kick-off does not count towards goal if an attacking player charges with a skate, kicks with a hand (glove), or otherwise refers the puck to the goal with any part of his body other than his club, even if the puck then ricochets from a player of either team or from the match judge.
- III. A tackle is not counted if an attacking field player sends, sticks or hits the puck with a high stick above the crossbar, even if the puck then ricochets off any field player, goaltender or referee on ice, or bounces directly into the goal from the ice surface. The determining factor in this case is the point at which the club touches the goal bar. If part of the club touches the puck at or below the crossbar, the goal is scored.
- IV. A tackle is not counted if an attacking field player pushes an opponent into the goal with the puck.
- V. A player who illegally walks into play from the player's bench and is on ice while his team is throwing the puck into the goal does not count towards a goal.
- VI. The match umpire has the right to consult with the match umpire at the gate or the video umpire regarding incidents that led to a goal being scored. If one of the referees has seen an infringement of the rules which requires a fine in the form of a yellow card or red, the referee may decide to cancel the kick and impose a fine.
- VII. A goal is not scored if the puck has crossed the goal line completely after the period has ended.
- VIII. A goal is not scored if the referee whistle to stop the match before the puck has crossed the goal line. This episode cannot be viewed by the video referee.

17. SCORING A GOAL / GOAL FRAME OFF

I. If a defending player moves the frame of his goal and the opposing team throws the puck into the goal, a kick-off is scored provided that:

1. The opponent was in the process of throwing before the frame of the goal was moved; 2. the match judge decides for himself that the puck would have entered the goal if it had not been moved.

II. The gate is considered to have been shifted if:

1) One or both of the elastic locks have fully come out of the holes in the ice; 2) The goal bar has come off one or both of the elastic locks;

III. If one or both of the door rods have risen from the ice but are still in contact with the elastic locks that are in the holes in the ice, the door must be counted.

IV. For gates without plastic holders, the gate frame and the gate posts must be stationary on the gate line and in full contact with the ice at the time of crossing the gate line, only then the take-off is counted.

V. If a defensive player raises the back of the goal when the puck enters the goal on the front side and crosses the goal line plane, a kick-off is counted.

VI. If the position of the goal has changed during play, the match stops if the goal has not returned to its normal position. If a goal has been returned to its normal position, the match continues.

VII. A tackle is not counted if a goal is moved before the puck has crossed the plane of the goal line, unless this is inconsistent with Rule 8.8.I.

VIII. A goal is scored if a goaltender is replaced by an additional field player and a team-mate moves the goal from the normal position in a one-on-one situation.

18. USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS

- I. The judge of the video-repeaters has the right to consult the judge on ice only at his request or on his own initiative. The consultation is primarily aimed at determining whether the gate was taken correctly.
- II. If the puck is thrown into the gate, or if it appears that the puck has been thrown, the referee shall whistle and make a decision on taking the gate (goal or goal cancellation), after which, if necessary, consult the judge of the video rehearsal. The video referee must confirm the match referee's decision or refute it on the basis of appropriate evidence.
- III. In the event that the video review does not clarify a situation, the match judge's original decision shall remain valid.
- IV. If the match umpire intends to consult with the match umpire about a possible goal-collection that neither the match umpire nor the goal umpire has seen, the opinion of the match umpire will be decisive.
- V. If neither the match umpire nor the goal umpire nor the video umpire has seen a replay of a possible goal being scored during the next stoppage in the match, the replay cannot be seen after a throw-in.
- VI. Only the following situations may be considered by the video referee : 1. The puck crosses the plane of the goal line; 2. the puck hits the gate before it was shifted; 3. the puck hits the gate before or after the end of the period; 4. the puck is directed into the gate by any part of the attacking player's body; 5. The puck is pointed at the goal by the attacking field player with a high stick; 6. the puck hits the goal after the attacking field player has attacked the goaltender; 7. the puck is thrown without passing; 8. the puck is thrown after an interception.
- VII. The referee of video repetitions is not allowed to view the disputed moment to determine: 1. Whether the puck has crossed the goal line before or after the whistle; 2. The goal is shifted during the Penalty Throw or a series of throws determining the winner of the match; 3. The repeated throw after the puck bounces from the goaltender, during the Penalty Throw or a series of throws determining the winner of the match.

SECTION 9 – GAME PENALTIES / DURATION AND SITUATIONS

7. WHEN PENALTIES CAN BE CALLED

- I. Penalties may be imposed at any time of the match. Any time refers to the main time of the match, a series of shots determining the winner of the match, pauses or stops during the match, including in connection with players leaving the ice to the locker rooms.
- II. The referee must personally attest to an infringement which will result in a fine being imposed on the team or player and which must be recorded in the official record of the match. This includes various events occurring before, during, and after the match.
- III. The expression «before the match» means the minutes before the throw-in before the match, when the referee is on ice, the players have taken their positions and the match has not started yet.
- IV. For any violations of the Rules committed during the pre-game warm-up or under the stands, penalties shall be considered by the appropriate authorities.
- V. Neither player nor official representative of the team is allowed to enter the officials' locker room before, during and after the match. Any violation of this Rule shall be reported to the appropriate authorities.

8. ASSESSED PENALTIES – PROTOCOL

- I. A penalty may be imposed on one player for two different violations.
- II. After a disciplinary penalty or a red card is imposed, a player must go to the penalty box or locker room unless otherwise provided by the referee. Failure to do so will result in the imposition of an additional fine.

III. A player must go to the locker room if he is fined in the third period or red card in any period of the match which disqualifies him from participating in a series of shots which determine the winner of the match.

9. MINOR PENALTIES

I. A minor fine is a violation of these rules. After that a player who has violated the Laws takes a penalty shot at the opponent's goal.

II. If it was a team infringement, a player who was on the ice floor takes the penalty throw.

10.DURATION OF PENALTIES /DISCIPLINARY PENALTY

I. The disciplinary penalty is valid until the end of the period in which the player was punished.

II. A player is penalized with a disciplinary penalty for the gross violation of the Rules, as well as for disciplinary penalties.

III. The player who received the Disciplinary Sanction during the first or second period is sent to the bench fined till the end of the period. If a player receives a Disciplinary Sanction during the third period, the player goes to the locker room.

11.DURATION OF PENALTIES / RED CARD

I. The red card shall punish the player for causing injury to an opponent, insulting referees, fighting.

II. The player who got the red card is obliged to leave the ice platform and go to the locker room.

III. The red card is valid until the end of the match. The player who received the red card has no right to be on the ice or on the bench.

12.DURATION OF PENALTIES / MATCH

I. A penalty will result in the immediate suspension of a player or representative of the Red Card team.

II. The Match Penalty will result in the automatic disqualification of a player or team official for at least one match of their team.

SECTION 10 – DESCRIPTION OF GAME PENALTIES

56. ABUSE OF OFFICIALS

Any referee of the match DEFINITION: One or more members of the officiating team specified in paragraph 1.5 of these Rules.

Unsportsmanlike conduct DEFINITION: An attempt by a player or a team official to usurp the authority of a match referee, to humiliate him or her or to cast doubt on his or her qualifications, or to physically influence the referee.

I. 1. A player who punches a club or other object against the referee's decision by force on the defences glass; 2. A player who uses obscene, rude or offensive language or actions directed at any referee of the match;

II. Disciplinary penalty

1. a player or a team official who cannot be identified uses obscene, rude or offensive language or making unpleasant remarks to any referee of the match;

2. A player who is fined with a minor fine or who does not go to the penalty bench after receiving the Disciplinary penalty or to the locker room immediately after the referee's indication on the ice;
3. A team official who knocks on the board with a stick or other object in protest against the decision of the match referee;
4. A player who is not on the board with a stick or other object in protest against the decision of the match referee;
5. A player who is on the board with a stick or other object;

III. Red card

1. A player or team official who uses obscene, rude or offensive language against any referee of the match for which he has already been penalised with a Minor Fine or Disciplinary Sanction. If such behaviour occurs after the match is over on or off the ice, a Match penalty may be imposed for the following match;
2. A player or team official who makes contact with the Match Officials on ice or uses physical force against any Match Officials;
3. A player or team official who throws any object at the Match Officials on ice or pours water on any Match Officials;
4. A player who persists in acts for which he has already been penalised with a Minor Penalty or Disciplinary Sanction.

IV. Red card and Match Penalty

1. A player or a team official who intentionally and irresponsibly uses force by any means or harms any referee of the match;
2. player or team official who throws a club at the referee or swings a club at the referee (hitting or not) or throws a puck at any match referee;
3. A player or a team official who threatens, harasses, spits, bleeds, or makes sexual comments about any referee of the match;

4. A player or a team official who makes any indecent gesture or act towards any referee of the match or anywhere on the rink before, during or immediately after the match.

57. PASS/FAIL WARNINGS

- I. If a player of the attacking team charges an opponent's goal without passing in the attacking zone, the game is stopped and the throw-in is carried over to the defending zone of the team which attacked the goal, on the parallel side from which the attacking team attacked.

(Example: Player of team A attacks the goal of team B without a transfer in the attacking zone, the throw-in is carried over to team A's defending area.)

- II. If a player of the team who has made such a violation for the first time, a warning is given which must be recorded in the match report and announced in the microphone. The warning is applied to all players of the team without exception.

- III. If any player of the team who already has a warning makes a repeated violation of this Law, a Disciplinary Penalty is imposed on that player, after which the player must go to the bench and the opposing team has the right to a penalty throw.

- IV. If any player of a team which has already had a warning and also had a Disciplinary Fine, violates these Rules for the third time or more, a player is awarded a Disciplinary Fine, after which the player must go to the bench and the opposing team has the right to a penalty throw.

58. BITING

- I. A player who bites an opponent will be penalized with a red card and a Match Penalty.

59. BOARDING

- I. A player who applies a power stroke, attacks from a run or jump, pushes his opponent to the board with his elbow, setting the footstep, as a result of which the opponent with the power strikes the board.
- II. For pushing an opponent on the board is imposed Minor plus a disciplinary penalty.
- III. A player who irresponsibly endangers an opponent will be penalized with a red card or Match Penalty as a result of a push on board.
- IV. The «push» of an opponent on board when he tries to slip between the defending player and the board by controlling the puck is not a push on board until other infringements (delay of the opponent or an attack of a player not holding the puck) are used.

60. BROKEN STICK / PLAYING WITH / REPLACING

- I. A stick whose integrity has been somehow broken, its hook or stalk is considered broken and therefore illegal.
- II. The player must immediately throw the broken stick on ice. If he continues to use the broken stick during play actions, he will be penalized with a Minor Penalty.
- III. A player who uses the goalkeeper's stick during the match is subject to a Minor Penalty.
- IV. A player whose club is broken shall not be allowed to take the club thrown onto the ice by anyone from the player's bench or by a spectator. He must get the stick from his player's bench from hand to hand. A team-mate who throws, moves, sends on ice or throws the stick to a player shall be penalised with a Minor Penalty. An unidentified team-mate who throws, moves, sends on ice or throws the stick to a player shall be penalised with a Minor Penalty. A player who receives the stick will not be penalised.

V. A player whose club is broken may receive the club on ice from a team-mate. This exchange of clubs must be done from hand to hand. A team-mate who throws, moves, sends on the ice or throws the club to the player shall be penalised with a Minor Penalty. A player who receives a club will not be penalised.

Under no circumstances the player is allowed to take the stick from the opponent's team player: 1. who is on the ice holding the stick or dropped it on the ice; 2. who is sitting on his bench; 3. who is taken from the stick stand on the opponent's team players' benches. Any violation of this Rule will result in the imposition of a Minor Penalty.

VI. A player who by any means takes part in the game actions with his stick and stick intended for the team-mate shall be imposed a Minor Penalty.

VII. If a player whose club has broken down receives a new club from a team-mate on the penalty bench during the match, the player who receives the club shall be subject to the Minor Penalty.

VIII. The player who does not have the club in his hands has the right to participate in the game actions.

61. BUTT-ENDING

DEFINITION: A player who pushes down the club, his upper arm and leaves the open end of the club cut to hit an opponent.

I. A player attempting to hit an opponent with the end of the stick will be subject to a disciplinary penalty.

II. A player who kicks an opponent with the end of the stick will be penalized with a red card or Match Penalty.

III. The Match Penalty will be imposed on a player who irresponsibly endangers an opponent by hitting with the end of the stick.

62. CHARGING

DEFINITION: A player who after moving in the direction of an opponent attacks him with excessive force or attacks an opponent in a jump. This rule may be used in all such actions in relation to a head and neck attack, except those that involve fighting.

- I. A player who attacks an opponent with excessive force, or runs away and jumps into that opponent, will be penalised with a Minor Penalty if the player who was penalised with a forceful hold is injured and therefore unable to continue the match, the player who was penalised with a red card or Match penalty.
- II. A player who makes physical contact with an opponent's player after whistling to stop the match, but who has had enough time to avoid such contact, will be penalized with a Minor Penalty for Misconduct.
- III. A goaltender leaving the goal area does not violate the Fair Play Rules. A minor penalty for an attack by a player who does not own the puck or for an incorrect attack will be imposed on the opponent for unreasonable contact with the goaltender.
- IV. A player who irresponsibly endangers an opponent through an incorrect attack will be penalised with a disciplinary fine or red card.

63. CHECKING FROM BEHIND

DEFINITION: A player who uses a power play against an opponent's team player who is in a vulnerable position and has no knowledge of an upcoming attack or who is unable to protect himself or to defend himself against the power play in a timely manner. In this case, the kick falls on his back.

- I. A player who hits an opponent from behind while pushing him on the board, on the goal or on the open ice in any way (high with a stick, push with a stick, etc., but not as a result of an attack by a player who does not own the puck) will be subject to a disciplinary penalty.

II. A player who irresponsibly endangers the life and health of an opponent as a result of an attack from behind will be penalised with a red card or Match Penalty.

III. If a player who is subject to a power play turns his back on the attacking opponent intentionally and finds himself in a vulnerable position immediately before the kick, making it possible for him to attack from behind, no penalty will be imposed for the attack from behind (although other types of penalty may still be imposed).

64. CHECKING TO THE HEAD OR NECK

DEFINITION: There is no such thing as «the right head attack». A player who directs a kick of any kind, any part of his body or equipment, into the head or neck area of an opponent's team player, or pushes his head into the defensive glass or board with force. This Rule covers all similar actions in relation to a head and neck attack, except those involving fights.

I. A player who pushes an opponent's head or neck into the opponent's head or neck will be subject to a Disciplinary Penalty.

II. A player who points a blow to an opponent's head or neck may also be subject to a red card or Match Penalty.

III. A penalty for a head or neck kick will be imposed when a player charges an opponent in the following cases:

1. A player points the kick with any part of his body or equipment at the opponent's head or neck; 2. the player points and pushes the opponent's head into the protective glass or board using any part of his body; 3. the player points or directs any part of the upper body to kick the opponent's head or neck; 4. A player puts out forward or aside any part of his body to reach a rival and take a blow to the head or neck of a rival; 5. a player jumps (pulling skates off the ice) to take a blow to the head or neck of a rival.

IV. If a player holding the puck is travelling with his head held high and awaiting a power play, the opposing player may not take the head or neck kick.

V. If the force of the kick is first applied to the body and then slides up into the head or neck, no penalty is awarded for the head or neck attack.

65. CLIPPING

DEFINITION: A cut-off is an action by a player who tilts his torso to kick an opposing team player from behind or from the front into the knee area.

- I. A player who charges an opponent with a cut-off or who tilts his torso to kick an opposing team player in the knee area will be awarded a Minor Penalty.
- II. A player who groups and squats low to avoid the use of a forceful hold, causing the opposing team to bump into him and hit him on the board, will be awarded the Minor Penalty.
- III. A player who irresponsibly endangers an opponent by applying a cut-off will be subject to a Disciplinary Fine or Red Card.

66. CLOSING HAND ON PUCK

DEFINITION: Although a player may hit a puck or catch a puck with a glove, he must throw it onto the ice immediately. He may not ride with it or hold it in the palm of his hand (i.e. with a glove) longer than necessary to throw it on the ice.

- I. A player who catches the puck and holds it while it is stationary or in motion and holds it in the glove to escape from the opponent's pursuit or to keep the puck in his possession will be fined a Minor Penalty for delaying the puck with his hands.
- II. A player who picks up the ice puck with a glove or hand outside his goal area during the game will be penalized with a Minor Penalty.
- III. A player who picks up a puck on ice outside his goal area will be subject to a Minor Penalty.
- IV. If a player picks up an ice puck with a glove, hides it or covers it with a glove on the ice, a Minor Penalty will be imposed in the three-dimensional space of his goal area when his goaltender is on the ice.

67. CROSS-CHECKING

DEFINITION: A player attacking an opponent with a club, holding it with both hands when no part of the club is on ice.

- I. A player who attacks an opponent in this way will be subject to a Minor Penalty.
- II. A player who irresponsibly attacks an opponent in this way and endangers an opponent will be penalized with a disciplinary fine or red card.

68. DANGEROUS EQUIPMENT/DANGEROUS USE OF EQUIPMENT

DEFINITION: Brushes and protective equipment made of potentially traumatic materials are dangerous equipment, the use of which is strictly prohibited during a match.

- I. The Match Adjudicator may prohibit the use of any piece of player equipment which, in his opinion, may be traumatic or potentially dangerous.
- II. The team of a player who is playing in non-standard equipment will first receive a warning from the Match Officials. Ignoring the match referee's warning to replace or tidy up any dangerous item of equipment will mean that a player of that team is in breach of the Laws on dangerous equipment and will be subject to a Disciplinary Penalty.
- III. If the match judge considers a player's hockey stick to be dangerous equipment, the hockey stick must be taken out of play without a fine. However, if a player continues to use that stick, that player will be liable to a disciplinary penalty.
- IV. The match judge may require a player to remove any personal accessory if the match judge considers that it may be potentially dangerous. If it is difficult to remove such accessories, the player must either tape them or remove them under the jersey so that they are not dangerous. In this case the referee must ask the player to leave the ice

to take all necessary action, and the referee must caution the team accordingly. Ignoring the warning will mean that any player on that team is in breach of the Laws on Personal Care and Accessories respectively and will be liable to a disciplinary fine.

69. DELAY OF GAME

DEFINITION: Delay in play is considered to be the fact of deliberate or accidental slowing down of play actions leading to a stop or delay in the beginning of play actions.

- I. Violation of this rule is punishable by a Minor Penalty.

70. DELAY OF GAME / ADJUSTMENT OF EQUIPMENT

- I. A player whose actions result in the stoppage or delay of the action due to repair or adjustment of his equipment will be subject to a Minor Penalty.
- II. A player must wear all protective equipment fully under uniform, except gloves, helmet, and goalkeeper's shield. Failure to do so after a warning will result in the imposition of a Minor Penalty.

71. DELAY OF GAME / DISPLACED GOAL NET

- I. A player who intentionally moves the goal from their normal position will be penalized with a Minor Penalty during the whole match.
- II. If this rule is violated again, the player is penalized with a disciplinary fine.
- III. If a goaltender is not on ice and his team-mate moves the goal from their normal position when an attacking player is allowed to hit the opponent's empty goal, the match umpire must count towards the non-offending team.

IV. If, during a match, gates are moved from their normal position by the attacking team and the defending team gains possession of the puck if there is a potential opportunity to launch an attack, the referee will not whistle until the opposing team has passed the puck. If the defending team organizes an attack and throws the puck, the goal is scored.

V. If the goal is moved from its normal position by the attacking player, the throw-in is carried over to the centre point of the throw-in.

VI. If the goal is moved at the same time as an attacking player throws in and the puck hits the goal, a kick-off is counted.

VII. If the goal is moved from its normal position as a result of a tackle, the throw-in is taken in the defending team area.

72. DELAY OF GAME / FALLING ON THE PUCK

I. A player who falls on the puck, detains or picks it up to stop the game will be penalized with a Minor Penalty. If the puck gets stuck in a player's skates or equipment when the player blocks the throw or intercepts a pass, the match must stop and no penalty will be imposed.

II. A player who uses his hands to hold the puck in the palm of his hand or equipment to force the match referee to whistle to stop play will be awarded the Minor Penalty.

73. DELAY OF GAME / FREEZING THE PUCK UNNECESSARILY

I. A player who is not under the pressure of the opposing team holds the puck with the club, skates or body, pressing it unnecessarily to the board or directly to the ice surface on the free ice will be fined.

74. DELAY OF GAME / GOAL CELEBRATION

- I. Players may go on the ice from the bench after a goal has been scored to celebrate the kickoff with their teammates and make selfies.

75. DELAY OF GAME / LATE LINEUP

- I. A coach who does not release the required number of players to the ice in time for the start of the period is fined a Minor Penalty for delaying time.
- II. «Required number» means the full number of players allowed to participate in the match according to the rules. Four field players plus the goaltender.

76. DELAY OF GAME / SHOOTING OR THROWING THE PUCK OUT OF PLAY

- I. A player who throws a puck, club, foot or arm outside the playing area from his defensive zone to any place in the arena (except where there is no defensive glass) during play, provided that the puck does not ricochet from anyone or anything inside the playing area, will be subject to a Minor Penalty. The determining factor is the position of the puck at the time the puck is thrown.
- II. No penalty will be imposed on a player who plays the puck with the club raised high in the defending area and points the puck either at the scoreboard or at any object on the ice surface, causing the match to stop.

77. DELAY OF GAME / VIOLATION OF FACEOFF PROCEDURES

- I. When a player who is not taking part in the puck throw-in moves into the circle of touch before the puck is thrown in, the player of his team who is taking part in the puck

throw-in must be replaced. A Minor Penalty will be awarded to any field player of that team for a second offence at the same time as the team that infringed the rules.

II. If a player taking the throw-in is sent off by the referee of the match and the replacement player is not in a hurry to take the appropriate position after informing the referee of the match of the possible penalty, the infringing team will be awarded the Minor Penalty.

III. A player who takes the appropriate position for the wrong throw-in and continues to stand incorrectly after notification of the match referee of a possible penalty, will be subject to the Minor Penalty.

78. DIVING OR EMBELLISHMENT

DEFINITION: A player who obviously feigns a fall or injury with the intention of imposing a penalty on a player of the opposing team.

I. A player who feigns or pretends to be penalised for the offence will be subject to the Minor Penalty.

79. ELBOWING

DEFINITION: A player who uses the elbow to kick a player from the opposing team.

I. A player who uses the elbow to kick an opponent will be awarded a Minor Penalty.
II. A player who irresponsibly kicks an opponent with his elbow will be subject to a disciplinary penalty, or red card penalty.

80. ENGAGING WITH SPECTATORS

DEFINITION: A player or a team official who makes physical contact with a spectator during the match, including stops and breaks.

I. A player or team official who comes into physical contact with a spectator, retaliates against the spectator or otherwise interacts with the spectator will be penalized.

81. FIGHTING

DEFINITION: A player who repeatedly hits an opponent during a game action or after the match has stopped or at any time of the main match time, which leads to a confrontation situation.

I. A player who engages in a fight shall be fined with a red card and the Match Penalty shall be imposed.

II. A player who kicks an opponent in retaliation will be penalized with a red card penalty.

III. If the shooter is identified in the fight, an additional Minor Penalty will be imposed on that player.

IV. A red card penalty will be imposed on a player who is on ice and the first to engage in an ongoing fight being the third in the confrontation.

V. A player who tries to fight or continues to fight after the referee of the match has demanded that the fight be ended and tries to separate the fighters, shall be awarded the Minor Penalty, plus a Disciplinary Penalty or Match Fine.

VI. A team representative who fights on or outside the ice will be fined with a red card or Match Fine.

VII. The first player of each team who leaves the players' bench or penalty box during a confrontation on ice will be fined a Minor Penalty plus a red card penalty. Subsequent players who leave the players' bench during the confrontation will be penalized with a disciplinary penalty. Subsequent players who leave the penalty boxes during the

confrontation will be penalized with a red card penalty. Leaving the players' bench or the penalty kickers' bench without the referee's permission is in itself a violation of these Rules even if the players are not directly involved in the fight when on ice.

VIII. If a confrontation between players occurs during a lineup change, the Laws apply as usual. But if a confrontation occurs during a lineup change, the player not participating in the change of lineup will be penalized as the player leaving the players' bench or the penalty kickers' bench to participate in the confrontation.

IX. If players of both teams leave the bench at the same time, or if players of the same team leave the bench when they see players of the opposing team leaving the bench, a penalty will be imposed on the first player from each team as per this Rule.

X. Under this Rule, up to two Disciplinary Fines and/or Red Card Fines may be imposed on a team at the same time, but if more players get red cards in a fight, they will be re-qualified for Match Fine.

(Example: four players from each team were involved in the fight, two players from each team who first came into conflict with an opponent automatically receive a red card. The other two players of the team will receive a disciplinary penalty and a Match Fine).

82. HEAD-BUTTING

DEFINITION: A player who uses his head, wearing a helmet or without it, to kick an opponent's team player.

I. A player who tries to kick or hits an opponent with his head will be subject to a Disciplinary Fine or Match Fine.

83. HIGH-STICKING

DEFINITION: A player who carries his stick or any part of it above the level of his shoulders and strikes the opponent with any part of the stick.

- I. A player who comes into contact with an opponent's player with a high stick will be subject to a Minor Penalty.
- II. A player who accidentally injures an opponent with a high stick will be penalized with a disciplinary fine.
- III. A player who irresponsibly endangers an opponent by playing with a high stick will be penalised with a red card or Match Fine.
- IV. A player who comes into contact with an opponent's upper body with his stick when swinging at a throw or while throwing or passing may be subject to any of the penalties provided for in this Rule.

84. HOLDING

DEFINITION: A player who prevents an opponent from moving freely with one or both hands, feet or in any other way.

- I. A player who detains an opponent in this way will be subject to a Minor Penalty.
- II. There are three common ways to delay an opponent: 1. A player who grabs an opponent with one or both hands with the sole intention of obstructing his free movement; whether the opponent has the puck or not; 2. A player who stops an opponent at the board with his hands or upper or lower body to prevent him from moving away from the boards of the court, and who makes no effort to play the puck; 3. A player who grabs an opponent by the shirt to delay his opponent or to slow his movement.

85. HOLDING THE STICK

DEFINITION: A player who grips an opponent's stick in any way (with one or both hands, body or feet) to prevent it from moving freely with the puck or performing other

manoeuvres during the match, or who tries otherwise to prevent the opponent from using his stick.

I. A player who delays the opponent's stick will be subject to a Minor Penalty.

86. HOOKING

DEFINITION: A player who uses his club to prevent an opponent from moving on the ice or blocking him, whether he owns the puck or not.

I. A player who detains an opponent with the stick will be subject to a Minor Penalty.

II. There are four common ways to delay with a stick: 1. a player picks up the opponent's hand, glove with the stick, who is preparing to pass or throw; 2. a player who contacts with the stick any part of the opponent's body during the fight for the puck; 3. A player who uses his club in contact with the opponent's body to take away the opponent's control of the puck; 4. A player who uses his club to prevent the opponent from moving freely on ice.

III. A player who irresponsibly endangers an opponent by detaining him with the stick will be subject to a disciplinary penalty.

87. ILLEGAL STICK – STICK MEASUREMENT

I. The captain of the team has the right to request the measurement of the club at any time at the stop of the match. If the measurement shows that the stick is non-standard, the guilty player will be given a Minor Penalty and the match referee will return the non-standard stick to the player's bench.

II. The player whose club is to be measured must hold it in his hands at the moment when the requirement to measure the club is voiced. At that moment it may be on the player's bench or on ice, but the referee must visually verify that the club to be measured belongs to that player.

III. If the measurement indicates that the stick meets the standard, the team requesting the measurement will be penalised with a Low penalty for delay. The penalty will be imposed to any player on the ice at the time the request to measure the stick is made.

IV. There are no restrictions on the number of stick measurements, but only one stick measurement per match stop and only for one team is allowed.

V. If a player refuses, at the referee's request, to provide his stick to measure, or breaks the stick or part of his equipment, that equipment will automatically be deemed non-standard and the player will be subject to a disciplinary penalty...

VI. It is permitted to request measurement of a stick after a goal has been scored in the main time of the match, but if the stick is not standard, a goal is scored. This Rule also applies to a series of shots that determine the winner of the match.

88. INJURED PLAYER REFUSING TO LEAVE THE ICE

DEFINITION: A player who is unable to continue the match or who cannot leave the ice on his own must leave the ice to be medicated if he is injured when the match is stopped.

I. A field player who is injured and requires medical attention on the ice must nevertheless go to the player's bench if he is able to do so on his own at least until the next throw. If he refuses to do so, he will be awarded the Minor Penalty. If he refuses to leave the ice even after the Minor Penalty is imposed, a Disciplinary Fine will be imposed.

II. A player who has a bleeder may not return to the game until the wound has been properly treated, bandaged or stitched to prevent blood loss. If he does return to the ice without proper fixation of the wound or in bloodstained equipment, a Minor Penalty will be imposed on him.

III. A player who continues to lie on the ice simulating an injury, or refuses to stand up and leave the ice, will be awarded the Minor Penalty.

89. ATTACKING A PLAYER WHO DOESNT HAS A PUCK AT THE MOMENT

DEFINITION: A player who prevents or prevents an opponent who does not own the puck from receiving a pass or moving freely on ice.

I. A player who blocks an opponent will be subject to a Minor Penalty.

II. Blocking during play actions means the following:

1. A player prevents an opponent from moving freely on ice; 2. a player blocks an opponent's team player by placing his hip and preventing him from moving freely into the attack zone, especially when he forces an opponent who threw the puck to bypass him; 3. A player prevents an opponent from trying to take the puck from a team-mate of a player who has the puck and who enters the opponent's line of motion without being in position (for example, when playing the puck); 4. the player blocks an opponent by preventing him from taking a position to receive a pass; 5. A player wins the throw-in, but prevents an opponent from approaching the puck (an attack by a player who does not own the puck when the throw-in is performed); 6. A player on any player's bench or on any penalty kicker's bench, who with the club or body reaches the ice surface to prevent the puck or opponent from moving during the game; 7. A player moves to the side to prevent an opponent from moving, thus preventing him from taking the correct position; 8. a player prevents an opponent when the latter tries to pick up an item of his equipment from the ice (stick, gloves, helmet) by pushing them away from an opponent.

III. Players who are in front of the gate are fighting for a position on the verge of breaking the rules, such as an attack of a player who does not own the puck, pushing with a stick, delaying with a stick, folding and hitting with a stick, while their efforts to take a position in front of the gate or pushing an opponent's player from a position in front of the gate, do not cross the limits of the allowed in the fight for territory. Such infringements include, but are not limited to: knocking down a player who does not have a puck, grabbing an opponent's shirt, folding an opponent by placing a club between his legs, or a corkscrew manoeuvre, purposeful pushing with a club, and hitting with a club from behind on his feet.

IV. Situations which are not classified as an Attack by a player who does not own the puck include:

1. A player has the right to take an ice position if he manages to maintain the movement speed and body in one position between the opponent and the free puck. If he slows down, he risks blocking his opponent; 2. the player has the right to keep his place and he is not required to make any moves if his opponent intends to move on this part of the court; 3. the player has the right to block an opponent if he is in front of him and moves in the same direction as him;
4. the player may use the position of his body to push an opponent away from his shortest route to the puck to receive a partner's handover, unless he uses his hand to hold or block an opponent.

V. A player who attacks an opponent who does not own the puck at that moment will be subject to a Minor Penalty for the attack of an opponent who does not own the puck.

VI. A player in the field who expects an opponent to gain control of the puck or to take possession of the puck but who comes into contact with an opponent who does not own the puck will be penalized for an attack by a player who does not own the puck.

VII. Two field players may wrestle for the puck and intentionally collide with each other in a position by approaching the free puck, but if one of them uses a club, arm or horse to prevent an opponent from being the first to pick up the puck, the player will be penalized with a Minor Penalty for the Attack of a player without possession of the puck.

VIII. «On ice» means that both skates are on the ice surface. If a player has one foot on the ice and the other foot is on board or off the ice on the players' bench or penalty kickers' bench, the player is considered off the ice. However, if he is off ice in accordance with the Law, he is not allowed to make contact with an opponent or participate in play activities in any way. If he breaks this rule, he will be awarded a Minor Penalty for attack by a player not holding the puck.

IX. If a player bends down on the board and plays the puck, makes contact with an opponent or takes part in the action in any way, the player who does not own the puck will be penalized for attacking.

X. A player who irresponsibly endangers an opponent by blocking will be penalised.

90. ATTACKING A GOALTENDER

I. A Minor Penalty will be imposed on a field player who blocks or obstructs the goalkeeper's movement in the goal area with a club or body, or who prevents the goaltender from taking up a playing position.

II. If an attacking player with the puck moves face forward or backward and makes contact with a goaltender who is in the goal area and the puck is in the goal area, a tackle is not counted and the attacking player will be awarded a Minor Penalty.

III. An attacking player who is facing an opponent's goaltender and starts waving his hands or stick in front of the goalkeeper's face to distract him, rather than performing the necessary manoeuvres using appropriate game techniques, whether the attacking player is in or outside the goal area, will be awarded the Minor Penalty.

IV. A player who obstructs or blocks the goalkeeper's action to return to the goal area, or who pushes the player with force while the goaltender is working with the puck behind his goal, will be subject to the Minor Penalty.

V. An attacking player has the right to pass through the goal area during a match, but may not make direct contact with the goaltender. If he does make such contact, or if the goaltender initiates such contact by returning to the goal area, the attacking player will be penalised with the Minor Penalty.

91. KICKING

DEFINITION: A player who moves the skate from the swing to any part of the opponent's body.

I. A player who kicks or attempts to kick a player of the opposing team will be subject to a Disciplinary Fine or Match Fine.

92. KNEEING

DEFINITION: A player who sets his knee to attack an opponent.

- I. A player who uses his knee to attack an opponent will be awarded a Minor Penalty.
- II. A player who irresponsibly endangers an opponent by using his knee will be penalized with a disciplinary fine or red card.

93. LATE POWER HIT

DEFINITION: A late power take is an attack by an opponent in a vulnerable position because he no longer controls and no longer has the puck. A late power take can be used against an opponent who knows or does not know about an upcoming contact.

- I. A field player who is not in close proximity to an opponent who is no longer in control or possession of the puck but who still continues to perform the power hold will be penalized with a Minor Penalty even if the opponent knows about the upcoming attack.
- II. A field player who applies a late power hold will be penalized with a Disciplinary Fine against an unsuspecting opponent.
- III. A player in the field who applies a late power hold and irresponsibly endangers an opponent in a vulnerable position will be penalized with a Disciplinary Fine or Red Card.

94. PENALTY BOX VIOLATIONS – LEAVING PREMATURELY/INCORRECT ACCESS

- I. A field player who leaves the penalty box arbitrarily before the end of the time penalty has been imposed will be subject to an additional Minor Penalty in addition to the remaining time of the current penalty.
- II. If a field player leaves the penalty box before the time allowed for penalty kicks expires to challenge or question the referee's decision on ice, a red card penalty will be imposed.
- III. A player in the field who leaves the penalty box before the end of the penalty time to challenge or question the referee's decision on the ice will be penalised with a red card fine, plus a Match Penalty.
- IV. A player on the field who uses a part of the arena other than the ice surface to enter or leave the penalty area during a match will be awarded a Minor Penalty.

95. PLAYING WITHOUT A HELMET

- I. A player who loses his helmet in the course of the game and does not go straight to the player's bench will be subject to a Minor Penalty.
- II. A cracked visor or broken mask is dangerous equipment. A field player who has a cracked or broken visor or grating mask during play must leave the ice immediately. Failure to do so will result in a warning to the offending player's team, and the subsequent use of illegal or dangerous equipment by any player of that team will result in a minor fine.
- III. A field player whose helmet strap is unbuckled during a game action but whose helmet is left on his head may continue to play until the next stop in the match or leave the ice.

96. PULLING HAIR, HELMET, CAGE

I. On a player who lost his helmet in the course of a game and who does not have a
DEFINITION: A player who grabs or holds the mask, helmet or hair of an opposing
team player.

I. A player who grasps or holds the mask, helmet or hair of an opposing team player
will be subject to a Minor Penalty or Disciplinary Fine.

If a player goes straight to the players' bench, a Minor Penalty or Disciplinary Fine
will be imposed.

II. A cracked visor or broken mask is dangerous equipment. A field player who has a
cracked or broken visor or grating mask during play must leave the ice immediately.
Failure to do so will result in a warning to the offending player's team, and the
subsequent use of illegal or dangerous equipment by any player of that team will result
in a minor fine.

III. A field player whose helmet strap is unbuckled during a game action but whose
helmet is left on his head may continue to play until the next stop in the match or leave
the ice.

97. REFUSING TO START PLAY

I. If both teams are on ice and one of them refuses to play for some reason, the match
referee warns the captain of that team that they must start play in 30 seconds.

II. If, after the warning, a team refuses to play, the referee must impose a disciplinary
penalty and place one player of the team on the bench, fined until the period ends. If
such an incident occurs again or continues, the match judge must stop the match and
report the incident to the match commissioner.

III. If a team is not on ice and refuses to go on the ice to start (continue) the match,
the match referee through the team captain, manager or coach must inform that the
team has two minutes to continue the match. If a team resumes a match within two
minutes, the match umpire must impose a disciplinary penalty and place one player of
the team on the bench, fined until the period ends. If that team continues to refuse to

take to the ice, the match judge must stop the match and report back to the match commissioner.

IV. A team that is on ice and refuses to start the match with a certain number of players in its squad is considered defeated.

V. A team that is unable to put the required number of players on ice during the match due to penalties and injuries shall also be considered defeated in favour of the opposing team.

VI. If a team refuses to make a series of shots that determine the winner of the match, the opposing team will be awarded the victory.

98. RUDENESS

DEFINITION: A player who pushes or hits an opponent during a match.

I. A player participating in a quick confrontation with a player of the opposing team will be subject to a Minor Penalty or, Disciplinary Fine.

II. A player who intentionally knocks an opponent's helmet off his head in order to take him out of play will be subject to the Minor Penalty.

III. A player who persists in the continuation of the foul play will be penalized under the Rules concerning foul play. (Rule 10.26).

99. SLASHING

I. A tapping on the body of a player holding the puck is not considered a hit with the club if the tapping is only intended to force an opponent to lose the puck. A power contact, especially if it causes the opponent's club to break, or his own club, is considered to be a hit by the opponent with the club.

II. A player who punches an opponent with the club will be subject to a Minor Penalty.

III. A player who irresponsibly endangers an opponent by hitting with a club will be subject to a disciplinary penalty.

IV. A player who swings the stick at another player during the confrontation will be penalized with a red card penalty.

V. A player who waves the puck on ice or in the air with excessive aggression to intimidate an opponent will be fined a Minor Penalty.

VI. A player who lifts the stick between the opponent's feet to scare the player into the groin area will be penalised with a disciplinary fine or red card.

100. SLEW-FOOTING

DEFINITION: A player who irresponsibly kicks an opponent's foot or skate from behind, or pulls an opponent back and simultaneously kicks or kicks from underneath.

I. A player who infringes the Law in this way will be awarded the Minor Penalty.

II. A player who irresponsibly endangers an opponent by infringing the Laws in this way will be subject to a Disciplinary Penalty.

101. PUCK CLIKS

I. Puck clicks are prohibited, i.e. a club span before throwing above the knee, a player who violates this rule is penalised with a disciplinary penalty, the opposing team is entitled to a penalty throw.

102. SPEARING

DEFINITION: A player applies or attempts to apply a stabbing blow to an opposing team player by hooking his club, whether he is holding it with one or both hands. Contact is not a mandatory requirement for a penalty.

- I. A player who tries to throw a stabbing blow at an opponent will be subject to a disciplinary penalty.
- II. A player who causes a stabbing blow to an opponent will be penalized with a red card.
- III. A player who irresponsibly endangers an opponent will be penalized.

103. SPITTING

DEFINITION: A player who spits in the opponent, spectator or any other person on the ice floor at any time of the match.

- I. A player or team official who spits on an opponent or anyone on the ice floor during the Match will be penalised.
- II. A player who is bleeding and who intentionally wipes blood on an opponent or on someone on the ice floor will be penalized for spitting.

104. TAUNTING

DEFINITION: A player who celebrates an abandoned puck at an opponent's goal, or who mocks the opponent by passing the player's bench with triumphant, mocking or provocative gestures designed to mock or incite the opponent.

- I. Excessively celebrating a goal being taken or mocking an opponent on the players' bench will result in the imposition of a disciplinary fine on the team.

105. TEAM OFFICIAL ENTERING THE PLAYING AREA

DEFINITION: A team official may not go out on ice during a match without the referee's permission on ice.

- I. In the event of injury to any player and only during a stoppage of the match, the team doctor (or other representative of the medical staff) has the right to go out on the ice to help an injured player without waiting for the permission of the match referee.
- II. A team representative who enters the ice at any time between the start and end of any period (except Rule 10.50. I.) will be fined with a red card.

106. THROWING A STICK OR OBJECT

DEFINITION: A player or a team official who throws a club or any other item on or into the playing surface.

- I. A player who throws a club, part of it, or any other object outside the playing surface will be subject to a disciplinary penalty.
- II. The player may move or point the stick, any part of it, or any other object in close proximity to him by pointing it on ice, but only if the action does not interfere with the opponent. However, a player on the ice who throws or otherwise directs the club, any part of it or any other object of the club, aiming at the puck or the player holding the puck, will be subject to a Minor Penalty.
- III. A Minor Penalty will be imposed on an undefined player or team representative on the player's or penalty kicker's bench who throws or otherwise sends the stick or any part or any other object of the stick to the puck or the player holding the puck.
- IV. A disciplinary penalty will be imposed on a particular player or team representative on the player's or penalty kicker's bench who throws or sends a club or any part of it, or any other item, into the puck or puck-owner's puck.

V. When a goaltender is replaced by an extra player, leaving his goal empty, and at that moment any team-mate or official of the team throws a stick or any part of it, or any other item in the puck or by an opponent's player with the puck in the attacking area, preventing a clean throw by the player with the puck from being made in favour of the attacking team, the goal is scored. The goaltender is considered to have left the ice as soon as the player who replaced him has touched the ice with at least one skate.

107. NUMERICAL DISORDER

DEFINITION: Any team has the right to put no more than one goaltender and four field players or five field players on ice. However, a team may be awarded a Minor Penalty at any time when one of the teams has more than one or more field players on the ice.

I. A player entering the ice must wait until a partner leaving the ice is one meter away from the bench.

II. The replacement of players during the game or at the stop of the match must be done only at the bench. The change of the playing lineup using any other means of leaving the ice or going out on the ice is a violation and is subject to a minor fine for the violation of the team strength.

III. A team that has more players on the ice than allowed by the Law during the game will be subject to the Low Penalty for a team strength infringement.

IV. If during the change of players during the game, a player on ice or leaving the ice touches the puck, comes into contact with an opposing team player, or takes part in the game when both players, leaving and leaving, are on the ice in the metre zone, then the team will be awarded the Minor Penalty for Team Membership Disorder.

V. If substitutes are made during a match, and they are in play:
1. are within a meter zone from the board with a length equal to the length of the corresponding bench; 2. do not take part in any game actions, then no penalty for the violation of the team strength is imposed on this team.

108. TRIPPING

DEFINITION: A player who uses a club, horse, leg or arm to step up an opponent, causing him to lose his balance or fall.

- I. A player who footsteps an opponent will be subject to a Minor Penalty.
- II. If a player who chases an opponent holding the puck throws the puck on the ice and first kicks the puck with the club, and then as a result of that action makes the opponent fall on the ice, a Minor Penalty for footsteps will still be imposed.
- III. A player who irresponsibly endangers an opponent by using the footstep will be subject to a disciplinary penalty.

109. UNSPORTSMANLIKE CONDUCT

DEFINITION: A player or official representative of a team who commits a violation of the Rules concerning sport behavior, fair play and mutual respect.

- I. Minor fine: 1. A player who violates the Fair Play Law will be subject to a Minor Penalty; 2. a player who uses obscene, rude, or offensive language, or who acts against any person on ice or anywhere on the ice floor; 3. On a certain player who emotionally celebrates or congratulates a teammate after an injury to a player of the opposing team; 4. On an attacking player who deliberately slows down in front of the goaltender and sends ice shards to the opposing team goaltender who presses the puck to stop the match.
5. An undefined player or team official who violates the rules of fair sport and mutual respect; 6. an undefined player or team official who congratulates a teammate after he inflicts an injury on a hockey player of the opposing team; 7. an undefined player or team official who uses obscene, rude or offensive language against any person on the ice or anywhere on the ice court; 8. an undefined player or official representative of the opposing team who uses obscene, rude or offensive language against any person on the ice court; 8. an undefined player or official representative of the opposing team.

II. Disciplinary penalty:

1. A player who threw the puck after the whistle or the end of the period;
2. if the player commits a gross violation or continues to behave unsportingly;
3. on a player who continues to use obscene, rude or offensive language against any person on the ice, or anywhere on the ice floor for which he has already been punished by the Minor Penalty;
4. A player who continues in any way to provoke his opponent to retaliate for which he may be fined;
5. A player who penetrates the opponent's player's bench for whatever reason, except by chance.

III. Red card:

1. A player or official representative of a team who is outside the ice and throws a stick or any other object on the ice to protest the referee's decision.
2. A player or team official who makes threats, makes racial or ethnic insults, spits on an opponent, bleeds on his uniform, or makes sexual comments about any person;
3. A player or team official who makes any offensive gesture or act on any person anywhere on the ice floor before, during or immediately after a match;
4. A player who swings a stick at a spectator or any person other than an opponent.

110. ILLEGAL POWER HIT (WOMEN)

DEFINITION: In women's hockey shorts it is forbidden to use the opposing team's body strength.

- I. A player who applies a power play to the opponent's body will be penalized with one of the following penalties: 1. Minor penalty; 2. Disciplinary penalty; 3. Red card.
- II. A player who irresponsibly endangers an opponent due to the use of the power play will be penalized with a disciplinary fine.

III. If two players in the chase of the puck moderately apply the jerks, pile on each other, such tricks are allowed provided that the puck remains the only object of the fight of two players.

IV. If two or more players are wrestling for the puck, they may not use the board to take the opponent out of the game by pushing him on the board or pressing him to the board. Such actions indicate a lack of intent to take possession of the puck.

V. Players have the right to stand still at a certain point on the ice surface. In this case, the opponent must decide for himself whether or not to avoid physical contact. If such a player is stationary between the opponent and the puck, the opponent must avoid it.

VI. If a player with the puck drives directly onto a stationary opponent, the opponent must avoid contact or collision with that opponent. If the player holding the puck makes an obvious effort to avoid contact, and the opponent intentionally meets the player holding the puck, the opponent will be penalized with a Minor Penalty for power play.

VII. Players are allowed to «hold their territory» at any time they take up position on ice. Players are not required to leave the opponent's path to avoid a clash. Any player's action, step or sliding towards an opponent will result in a Minor Penalty for the power play.

VIII. A player will not be penalised if her intention is to play the puck and she causes a collision with an opponent.

SECTION 11 – PENALTY SHOTS AND AWARDED GOALS

8. PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME

I. The execution of the free throw, as well as the game actions during a series of shots, which determine the winner of the match, are part of the game. Any penalty that is imposed at the main time of the match is equally applicable to both the order in which

the penalty shots are taken and the order in which the series of shots determine the winner of the match.

9. AWARDING A PENALTY SHOT

I. If the referee fixes the match Minor Fine, Disciplinary Fine, as well as a fine in the form of a red card to a player of either team, a penalty throw to the goal of the team that violated the rules.

II. There are exceptions to this rule:

Double Suspension (This means the removal of players from different teams in the same stop game, as well as a fight);

Disciplinary penalty to any team representative (see Rule 10.51.).

10. PENALTY-SHOT PROCEDURE / OVERVIEW

I. When the rules are infringed against a player, which entails the imposition of the Penalty Throw, the Penalty Throw is taken by the player on whom the rules were infringed. If the player wants to transfer the penalty throw to a partner, the player must leave the ice floor and go to the locker room before the end of the match period.

II. The coach of the defending team has the right to replace the goaltender before the Penalty Throw, but a replacement goaltender has no right to warm up.

III. Two penalty shots during one stop of the match (for two separate violations) may not be awarded to the same team.

IV. Only the main or substitute goaltender of a team is allowed to defend the goal during Penalty Throws or a series of shots that determine the winner of the match.

V. A field player is allowed to act as a goaltender during Penalty Throws or a series of shots determining the winner of the match only if both the main and reserve

goalkeepers are injured or serve penalties which prevent them from participating in the match.

11. PENALTY-SHOT PROCEDURE / TAKING THE PENALTY-SHOT

- I. Field players of both teams must walk to their players' benches and get off the ice completely, and must remain there for the duration of the penalty shots. Only the goalkeepers of the respective teams defending their goal, the field player taking the shot and the match officials may be on the ice.
- II. The match referee places the puck at the centre point of the throw-in.
- III. Before the Penalty Throw commences, the field player taking the throw-in must be on his side of the field of play relative to the centre of the ice pad.
- IV. The goaltender must remain in his goal area until the field player touches the puck in the centre of the court. If a goaltender leaves the goal area before that time, the match judge raises the hand and the Penalty Throw continues. If a field player throws the puck, the goal is scored. If there is no kick-off, a second kick-off is awarded. A penalty shot is awarded and the goaltender receives a warning. If a goaltender repeatedly infringes on this rule, a disciplinary penalty will be awarded and the coach of his team will have to replace the goaltender. If a field player does not throw the puck into the goal in a second try, the player is allowed to throw the puck a third time. For a third offence by a goaltender, the referee credits the field player who took the Penalty Throw for the third time.
- V. If a goaltender infringes on the rules against a field player when taking the Penalty Throw and the puck is not thrown into the goal, the Penalty Throw must be repeated. If a goaltender commits an infringement a second time against that field player and the puck is not thrown into the goal, the match judge will impose a disciplinary penalty on the goaltender and his team's coach will have to replace the goaltender. The penalty shot must be repeated. For a third infringement against this field player, the referee

must count towards a goal kick when taking a second shot which leaves the puck out of the net.

VI. The penalty throw officially begins when the match referee blows the whistle to the field player to begin the throw. The field player must play the puck within an appropriate period of time after the match referee whistle and continue to move the puck continuously towards the opponent's goal line and try to throw the puck into the goal.

VII. If a field player does not touch the puck and passes while it is stationary at the centre point of the throw-in, the player may return and continue with the Penalty Throw. As soon as the field player carrying out the throw touches the puck, the execution of the Penalty Throw is considered to have begun.

VIII. If the puck has come off the hook of the field player's club, and the throwing movement or attempt to throw the puck at the goal is complete, the Penalty Throw is considered to have been made. A tackle cannot be counted after a re-throw in any interpretation.

IX. A field player has the right to use the full width of the ice sheet provided that the player moves continuously with the puck either directly or sideways towards the goal line.

X. The penalty shot is considered to have been taken as soon as:

1. The puck leaves the hook of the field player's club as a result of the throw;
2. the goaltender reflects the puck;
3. the field player does not support the puck in a continuous straight or sideways movement;
4. The puck touches the board in any place between the central red line and the goal line and does not go directly into the goal;
5. The puck crosses the goal line, but not between the goal rods, regardless of the reason and method of its intersection; 6. there is a capture of the goal.

XI. If a field player is unable to control the puck or falls, but the puck continues to move towards the goal line or the touchline, the player has the right to catch up, regain control of the puck and continue to throw in the normal way.

XII. If the puck finds itself in the goal after the Penalty Throw, the corresponding throw is made at the central point of the ice area. If the puck was not thrown into the gate, the next throw-in shall take place at the point of touch nearest the final area where the Penalty Throw was attempted.

12. PENALTY-SHOT PROCEDURE / SPECIFIC SITUATIONS

I. If a player of the opposing team interferes with or distracts a field player who is taking the Penalty Throw, causing the throw to fail, the match judge allows that field player to take the Penalty Throw and places a disciplinary fine on the guilty player.

II. If a defending team official on the players' bench starts interfering with a field player taking the Penalty Throw or attempting to distract that player, and the throw is unsuccessful, the match referee authorises that field player to throw the Penalty Throw and applies a disciplinary penalty or red card to that player.

III. The use of a snail manoeuvre (360° U-turn) as the player approaches the goal is prohibited. A lacrosse manoeuvre in which a field player places the puck on the club hook and turns the puck in the air while moving is not allowed.

IV. If one of the following actions takes place, the goal is scored: 1. The puck hits the bar and bounces into the goal; 2. the puck hits the goaltender and bounces into the gate; 3. the puck hits the bar, bounces into the goaltender and then into the gate; 4. the puck hits the goaltender, bounces into the bar and then into the gate; 5. the puck hits the goaltender who slides into the gate with the puck.

V. When the coaches of the respective teams have opted for a specific field player and goaltender to take the Penalty Throw and defend the goal, no substitution is allowed if a second shot is to be taken as a result of an infringement of the Laws or an infringement by the goaltender, except in cases of injury. In this case, the coach may

appoint another field player to take the throw-in or a replacement goaltender to protect the goal at the penalty throw.

VI. During a Penalty Throw or a series of shots that determine the winner of the match, when the puck goes into the goal and the frame of the goal is moved from the plastic locks or is in a non-standard position due to the actions of the goaltender or his attempt to reflect the puck, the goal is scored without video play.

VII. If, during a Penalty Throw or a series of shots that determine the winner of a match, the frame of the goal is moved from the plastic locks or is in a non-standard position due to the actions of the goaltender or his attempt to reflect the puck, but the puck does not enter the goal, a goal is not scored.

VIII. A penalty shot is considered a completed throw and a goal-collection does not count if the throwing field player takes action to distract the goalkeeper's attention using any available means by field players.

IX. If a spectator interferes with the execution of the Penalty Throw and the field player or goaltender is unable to perform their functions properly, the match referee awards a second throw.

X. During the Penalty Throw, the time of the match on the scoreboard must be stopped. It remains disabled when the Penalty Throw is taken.

XI. If a team is playing without a goaltender dressed as a goaltender when a Penalty Throw is awarded to that team, the team must appoint a field player as the goaltender and give that player full rights as a goaltender. This field player must follow the same rules as a regular goaltender when taking the Penalty Throw. However, he does not have to wear all of the goalkeeper's equipment. After the Penalty Throw, he will be reassigned back to the field player. This situation applies only if a Penalty Throw is awarded.

13. AWARDED GOALS

I. A goal is scored if a goaltender is knocked out of play and the puck is in the three-dimensional space of the goal area, and the field player intentionally:

I. Falls on the puck, holds it or picks it up for himself; 2) Raises the puck from the ice with his hands; 3) Covers the puck with his hand.

II. A goal is scored if the goaltender is knocked out of the game and a forbidden reception from behind is applied against the attacking player who goes one-on-one with the goaltender in order to prevent an explicit goal moment.

III. A tackle is counted if a goaltender is knocked out of play and a field player of his team moves the goal of his team when an attacking player comes face to face against an empty goal.

IV. A goal is scored if a goaltender is knocked out, and a player or a member of his team illegally enters the ice from the player's bench or any part of the arena and in any way prevents an attacking player from entering against an empty goal.

V. A goal is scored if a goaltender is knocked out of action and a player or a member of his team uses a stick or any other object, or any part of his body, from the player's bench or penalty area to obstruct the puck from advancing.

14. AWARDED GOALS / BLOCKING THE GOAL NET

I. If a goaltender is off the ice and a player leaves an object in front of his goal and the puck hits that object, a scoring should be counted.

II. If a goaltender, preventing a puck from hitting a goal, leaves a club or any other piece of equipment or any object of his or her possession, or rakes snow in front of his or her goal before he or she replaces it and the puck hits that obstacle, a kick-off shall be counted.

SECTION 12 – RULES SPECIFIC TO GOALTENDERS

45. GOALTENDER WARMUP

- I. After the starting throw-in, carried out by the match judge at the beginning of the match, any backup goaltender going out on ice is forbidden to warm up on ice (see exceptions in Rule 12.22.VII).
- II. The term «goaltender» refers to a goaltender who starts the match in the starting lineup, returns to the game at any time, a backup goaltender, a third goaltender or a field player who is forced to take a place in the goal and act as a goaltender during the match.

46. GOALTENDER AS CAPTAIN OR ALTERNATE CAPTAIN

- I. A goaltender is not allowed to act as captain or assistant captain of his team during a match.

47. PROTECTION OF GOALTENDER

- I. No contact with a goaltender initiated by a field player of the opposing team is allowed. Therefore, the goaltender may not under any circumstances be responsible for the power play initiated against him, even if he is waiting for it. Contact, whether accidental or not, may be made with a club or any part of the player's body.
- II. A penalty shall be imposed on the field player in question whenever a field player makes involuntary contact with an opponent's goaltender. Random contact with the goaltender is allowed when the goaltender performs his functions outside his goal area, provided that the attacking field player does his best to avoid such contact.

III. If the attacking field player is subject to such tricks as jerks, kicks or other infringements by an opponent in order to bring him into contact with the goaltender, such contact is not considered initiated by the attacking field player provided that the attacking field player has done his best to avoid such contact.

IV. The attacking field player may not hit, poke or shov the goalkeeper's glove in the air or on ice after a throw that he reflects.

V. An attacking field player may not knock the club out of the goalie's hands in any way possible.

VI. When a goaltender plays in his position, the goalie's stick is considered part of the equipment and may not be picked up, lifted or manipulated in any way to prevent the goaltender from reflecting the throw. However, if the goaltender uses his stick to play the puck as a field player, the opponent may play with the goalie's stick according to the rules.

VII. A goaltender outside his goal area may not block an attacking field player who tries to play the puck or tries to attack an opponent.

48. GOALTENDER AND GOAL CREASE

GENERAL POSITIONS - The goalkeeper's ability to play on his position is based on his ability to move freely in his goal area. Although the attacking field player has the right to pass through the goal area, the attacking field player may be penalised or a penalty may result in the goal being cancelled. In addition, any contact with a goaltender initiated by the attacking field player directly or by pushing an defending field player against an opponent's goaltender may result in a penalty or cancellation of the goal.

I. If the attacking field player has taken a position in the goal area, the match must be stopped and the next throw-in taken at the centre point of the throw-in.

II. An attacking field player who infringes on the rules against a goaltender, regardless of the goalkeeper's ability to play in his position or where the puck is positioned, will be penalised.

III. If a goaltender is outside his goal area and an attacking field player prevents the goaltender from returning to the goal area, or otherwise prevents the goaltender from taking an appropriate position provided the goal is in a scoring moment, a goal is not scored and an attacking field player is penalised with a Minor Penalty for the attack by a player who does not have the puck.

IV. If an attacking field player in the goal area initiates an accidental contact with the goaltender, preventing him from playing in his position and performing his duties when the puck is thrown into the goal, a tackle does not count towards the goal and no penalty will be imposed.

49. GOALTENDER AND GOAL CREASE / GOAL ALLOWED

I. If an attacking field player is in the goal area when the puck crosses the plane of the goal line and this does not affect in any way the goalkeeper's ability to defend his goal or to take an appropriate position to defend the goal, a tackle is counted.

II. If an attacking field player is pushed, pushed or otherwise violated by an defending player and forced to enter the goal area when the puck flies into the goal area, a kick-off is counted, even if the attacking field player has made contact with the goaltender, provided that he did not have enough time to leave the goal area.

III. An attacking field player who comes into random contact with a goaltender outside the goal area when both were fighting for the opportunity to take possession of the puck shall not be penalised. If a goal is scored at this time, the goal is scored.

IV. If an attacking field player is locked into position outside the goal area directly in front of the goaltender, blocking the line of sight, but without contacting the goaltender, and the puck is locked into the goal at that time, a kick-off is counted (except when a violation of Rule 10.35.III has occurred).

50. GOALTENDER AND GOAL CREASE / GOAL DISALLOWED

- I. If an attacking field player comes into contact with a goaltender in the goal area during the match, that player will be penalised with a Minor Penalty for Attack by a player who does not own the puck. If the puck finds itself in the goal net at that moment, a tackle is not counted.
- II. An attacker from the field who makes intentional contact with the goaltender during the match will be penalized with a Minor Penalty for the attack by a player who is not in possession of the puck. If the puck finds itself in the goal net at this point, a tackle is not counted.
- III. If an attacking field player pushes an opponent during a match in any way that causes an opponent to collide with his goaltender and the puck is thrown into the goal at that point, a goal-collection does not count.
- IV. If an attacking field player is locked in a position within the goal area, blocking the goalkeeper's line of sight and does not come into contact with him, and the puck is then thrown into the goal, a kick-off does not count.
- V. If an attacking field player, other than by chance, comes into contact with a goaltender outside the goal area, the attacking field player will be penalised with a Minor Penalty for the attack by a player who does not own the puck. If the puck is in the goal net at that point, a tackle is not counted.

51. GOALTENDER EQUIPMENT / GENERAL

- I. Защитное снаряжение за исключением перчаток, шлема, коньков и щитков вратаря должно быть полностью скрыто под формой.
- II. Замеры щитков вратаря допускается запрашивать только в первом или втором перерыве или после третьего периода, если матч переходит в серию бросков определяющую победителя матча.

III. За исключением коньков и клюшки, снаряжение вратаря должно быть сконструировано таким образом, чтобы обеспечивать максимальную защиту головы и корпуса и не должно включать никакой дополнительной одежды или аксессуаров, которые бы давали ему преимущества при защите своих ворот или увеличивали собственные габариты.

IV. Использование защитных фартуков, нисходящих по передней поверхности бедра с внешней стороны трусов, запрещено.

V. На форме вратарей не должно быть рисунков и надписей в стиле граффити либо слоганов и надписей оскорбительного или нецензурного содержания, касающихся культуры, расовой принадлежности или вероисповедания.

VI. Судья матча вправе потребовать от вратаря снять какие-либо персональные аксессуары, если посчитает, что они могут представлять потенциальную опасность. Если же снять такие аксессуары проблематично, то вратарь должен либо заклеить их специальной лентой, либо убрать под игровую майку таким образом, чтобы они не представляли опасности. В этом случае судья матча должен предложить вратарю покинуть лед, чтобы проделать все необходимые действия по приведению своего снаряжения в порядок, а его команде делается соответствующее предупреждение.

VII. За второе нарушение (Правила 12.7.VI) судья матча налагает на виновного вратаря Дисциплинарный штраф.

52. BLOCKER / GOALTENDER

I. The goalkeeper's blocker must be rectangular in shape.

II. The thumb and wrist protection valve must be securely attached to the blocker body and fit the contour of the thumb and wrist.

III. There must be no bent edges on any part of the blocker.

53. CHEST AND ARM PROTECTION / GOALTENDER

- I. Bent or protruding parts of the equipment are not permitted on the front edges of the breastplate, inside or outside the arms or shoulders.
- II. The use of elbow pads folded in several layers is permitted, but only as a supplement to the protection.
- III. The shoulder pad should follow the contours of the shoulders and not protrude beyond their natural width and height.
- IV. The clavicle protection brushes on each side shall not protrude over the shoulders or over the shoulder cups or armpits. The shoulder pad inserts shall not be permitted as they may lift the shoulder pads by means of the clavicle protection cups.
- V. When the goaltender takes the main seat pillar and the shoulder pad is lifted above the shoulder contour, the entire bib design is considered non-standard.

54. FACEMASK / GOALTENDER

- I. Goalkeepers must wear protective face masks throughout the match. The mask must be designed so that the puck cannot pass through the grating of the protective mask.
- II. The masks of all goalkeepers in the 18th and under categories must be designed so that neither the puck nor the hook of the club can pass through the grid holes of the mask.
- III. The goaltender may wear a helmet that is different from that of his teammates in colour and design.
- IV. A replacement goaltender does not need a helmet and mask on his head when he crosses the court to take his place on the players' bench when returning from the break.

55. KNEE GUARDS/ GOALTENDER

- I. The side protection of the knee shall be fastened to the leg and fitted to the contour of the hip shield of the shorts.
- II. Additional flat knee protection attached to goaltender boards from the inside above the knee that is not worn under the hip shield on the shorts is prohibited.
- III. The side shield of the knee shield separates the inside of the knee from the ice surface.
- IV. The side elbow guard shall be firmly fastened with a belt so that the guard does not cover the space between the goalkeeper's shield. Gaskets between the side knee protection and the inside of the side protection shall conform to the measurement standards.
- V. No additional rollers (elevated joint edges) may be used.

56. NECK AND THROAT PROTECTOR / GOALTENDER

- I. All goalkeepers 18 years old and under must wear a neck and throat guard regardless of the level of the competition or tournament in which they perform.

57. PADS / GOALTENDER

- I. No protection of any kind, made of any material, shall be provided to cover the space between the ice surface and the bottom edge of the goaltender panels in front of the skates.
- II. There shall be no paintings or graffiti inscriptions or slogans or inscriptions with offensive or obscene cultural, racial or religious content on the goalkeeper's uniform. However, the panels may be of any color, but not fluorescent.

III. It is not allowed to have additional devices such as plastic foil washers on any part of the boards.

58. PANTS / GOALTENDER

I. Goaltender shorts must be ISHF certified in accordance with the specifications specified by the ISHF and its guidelines. This goaltender equipment item may not be modified or replaced without the approval of an ISHF representative.

II. No inner or outer gaskets are allowed on shorts in the leg or lumbar part for protection purposes (i.e. no ribs, either inside or outside).

III. If a goaltender uses a shorts case that hangs freely and allows the space between the legs above the boards to be covered in the squat position, the shorts case is considered illegal.

IV. The hips inside the shorts shall be in line with the contour of the goalkeeper's hip. Square or flat hip shields are not permitted.

59. SKATES / GOALTENDER

I. The goalkeeper's skates must have a non-fluorescent protective cover at the front of each shoe.

II. The blade of the skate shall be flat and may not be longer than the shoe.

III. Any additional blades, protrusions or other «tricks» to the boots that provide the goaltender with additional contact with the ice surface for stability shall not be used.

60. STICK / GOALTENDER

- I. The goalkeeper's club must be made of ISHF approved material. It shall not have any protrusions or irregularities and all its edges shall be rounded.
- II. The stalk from the top end to the hook shall be straight.
- III. The goalkeeper's club shall be equipped with a protective cap or other safety tip from above. If the metal hockey stick cap is removed or falls off, the hockey stick is considered dangerous equipment.
- IV. The hollow stem of the hockey stick must not be filled with any material that changes the weight, purpose or use of the hockey stick.
- V. It is permitted to wrap the stick (anywhere) with adhesive, non-fluorescent tape. Do not use a stick painted with fluorescent paint.
- VI. The maximum length of the goalkeeper's stem is 163 cm from the top end to the heel of the hook; the maximum width is 3 cm; the maximum thickness is 2.54 cm.
- VII. The stalk shall be in two parts. The lower segment (wide part) to the heel of the hook shall be no more than 71 cm long and no more than 9 cm wide. Both parts of the stem of the club shall be straight.
- VIII. The maximum length of the hook shall be 39 cm at the bottom edge, from the heel to the toe. The maximum height is 9 cm, except for the heel, which may be 11.5 cm. The maximum bend of the hook is 1.5 cm.

61. JERSEYS / GOALTENDER

- I. Goaltender jerseys must be ISHF certified in accordance with the specifications specified by the ISHF and its guidelines. This goaltender equipment item cannot be modified without the approval of an ISHF representative.
- II. It is also not permitted to «pull» the jersey on the wrists, as this creates tension on the jersey, which in turn creates a spider effect in the armpits.

III. No other ties or additions shall be made at any point on the jersey resulting in a spider effect.

IV. A jersey is considered non-standard if its length is such that it covers the body area between the goalkeeper's legs.

V. The sleeves of the shirt shall not hang below the fingers of the gloves.

62. THROAT PROTECTOR / GOALTENDER

I. The goaltender is allowed to fasten the chin apron to the chin of the face mask. It must be made of an injury-free material to prevent injury to the goaltender.

63. UNIFORMS / GOALTENDER

I. The goaltender is allowed to wear a helmet that differs in color and construction from his teammates' helmets.

II. The goaltender may wear a helmet that differs in color and construction from that of his teammates. The goaltender may also wear skates and gloves that differ in color and design from his teammates' helmets.

64. GAME ACTION / PUCK HITS GOALTENDER'S FACEMASK

I. If a puck hits the goalkeeper's helmet as a result of a goal throw during play, the match referee has the right to stop the match if there is no scoring moment.

II. If the goalkeeper's helmet flies off the goalkeeper's head during a match, the match referee must stop the match immediately if the match referee does not have time to whistle to stop the match and the puck flies into the goal net, a goal kick is scored.

III. If the goalkeeper's helmet flies off the goalkeeper's head during a match, the match judge must stop the match immediately. The next throw-in takes place at one of the drop-out points, in the defending team's defending area.

IV. If the puck hits the goalkeeper's helmet and ricochets from it, the goal is scored.

65. THROWING THE PUCK FORWARD / GOALTENDER

I. If the goaltender catches the puck with the glove and places it on the ice in front of him, and then directs the puck forward with the club, skate or other part of the body or equipment, there will be no penalty for such acceptance.

II. If the goaltender throws the puck forward with the glove and the team-mate plays the puck first, the match referee shall immediately stop the match and the next throw-in shall take place in the area nearest to where the throw was made.

III. If the goaltender throws the puck forward and the opposing team's player is first in the puck, the match continues and no penalty is awarded.

66. GOALTENDER SUBSTITUTIONS

I. If the goaltender goes to his players' bench when the game stops, regardless of the reason, he must be replaced unless the match is stopped due to a team or TV break. However, a goaltender may not delay the start of the match simply because he needs to correct, secure or replace his equipment.

II. If a goaltender has a broken club or wants to replace it, regardless of the reason, the goaltender must stay in the goal area and ask his teammate to replace the unsuitable club.

III. If a replacement of a goaltender takes place during a stoppage or a thirty-second break, the goaltender who has left the game may not return to the game until the match is resumed.

IV. During the game, it is allowed to replace the main goaltender with a replacement goaltender in the same way as field players are replaced, but they must follow the same rules that apply to replace field players during play.

V. There is no warm-up for the replacement goaltender or an entry into play goaltender (see exception to Rule 12.22.VII).

VI. If a goaltender is injured or feels unwell, the goaltender must be prepared to continue the match immediately after medical treatment on ice. If an injury results in an unreasonable delay in play, the injured goaltender must leave the ice and be replaced, although the goaltender may return to play at any time after the match has resumed.

VII. If, during a match, both team goalkeepers are unable to continue playing for any reason, their team is allowed to nominate a field player to act as a goaltender. Such a field player shall be allowed ten minutes to change into a goaltender uniform and to prepare for the match, but if he is ready to go on ice before the ten minutes have elapsed, he may use the remaining time to warm up on ice.

VIII. If a situation arises relating to (Rule 12.22. VII), none of the goalkeepers specified in the application for the match may return to the game.

IX. The ISHF Rules provide for the possibility of three goalkeepers to apply for the match, and if one of the two specified in the match report is unable to play, the corresponding ISHF Rules shall come into force.

67. ILLEGAL SUBSTITUTION / GOALTENDER

DEFINITION: A field player entering the ice to replace a goaltender must wait until the goaltender is 1.0 metres away from his player bench.

I. If a goaltender goes to the goalkeeper's bench to replace them with an extra field player, but the replacement is premature, the match referee must stop the match when the team in breach of this rule has taken the puck.

II. When the match has been stopped in half the attacking half, the next throw-in takes place at the central point of the throw-in.

III. When the match has been stopped in half the defending half of the ice field, the next throw-in is taken at the nearest point of the throw-in to where the match has stopped, giving no territorial advantage to the team in breach of this rule.

68. FACEOFFS / GOALTENDER

I. A goaltender is not allowed to participate in the puck-throw procedure.

69. TIMEOUTS AND THE GOALTENDER

I. A goaltender is allowed to drive up to his player's bench, but only during the thirty-second break or the TV commercial break.

70. GOALTENDER PENALTIES / OVERVIEW

I. A goaltender who commits an offence against an opponent's field player must be awarded the Minor Penalty.

II. If a disciplinary fine is imposed on a goaltender, the team's coach must replace the goaltender, after which the goaltender must not leave the bench until the end of the period.

III. A goaltender who is penalized for a second Disciplinary penalty in one match must leave the ice area and go to the locker room and be replaced by a replacement goaltender.

IV. If a goaltender is penalised with a red card penalty, the goaltender must automatically leave the ice area and go to the changing room.

V. In any case, if a goaltender is removed from the game, the backup goaltender must enter the game first and only then the field player dressed as a goaltender.

71. BEYOND CENTRE RED LINE / GOALTENDER

DEFINITION: A goaltender is not allowed to take part in a match outside the red centre line at any time.

- I. A minor penalty will be imposed on a goaltender for breach of this Law.
- II. Both of his skates must be behind the red centre line for a penalty.
- III. A goaltender who takes part in the celebration of an abandoned puck or victory in the opponent's half of the field of play will be awarded the Minor Penalty.
- IV. This Rule is superseded by the Rules governing and governing fights if a goaltender crosses the red line to participate in a confrontation.

72. BROKEN STICK / GOALTENDER

DEFINITION: A hockey stick that is not an integral part of the equipment, has a broken hook or stalk, or is no longer integral, is considered broken and its use is accordingly illegal.

- I. The goaltender must immediately throw the broken stick on ice. If he continues to use a broken stick in the game, he will be penalised with a Minor Penalty.
- II. A goaltender whose club is broken may not take a new club if it is thrown on the ice either from a player's bench or by a spectator. He may use his team-mate's stick on the ice, provided that the pass of the stick must be passed from hand to hand. A team-

mate who throws, moves, sends on ice or throws the club to a player must be penalised with a Minor Penalty.

III. A goaltender who drives up to the players' bench during the stoppage of the match to replace his stick and then returns to his goal area will be penalised with the Minor Penalty. However, if a goaltender is replaced before the match resumes, no penalty will be imposed.

IV. The goaltender has the right to drive up to the player's bench to replace his club during play.

V. The goaltender is strictly forbidden to take the stick of the opponent's club: 1. from the ice, which holds the stick or dropped it on the ice; 2. from the players sitting on his bench; 3. from the stick stand at the opponent's team players' bench. Any violation of this Rule will result in a Minor Penalty.

VI. If a goaltender whose club is broken gets a new one during the game from a teammate sitting on the penalty bench, the goaltender receiving the club will be given a Minor Penalty.

VII. The goaltender is entitled to use the field player's stick (see Rule 12.18.II).

VIII. A goaltender may not use more than one club at a time.

73. DANGEROUS EQUIPMENT / GOALTENDER

DEFINITION: The goalkeeper's equipment must meet safety standards and requirements, be of acceptable quality, be in working order and be worn under the uniform (except for gloves, helmet and pads).

I. The goalkeeper's team participating in a match with non-standard equipment must first be cautioned by the match referee. Ignoring the match referee's warning to replace or tidy up any dangerous item of equipment will mean that if any player of that team violates the Dangerous Equipment Rules, they will be subject to a Disciplinary Penalty.

II. If the goalie's equipment has been measured between periods and is found to be illegal, the goaltender will be subject to a Disciplinary penalty.

74. DELAY OF THE GAME / GOALTENDER

- I. A goaltender whose actions result in a stoppage or delay in play due to repair or adjustment of his equipment will be subject to a Minor Penalty.

75. DELAY OF THE GAME / GOALTENDER – ADJUSTMENT OF EQUIPMENT

- I. A goaltender whose actions result in a stoppage or delay in play due to repair or adjustment of his equipment will be subject to a Minor Penalty.

76. DELAY OF THE GAME / GOALTENDER – DISPLACED GOAL NET

- I. A goaltender who deliberately moves a goal from a normal position will be penalized with a Minor Penalty.
- II. If a goaltender moves a goal from a normal position for the second time in a match, the goaltender will be penalized with a disciplinary fine.
- III. If the goaltender moves the goal from the normal position during the Penalty Throw or in a series of shots that determine the winner of the match, a goal must be scored (If Rules 11.5.VI - VII are not applied).

77. DELAY OF THE GAME / GOALTENDER – PRESSURE OF THE PUCK ALONG BOARDS

I. A goaltender who holds the puck, skates or his body body to stop the match will be subject to a Minor Penalty even if a power play is used against him.

78. DELAY OF THE GAME / GOALTENDER – GOING TO PLAYERS’ BENCH DURING STOPPAGE

I. A goaltender who drives up to his players’ bench during a stoppage of the match, not connected with a TV or team 30-second break, except in the case of a substitution, will be subject to a Minor Penalty.

79. DELAY OF THE GAME / GOALTENDER – REMOVING FACEMASK

I. A minor fine will be imposed on the goaltender who intentionally removes his helmet during the game to stop it.

80. DELAY OF THE GAME / GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY

I. A goaltender who throws, kicks or kicks a puck out of the playing surface from anywhere in his defence area to any place in the playing area (except where there is no defensive glass) during play, without ricochet, will be awarded a Minor Penalty. The position of the puck at the time of the throw is the decisive factor.

II. A goaltender will not be penalised if he kicks the puck through the defensive glass to reflect the throw, but if he kicks or knocks the puck out of the playing area, a Minor Penalty will be imposed.

III. A goaltender who intentionally throws the puck anywhere on the ice playing area during the game or when it stops, will be awarded a Minor Penalty.

81. DROPPING THE PUCK ON GOAL NETTING / GOALTENDER

DEFINITION: A goaltender may not place the puck on top or behind the goal net to stop the match.

I. A goaltender who intentionally places the puck on the net or on the back of the net to stop the match will be penalised with a Minor Penalty.

II. If the puck hits the goal net as a result of a ricochet, the goaltender has the right to cover the net with his glove to prevent an opponent from taking possession of the puck.

82. FIGHTING / GOALTENDER

DEFINITION: A goaltender who repeatedly hits an opponent during play, after the match has stopped or at any time in a prolonged confrontation situation.

I. A goaltender who uses a pancake to hit an opponent in the head, neck or face will be penalized with a red card and a Match Penalty.

II. A goaltender who removes his glove or pancake to take part in a confrontation with an opponent will be subject to a disciplinary penalty in addition to any other penalties.

III. A Match Penalty will be imposed on the goaltender if he is the instigator of the fight.

83. HOLDING THE PUCK IN GOAL CREASE / GOALTENDER

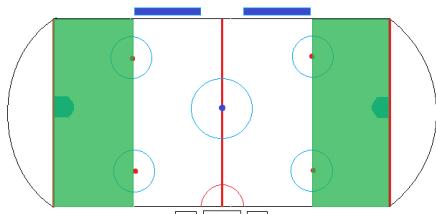
DEFINITION: A goaltender has the right to press the puck into the goal area as long as an opponent is under pressure. If the goaltender is not under pressure and has time to play the puck safely to the team-mate, the goaltender must do so.

- I. A goaltender who is not under pressure from an opponent and who holds the puck for more than three seconds will be penalised with a Minor Penalty.
- II. A goaltender who is not under pressure from an opponent and who deliberately places the puck in the pads, body or equipment to stop the match will be penalized with a Minor Penalty.

84. HOLDING THE PUCK OUTSIDE GOAL CREASE / GOALTENDER

DEFINITION: A goaltender may not press the puck onto the ice to stop the match if it is outside the goal area.

- I. A goaltender whose body is completely outside the goal line (but not between the goal rods) or behind an imaginary line of touch between two throw-in circles in the defence area will be penalised with a Minor Penalty, whether or not the goaltender has been subjected to pressure from an opponent.
- II. A goaltender who falls on the puck or presses it against ice or body while in the area between the goal line and an imaginary line drawn between two rounds of defensive throw-in will be awarded the Minor Penalty if he is not under pressure from an opponent and can play safely with his club in the puck.



85. ILLEGALLY BLOCKING GOAL NET OR PILING SNOW / GOALTENDER

DEFINITION: A goaltender may not leave a club or other objects in front of the gate, or rake snow to the side or in front of the gate posts to prevent the puck from entering the gate. It is the goalkeeper's responsibility to keep the goal area free from obstacles.

I. A goaltender will be penalised with a Minor Penalty if he leaves a club or any other object or collects snow in front of the gate, and any such obstacle will prevent the puck from entering the gate when the goaltender is on ice.

II. A goaltender will be counted if the goaltender leaves the club or any other object, or collects snow in front of the gate, and any such obstacle will prevent the puck from entering the gate when the goaltender is not on ice.

86. LEAVING GOAL CREASE DURING PLAYER CONFRONTATION / GOALTENDER

DEFINITION: A goaltender must remain in his goal area during a confrontation between players on ice unless this confrontation moves into his goal area.

I. A goaltender who leaves the perimeter of his goal area to take part in a confrontation will be subject to a Minor Penalty.

II. A goaltender who is outside his goal area (i.e., playing behind the goal or heading to the player's bench) and is involved in a confrontation will not be penalized for leaving his goal area, but may be subject to other penalties due to his involvement in the confrontation.

III. If a confrontation takes place in the goal area, the goaltender has the right to leave the goal area without being fined. In addition, the goaltender must leave his goal area or roll back to a corner of the court or any other area in his defence area to a conditional point not affected by the confrontation at the request of the ice judge.

111. NUMERICAL DISORDER – GOALTENDER

DEFINITION: A goaltender may not play the puck or contact an opponent when leaving the ice for a replacement if the replacement player has already entered the court.

- I. All rules for infringement of numbers apply to the goaltender in the same way as to field players (Rule 10.52).
- II. It is expressly forbidden for any team to have two goalies on ice, except for the period of time required to replace one goaltender with another during a game action.

87. AWARDED GOALS / FOULS BY A GOALTENDER

- I. If, during the Penalty Throw, a goaltender moves or moves a goal, a goal is scored only unless otherwise provided by these Rules (Rule 11.5.VI-VII).
- II. If a goaltender removes the mask to stop play during the Penalty Throw, a goal is scored.
- III. If the goaltender throws the club in the direction of the puck or the player leading the puck when the Penalty Throw is being made, a goal kick is scored.