

Rule 26 – Team Officials and Technology

- i. Team officials who stand at or near the players' bench during the game are allowed to utilize radio-type technology for contact with another team official in an IIHF designated area.
- ii. Other forms of technology are permitted only for coaching purposes (i.e., tagging and statistics) and cannot be used to try to influence the decisions of on-ice officials in any manner.
 - A coach who challenges or uses video technology to dispute a call by an on-ice official will receive a bench minor penalty under Rule 116 – Abuse of Officials
 - A player who challenges or uses video technology to dispute a call by an on-ice official will receive a misconduct penalty under Rule 116 – Abuse of Officials

Rule 96 – Goals with the Skate

- i. No goal will be allowed if an attacking skater directs the puck into the goal net with his skate in any manner.

The decision point for a goal with a skate is whether the puck was directed or deflected:

- Directed = No Goal
- Deflection = Goal

DEFLECT/DIRECT – A deflected puck is an accidental movement of the puck by a skater's body, stick, or skate. A directed puck is an intentional movement of the puck by a skater's body, stick, or skate.

Rule 98 – Scoring a Goal / Goal Frame off

- iii. If one or both of the goal posts is not flat on the ice but is in contact with the peg and the peg is in the hole, the goal will count.
- v. If a defending player lifts the back of the goal net such that a puck enters the goal net and passes the plane of the goal line, the goal will count so long as rules pertaining to the pegs for the posts are adhered to (Rule 98-i-iv).

The rule change is only relevant if the goalframe utilises pegs. It also clarifies that where the goalframe does not utilise pegs, the goal-posts must be flat on the ice at the time the puck enters the goal net for the goal to count. **This rule is only applicable for arenas that use flexible goal pegs therefore the easiest way to look at this rule is the goalframe must be flat on the ice.**

Rule 99 – Use of Video Goal Judge to Determine Goals

This rule has been updated to allow video review of a goal to determine eligibility in the event of possible goaltender interference (i.e. an attacking skater is in the goal crease and interferes visually or physically with the goalkeeper before the puck crosses the goal line).



Rule 119 – Boarding

The minimum penalty for Boarding has changed from a minor (2') to a minor (2') + misconduct (10'). The IIHF Player Safety Committee have standardized the minimum penalty of a minor plus misconduct (2' + 10') when the player is thrown violently into the boards (regardless of whether this is from behind or not).

Rule 124 – Checking to the Head or Neck

- vi. A skater who delivers a bodycheck to an opponent who is skating with the puck with his head down in the direction of the skater, and does not use an upward motion or drive his body up into the opponent, will not be penalized for checking to the head or neck.

This penalty will be used in situations where a player puts his head down immediately prior to a bodycheck in order to create a checking to the head or neck situation, similar to Rule 123(iii), and ensure players are not placing themselves in unsafe situations.

Rule 141 – Fighting / Rule 158-Roughing

Fighting (added points)

- i. All players who become involved in fighting will be assessed match penalties.
- iv. If there is a clear instigator in a fight, that player will be assessed an additional minor penalty.
- v. A player who is on the ice and is the first to intervene in a fight already in progress between two players (“third man in”) will be assessed a game-misconduct penalty.

The major change to this rule now ensures all players involved in fighting will be assessed match penalties, rather than just the player starting a fight. There is still scope for the player who starts a fight to be assessed a Match Penalty and the retaliating player to be assessed only a Minor Penalty in a scenario where a player may push or throw one or two punches and then curls up in the act of defending themselves (Rule 141(ii)). It is also important to note that “intervene” does not necessarily mean the player is also fighting, therefore Rule 141(v) should still be used for “third man in” scenarios. Fighting shall be used for prolonged player confrontations.

Roughing (deleted point iv)

“A player who removes his glove(s) to engage in a confrontation with an opponent will be assessed a misconduct penalty” has been removed from Roughing and is now only found under the Fighting rule.

Roughing shall be used for brief player confrontations.

Rule 149 – Interference

- vi. A skater who anticipates an opponent gaining possession or control of the puck but who makes contact with the opponent before this possession or control occurs will receive an interference penalty.

The addition of this rule is to cover an early hit, or a situation where a player is hit and prevented from gaining control of the puck.



Rule 153 – Late Hit

Definition: A late hit constitutes a body check to a skater who is in a vulnerable position because he no longer has control or possession of the puck. A late hit can be delivered to a skater who is either aware or unaware of the impending contact.

- i. A skater who is not in the immediate vicinity of an opponent in possession or control of the puck and still delivers a late hit to that opponent, who is aware of the impending contact, will receive a minor penalty.
- ii. A skater who delivers a late hit to an unsuspecting opponent will receive a major and automatic game-misconduct penalty.
- iii. A skater who recklessly endangers a vulnerable opponent with a late hit will be assessed a match penalty.

The determining factors for a late-hit penalty are awareness and vulnerability of the player being hit, combined with the force being used by the player making the hit (distance is not a factor). The following terminology / definitions were added to the IIHF Rule-Book to help with the interpretation of this rule:

BODYCHECK – A bodycheck represents contact by a skater on an opposing skater, so long as the objective is to separate the opponent from the puck. Any skater who is in control or possession of the puck can be bodychecked provided that:

- a) the bodycheck is made with the hips, body, or shoulder;
- b) contact with the opponent is from in front or to the side and does not target the head or neck area or the lower body (below the hip).

There is no such thing as a clean bodycheck to the back, head, or lower body of an opponent.

There is no such thing as a clean bodycheck made principally with the lower body, stick, or head. There is no such thing as a clean bodycheck on a goaltender.

COMPETITIVE CONTACT – Competitive contact means body contact between two or more skaters who are in the immediate vicinity of the puck and who are trying to gain possession of the puck. These skaters are reasonably allowed to push and lean into each other provided that possession of the puck remains the sole object of the contact.

CONTROL/POSSESSION OF THE PUCK – Control means extended possession of the puck.

- Control of the puck means a player is stickhandling with the puck or using his hands or feet to maintain possession of the puck. If the puck is touched by another player or his equipment, or hits the goal or goes free in any manner, the player is no longer considered to be in control of the puck.
- Possession of the puck means a player is stickhandling with the puck, intentionally directs the puck to a teammate, or freezes the puck. Any accidental contact or deflection off an opponent, goal frame, or boards does not constitute possession. The last skater to touch the puck is considered in possession of it, and he may be bodychecked provided the contact is legal and occurs during or immediately after he has lost possession of the puck.



LATE HIT – A late hit constitutes reckless endangerment of a skater who no longer has control or possession of the puck. Any skater who is in the process of abandoning or losing control or possession of the puck is subject to a bodycheck so long as the aggressor is in the immediate vicinity of the skater with the puck. If the aggressor must move to the skater and makes forceful contact, the aggressor risks turning a bodycheck into a late hit by virtue of the vulnerable position of the opponent and the degree of force of the hit.

RECKLESS – Any action that endangers an opponent.

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

Rule 221 – Holding the Puck Outside Goal Crease / Goaltender

- ii. A goaltender who falls on or gathers the puck into his body in the area between the goal line and the hash marks of the end zone faceoff circles will be assessed a minor penalty unless he is being pressured by an opponent and is unable to play the puck safely with his stick.

This rule change brings in a stronger requirement for goaltenders to play the puck with their stick when they are not pressured by an opponent rather than freeze the puck and intentionally cause a stoppage of play. Officials are required to implement a minor penalty to the goaltender if they have the opportunity to play the puck prior to being pressured by an attacking player.

Minor Rule Changes

Rule 8 – Ice Surface/Fit to Play

This rule has been updated to increase length of time to 10 minutes where an official can send teams to their dressing room and call an early end to the period whilst repairs and ice resurfacing is carried out.

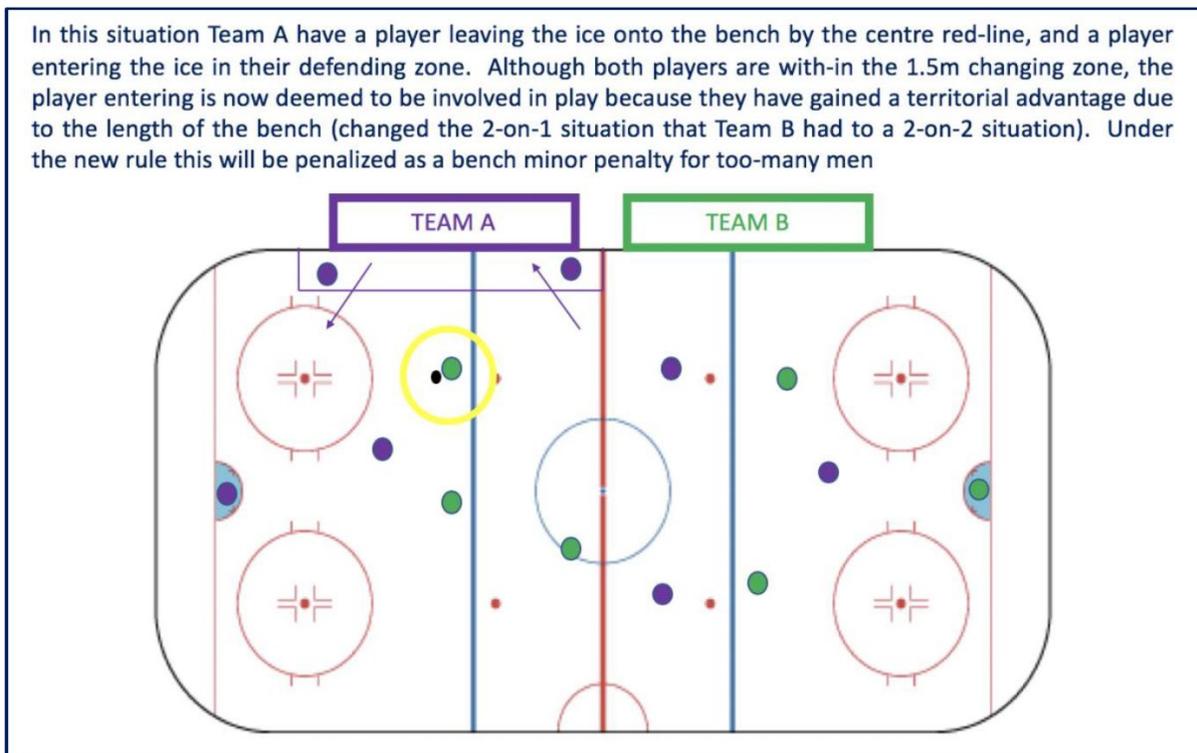
Rule 53 – Determining Faceoff Location/Penalties Assessed

- iii. If a player is assessed a misconduct or game-misconduct penalty, the ensuing faceoff will take place in the defending zone of the team being penalized.



Rule 88 – Player Change During Game Action

- iii. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action (including gaining territorial or numerical advantage) while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a penalty for too many men will be assessed.



Rule 94 – Scoring A Goal

When a goal is scored in the last second of a period, it is not necessary to conduct a face-off at centre ice. Additionally, if a goal is scored in the last minute of play where the score-clock shows tenths of seconds, the goal will be rounded to the nearest second on the official game sheet.

Rule 116 – Abuse of Official

- Any abuse towards an official is to be handled under Rule 116. Rule 168 is used for unsportsmanlike conduct between players and team officials and for when the abuse is not directed towards an official;
- The misconduct penalty for a player failing to go to the penalty box was moved from Rule 168 to Rule 116 as this relates to abuse of an official;
- A game misconduct penalty was introduced for persistent abuse to an official which has already been assessed a penalty previously;
- A game misconduct was introduced for a team official who throws any object or who sprays an official with a water bottle.

Physical contact with an official can now be assessed a game misconduct penalty or a match penalty, based on the following guidelines:

- Careless contact = Game Misconduct
- Intentional and reckless force = Match Penalty

This enables the official to assess the penalty based on the aggression, intention and force used.

Rule 122 – Charging

This rule change specifies that where a charging situation results in contact to the head and neck area, the Checking to the Head or Neck rules are to be applied.

Rule 135 – Delay of Game/Shooting or Throwing the Puck Out of Play

This rule has been updated to include kicking the puck out of play as an action that warrants a delay of game penalty being assessed.

Rule 136 – Delay of Game/Substitution After An Icing Call

- iii. Any skater on the defending team who intentionally commits a faceoff violation after an icing call for the purpose of delaying the game will result in a warning to the bench. A second violation during the game will result in a bench-minor penalty for delay of game.

The centre is **not ejected**; however, a warning is issued to the bench and a second violation any time during the game will result in a bench minor penalty for delay of game being assessed. **Officials are to take a step back from the face-off and hold up their index finger giving a “1” signa to indicate that the warning has been issued. The referee will issue the warning to the bench and advise that any further violation during the game will result in a penalty with no subsequent warning issued.**

Rule 145 – Holding the Stick

The definition of this rule has been updated to indicate that holding an opponent’s stick by any means (hands, arms, body, leg) constitutes an infraction.

Rule 150 – Interference on a Goaltender

Incidental contact is allowed as long as the player tried to avoid making contact with the goaltender. The rule was also updated to ensure a player can be penalised if they stand in front of the goaltender and wave their arms or stick to distract the goaltender regardless of whether they are facing the goaltender.

Rule 155 – Playing Without A Helmet

- ii. Included in dangerous equipment is a cracked or damaged cage or visor. A skater whose visor or cage becomes cracked or broken during game action must leave the ice immediately. Failure to do so will result in a warning to the player’s team from the referee for all illegal and dangerous equipment, and a misconduct penalty to any subsequent player.



Rule 160 – Slew-Footing

- i. A player who slew-foots an opponent will be assessed a major and automatic game-misconduct penalty.
- ii. A player who recklessly endangers an opponent by slew-footing will be assessed a match penalty.

Rule 165 – Throwing A Stick or Object

Rule updated to include a minor or bench minor and game-misconduct penalty for any identifiable player or team official on the player's bench or penalty bench who throws an object at the puck or puck carrier in the neutral or attacking zone.

Rule 167 – Tripping

- ii. If a player chases an opponent who is in possession of the puck and lunges along the ice, first knocking the puck away with his stick and subsequently causing that player to fall, a tripping penalty will still be assessed (but no penalty shot will be awarded).

The definition of tripping has also been updated to include the use of an arm.

Rule 176 – Penalty-Shot Procedure/Overview

- i. In cases where a skater is fouled in a manner that warrants a penalty shot, any skater on the team who was not about to be penalized can be named by the coach to take the shot.

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