



IHA CASEBOOK 2018-2022



PREAMBLE

The IHA on-ice officials' casebook has been created to help on-ice officials prepare to officiate IHA competitions. An on-ice official must be prepared mentally and physically for a very demanding but enjoyable schedule of hockey games and activities. Remember the key to officiating is consistency, the application of a penalty from an infraction must be the same at the start of the season, as it is at the end of a season, must be the same at the start of the game, as it is at the end of a game. Do not be swayed by the emotion of the event, neither to 'put your whistle in your pocket' nor 'over police'.

- IHA Support ZERO tolerance for Abuse of Officials – ALL infractions should be penalised appropriately and to the letter of the rule book.
- IHA Support ZERO tolerance for Checking to the Head or Neck – ALL contact with the head or neck as a result of a body check will be appropriately penalised under IIHF RULE 124.
- IHA Support ZERO tolerance for Fighting – Any instance of blows exchanged by players in IHA MUST be penalised by Match (25') Penalties.

Clutch and Grab is a brand of defensive hockey where teams hold and hook opponents to prevent goals and stifle the other team's offensive play. IHA is determined to eliminate this from the game and increase the focus on players of skill and speed providing an entertaining brand of hockey. OBI's (Obvious Benefit Injury) are no longer applicable in the modern game of hockey. Any infraction such, Holding, Hooking, Interference, and or Slashing, intended to impede progress, prevent or gain puck possession must be penalised.

In the following casebook, all grade-specific interpretations will be highlighted in:

GREEN TEXT BELOW THE RULE

In the following casebook, all text copied from the IIHF Rule Book will be highlighted in:

BLUE ITALIC TEXT



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GRADE INTRODUCTIONS

NON-DELIBERATE BODY CHECKING GRADES

Body checking is not permitted in any area of the ice. Body checking occurs when a player's intent is to gain possession of the puck by separating the puck carrier from the puck with a distinct and definable moment of impact. Competitive contact is body contact between two or more skaters who are in the immediate vicinity of the puck and who are in the normal process of playing the puck. These skaters are reasonably allowed to lean into each other provided possession of the puck remains the sole object of the contact. Acceptable examples of Body "Competitive" Contact Include:

Angling is a legal defensive skill used to direct/control the puck carrier to an area that closes the gap and creates an opening that is too small for the puck carrier.

Physical Engagement is when two players who are in pursuit of the puck are allowed to reasonably lean into each other provided that possession of the puck remains the sole objective of the two players.

When determining whether a body check has occurred, the official must focus on whether the player is attempting to play the puck and whether there is any overt hip, shoulder or forearm action used to initiate contact and separate the opponent from the puck.

MODIFIED BODY CHECKING GRADES (15U/DeFris)

No contact made between two players travelling in opposite directions, that is avoidable, will be considered legal. The only exception to this would be in the instance where torso contact is made with the torso in the act of a poke check or stick check and is not of excessive force. If two players are travelling in the same direction, the defending player without the puck may legally initiate contact with the puck carrier. The determination on legal contact versus illegal body checking shall be the initiation of contact without excessive force with an attempt to win possession of the puck while both players travel in the same general direction of play. Any contact with a player who does not have direct possession and control of the puck will be always penalised. A defenseman travelling backwards while defending against a rushing attacking player may legally arrest their momentum by 'standing up an opponent' and use their torso to contact the attacking player to prevent that player from gaining the zone or driving the net. Should the defending player arrest their momentum and take a step forward into the attacking player, this would be deemed excessive force and a penalty. This type of contact must be torso to torso to be deemed legal; use of limbs to make contact will be penalised. Should the shoulder be used to drive upwards and/or into the attacking players head, whether intentional or not, this would be deemed checking to the head.



FULL BODY CHECKING GRADES

A body check represents intentional physical contact, from the front, diagonally from the front or straight from the side, by a skater to an opponent who is in control/possession of the puck. The opposing player's objective is to gain possession of the puck with a legal body check and NOT to punish or intimidate an opponent. Legitimate body checking must be done only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and at or below the opponent's shoulders. The use of the hands, forearm, stick or elbow in delivering a body check is unacceptable and not within the guidelines of a legal body check. The primary focus of a body check is to gain possession of the puck and proper body checking technique starts with stick on puck, therefore the stick blade of the player delivering the check must be below the knees.

When two or more players are physically engaged for control of the puck along the boards, they are considered to be vulnerable and defenceless. Any body check delivered by a skater to an opponent who is physically engaged with another skater is considered dangerous, careless or reckless (unacceptable) and must be penalised accordingly.

Players MUST be penalised for the following acts:

- Running or jumping into the opponent to deliver a check.
- Accelerating through a check to punish the opponent.
- Skating a great distance to deliver a check with excessive force.
- The use of the forearm or hands to deliver a check.
- Anticipating an opponent gaining possession or control of the puck but who makes contact with the opponent before possession or control occurs.
- Delivering an avoidable check to a player who has already relinquished control of the puck by a pass or shot. This is oftentimes referred to as "finishing" the check.

The concept of "finishing the check" is an unacceptable action as it is one that is meant to intimidate or punish the opponent with no intent to gain possession of the puck. The responsibility is on the player delivering the check to avoid forceful contact (minimise impact) to a vulnerable or defenceless player who is no longer in control of the puck.

A player who deflects the puck with any part of their body, whether received from a teammate or not, where the puck is not intentionally directed to a teammate off the players stick, is NOT eligible to be body checked. Any action where a player is bodychecked who is not in CONTROL/POSSESSION OF THE PUCK must be penalised under IIHF Rule 149 - INTERFERENCE. The following IIHF definitions should be noted:

BODYCHECK – Any skater who is in control or possession of the puck can be bodychecked

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.

– Possession of the puck means a player is stickhandling with the puck, intentionally directs the puck to a teammate, or freezes the puck.



REPLACEMENT OF “INJURY” WITH “RECKLESS ENDANGERMENT”

The term “injury” as a classification criterion throughout the entire rulebook has been removed and replaced with the term “reckless endangerment”. This allows officials to retain previous selection criteria of penalties, reckless endangerment or injury Major (‘5) and Automatic Game Misconduct (20’), reckless endangerment and injury Match (25’). However, in incidents where an injury is sustained as a misfortune rather than because of the infraction, an escalation is not required. Additionally, this allows officials to focus judgment of penalty assessment on the action of the offending player, not the result of the infraction.

RULE 58 – PROCEDURE FOR CONDUCTING FACEOFFS

When utilising the four official system the referees will now only drop the puck to start each of the three regulation periods. Linesmen will handle all the remaining puck drops, including those after a goal is scored and all draws in overtime.

RULE 66 – ICING THE PUCK/GAME SPECIFICS

There are two decisions a linesman must make under hybrid icing rules. First, they must determine that the shot from a player’s own side of centre ice will cross the icing line in the attacking zone. Second, they must determine whether a defending skater or attacking skater would be first to touch the puck.

This second decision must be made no later than the instant the first of the players reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.

The linesmen must make the second decisions NO LATER than the end zone faceoff spots, however, if the result of the race is clear in the mind of the linesmen this decision should be made earlier. It is imperative that in the event of an icing being called during a ‘race’ for the puck a whistle is blown the instant the puck crosses the goal line to avoid unnecessary late contact.

Icings are an integral part of the game of ice hockey. Officials should only be waving off icings with strong hockey reasons with the default position of all officials being to call the icing UNLESS otherwise forced by a player’s distinct action.

RULE 84 – INTENTIONAL OFFSIDE

iii. A delayed offside will be ruled an intentional offside if:

1. The puck is shot at or near the goal net by the attacking team during the course of the delayed offside, forcing the goaltender to make a save;

An attacking rush can never result in an intentional offside under IIHF Rule 84 iii. Similarly, a puck passed back to the point man for a shot that crosses the line and exits the zone prior to the shot should not be ruled an intentional offside.

RULE 85 – INJURED SKATER

i. If it is obvious that a player has sustained a serious injury, on-ice officials will stop play immediately and summon the appropriate medical personnel to the ice.

v. When game action is stopped because of an injury to a skater, he must leave the ice and cannot return until after play has resumed.

At any time, should a skater be injured and cannot continue to play or go to the player’s bench as a result of ANY form of head contact, this injury is to be considered ‘serious’ and the appropriate actions in Rule 85 i. and v. taken.



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.

For a territorial or numerical advantage to be gained at the time of the infraction, both players are required to be on the ice. A player with one foot off the ice or over the boards is considered off the ice. A player coming onto the ice or coming off the ice, who accidentally deflects a puck that is directed at them, will not be penalised under this rule.

RULE 96 – GOALS WITH THE SKATE

A goal can be scored when a puck deflects into the net off an attacking player's skate/foot, as long as no kicking motion is evident.

A goal can be scored when a puck is directed into the net by an attacking player's skate/foot, as long as no kicking motion is evident.

A goal cannot be scored by an attacking player who uses a distinct kicking motion to propel the puck into the net with their skate/foot.

RULE 99 – USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS

IHA does not support Video-Goal Judge review to determine goals.

RULE 116 – ABUSE OF OFFICIALS

A Match Penalty, Game Misconduct or 2nd Misconduct (resulting in an Automatic Game Misconduct) cannot be assessed under this rule after the end of the game. Any incidents occurring from the conclusion of the game until the officials leave the arena should be reported to the IHA under IIHF RULE 5 – PROPER AUTHORITIES AND DISCIPLINE. Actions which show a flagrant disregard for the rules of play may be dealt with after the game by proper authorities.

RULE 119 – BOARDING

Did the checking player have an opportunity to mitigate the impact and not make an attempt to pull out? Were the boards used as a weapon to increase the impact to the opponent? Did the checking player use excessive force and/or increased acceleration to deliver the check? Was the opponent thrown violently into the boards as a result of the check?

If the answer to any of the above questions is yes, a Boarding penalty will be assessed, at least a Minor (2') plus Misconduct (10').

A player who has enough time to pull out of a hit against a player in a vulnerable position and instead follows through with the hit will be assessed Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent as a result of this penalty will be assessed a Match (25').

A Minor (2') & Misconduct (10') penalty CANNOT be assessed for this penalty in non-deliberate and modified body checking hockey. Any player assessed a penalty for boarding will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

RULE 122 – CHARGING

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').



RULE 123 – CHECKING FROM BEHIND

iii. If the skater being checked turns his back towards an opponent and puts himself in a vulnerable position immediately before a check to create a checking from behind situation, no penalty for checking from behind will be assessed (although other penalties might still be assessed).

The above rule interpretation would be penalised under Rule 122 Charging if the hit is directing the opponent into open ice or Rule 119 Boarding if the hit is directing the opponent into the boards.

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be assessed a Match (25').

A Minor (2') & Misconduct (10') penalty CANNOT be assessed for this penalty in non-deliberate and modified body checking hockey. Any player assessed a penalty for Checking from Behind will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

RULE 124 – CHECKING TO THE HEAD OR NECK

There is no such thing as a clean hit to the head or neck. Whether accidental or intentional, every direct hit to the head or neck of an opponent must be penalised. An opponent in a vulnerable position receiving a hit to the head does not mitigate the player and must still be penalised.

v. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck area, a penalty for checking to the head or neck will not be assessed.

The above rule interpretation does NOT apply in any grade or competition in IHA.

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 penalised for checking to the head or neck.

The above rule interpretation does NOT apply in any grade or competition in IHA.

A player who makes secondary or indirect contact or the opponent materially changed the position of their body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact, with no other danger factors shall be assessed a Minor (2') & Misconduct (10').

All other head contact shall be assessed either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

A Minor (2') & Misconduct (10') penalty CANNOT be assessed for this penalty in non-deliberate and modified body checking hockey. Any player assessed a penalty for Checking to the Head or Neck will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

RULE 125 – CLIPPING

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 127 – CROSS-CHECKING

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').



RULE 135 – DELAY OF GAME/SHOOTING OR THROWING THE PUCK OUT OF PLAY

i. A player who shoots, throws, kicks, or bats the puck directly out of the playing area from inside his defending zone anywhere in the rink (except where there is no protective glass) during game action, without any deflection, will be assessed a minor penalty. The determining factor will be the position of the puck when it is played.

The above rule interpretation does NOT apply in any grade or competition in IHA, in any rink that does not have protective glass.

iv. A player who deliberately shoots the puck out of play anywhere on the ice during play or after a stoppage will be assessed a minor penalty.

In any rink that does not have protective glass, the above rule can be implemented if the official deems the actions of the player to be a deliberate delay of game.

RULE 139 – ELBOWING

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 143 – HIGH-STICKING

A player who causes accidental harm to an opponent by a high-sticking foul will be assessed a Double-Minor (4').

A player who recklessly endangers an opponent by a high-sticking foul will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 144 – HOLDING

A player who removes one or both hands from their stick or extends a limb to impede the movement of an opponent or in any other way prevents them from skating freely, regardless of puck possession or resulting benefit will be immediately penalised under this rule.

A player who reaches around another player with their stick (in a successful or unsuccessful attempt) to gain the puck, who as a result impedes the opposing players ability to move freely around the ice with arm, glove or top third of the stick, will be immediately penalised under this rule.

A player who recklessly endangers as a result of this penalty will be assessed a Major (5') and Automatic Game Misconduct (20') or a Match (25') under Rule 158 Roughing or Rule 150 Interference.

RULE 146 – HOOKING

A player who in the act of a stick lift, or in an attempt to impede an opposing player, raises their stick parallel to the ice and extends to reach for the opposing player, is likely to be penalised for hooking. These two actions, regardless of puck possession or resulting benefit, are key indicators for a hooking infraction.

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').



RULE 149 – INTERFERENCE

iii. Skaters in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing so long as the efforts to establish a position in front or to remove that skater from in front do not cross the lines of a fair battle for territory.

Skaters are given leeway to utilise positions and strength, including their stick in a legal manner, to prevent an opponent from gaining a desired position in front of the goal net so long as the efforts do not involve any of the following actions.

A player who uses their stick in a downwards motions, on the back of an opposing players pants, who as a result impedes the opposing players ability to move freely around the ice will be immediately penalised under this rule.

A player who causes an opponent in front of the net to fall to or be thrown to the ice, resulting in the opponent being 'taken out of the play' will be immediately penalised under this rule.

A player who removes one or both hands from their stick, or extends a limb, to obstruct or prevent an opponent without possession of the puck from skating, receiving a pass, or moving about the ice freely will be immediately penalised under this rule.

A player, who backing up in a defensive manner, holds up the attacking player and as a result, lifts the attacking player off the ice with sustained contact must be penalised.

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 152 – KNEEING

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 153 – LATE HIT

DEFINITION: A late hit constitutes a bodycheck 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.

A player in the immediate vicinity of an opponent would be considered a player who is close enough to an opponent so as to be able to gain possession of the puck stick on stick.

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 (2').

A skater who delivers a late hit to an unsuspecting opponent will receive a Major (5') and Automatic Game Misconduct (20').

A skater who recklessly endangers a vulnerable opponent with a late hit will be assessed a Match (25').

A Minor (2') penalty CANNOT be assessed for this penalty in non-deliberate and modified body checking hockey, any player assessed a penalty for Late Hit will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

RULE 159 – SLASHING

A player who makes contact with their stick on an opponent's body, gloves, or top one-third of the stick, regardless of puck possession or resulting benefit, will be immediately penalised under this rule.

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 167 - TRIPPING

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

RULE 168 – UNSPORTSMANLIKE CONDUCT

Rule i. 1. Used as a minor to each player involved and is a strong management tool to avoid having to award Misconduct (10') penalties under Rule iii. 5.

Rule i 1. is only applicable for actions taking place between two players. This minor penalty CANNOT be applied for abuse of an official.

RULE 220 – HOLDING THE PUCK IN GOAL CREASE/GOALTENDER

DEFINITION: A goaltender is allowed to freeze the puck in his goal crease so long as he is being pressured by an opponent. If he is not being pressured and has time to make a play safely to a teammate, he is obliged to do so.

In all other instances, the goaltender must play the puck or be assessed a Minor (2') penalty.

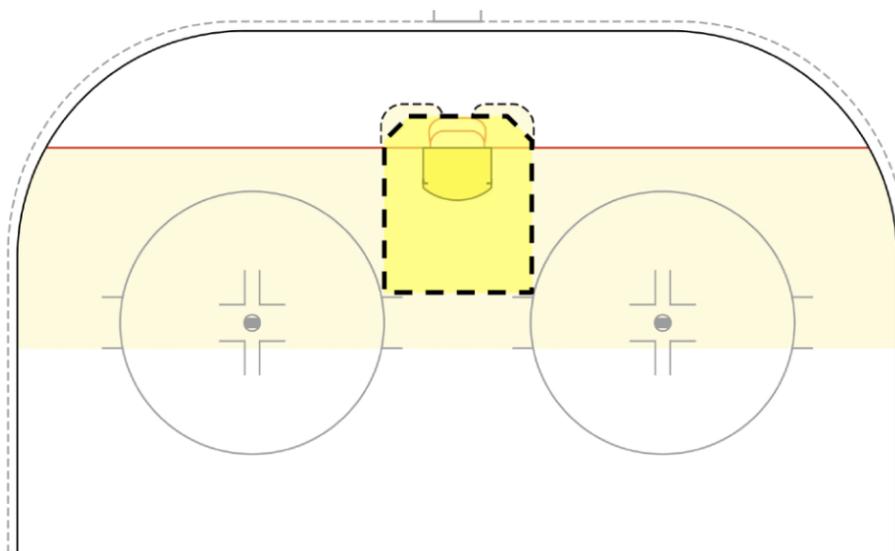
RULE 221 – HOLDING THE PUCK OUTSIDE GOAL CREASE/GOALTENDER

A goaltender who freezes the puck outside of the goal crease will be assessed a Minor (2') penalty unless they are being pressured by an opponent and are unable to play the puck safely with their stick.

A goaltender who makes a save with their body while facing a shooter, that is not clean into the glove or on the ice, is not expected to play the puck. When a clean glove save is made and the goaltender is not being pressured, the puck must be played.

A goaltender who leaves their crease to play the puck will always be expected to play that puck or be penalised.

Pressure is determined as an attacking player between the goaltender and any defensive player, or an attacking player anywhere in the highlighted yellow zone below. A goaltender cannot be considered under pressure from a puck shot from the neutral zone.





FIGHTING GAME SITUATIONS

DEFINITION: A player who repeatedly punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

A fight shall be deemed to have occurred when at least one player punches or attempts to punch an opponent or when two players wrestle in such a manner as to make it difficult for the Linesmen to intervene and separate the combatants.

Two Willing Combatants – In the event of a fight resulting from two willing combatants with no clear instigator or aggressor, both players will be penalised with a Match (25') Penalty under IIHF Rule 141 i.

Instigator & Two Willing Combatants – In the event of a fight resulting from a clear instigating action, aggressive and agitating nature, the instigator will be penalised with an additional Minor (2') Penalty under IIHF Rule 141 iv.

Aggressor – In the instance when one or both players resist a linesman who is trying to circumvent the continuation of a fight or has clearly won the fight but they continue to throw and land punches in a further attempt to inflict punishment and/or injury on their opponent who is no longer in a position to defend themselves, will be penalised with a Match (25') Penalty under IIHF Rule 141 vi and additional Minor (2') Penalty under IIHF Rule 141 iv.

Instigator/Aggressor & No Willing Combatant – In the event, only one combatant throws punches to an opponent who is in a defenceless position or who is an unwilling combatant, the sole combatant will be penalised with a Match (25') Penalty under IIHF Rule 141 vi.

ROUGHING

DEFINITION: A player who jostles or strikes at an opponent during the game.

Co-incidental minors are not an effective game management tool to deter scrums and player altercations. During scrums and player altercations officials are to look for instigating or aggressor actions, to create a differentiating penalty as a deterrent. If both parties are guilty, double minor (2'+2') penalties resulting in 5 on 5 play are the preferred penalties to be assessed. Actions that will not be tolerated in IHA include 'sucker punches' punching an unaware player, placing opposing players in a headlock and/or wrestling opposing players to the ice, or other actions in a scrum or altercations considered violent. These actions must be penalised under IIHF Rule 158 Roughing.

SUPPORTED OFFICIATING SYSTEMS

Ice Hockey Australia supports the following officiating systems as per IIHF guidelines.

Two (2) Official System: The IIHF two referee system is approved for use in IHA only when three officials cannot be sourced.

Three (3) Official System: The IIHF one referee and two linesmen system is the preferred officiating system for use in all non-deliberate body checking & modified body checking state association grades.

Four (4) Official System: The IIHF two referee and two linesmen system is the preferred officiating systems for use in all full body checking state association grades and all national competitions.

All IHA National Tournaments & Competitions will utilise the IIHF Four (4) Official System. If insufficient game officials are available, the game may be officiated under IIHF's Three (3) Official System with prior approval from IHA National Officiating Performance Manager.



SPECIAL EQUIPMENT RULES

In the following rules SKATERS applies to players AND goaltenders.

RULE 31 – FACIAL PROTECTION & MOUTH GUARD

vi. All skaters in the age category Under-18 must wear a cage constructed in such a way that neither the puck nor a stick blade can penetrate it.

RULE 34 – HELMET

vii. Skaters must wear their helmets while sitting on the players' bench or in the penalty box except when the helmet is being cleaned or repaired.

All Skaters Under 18 Years of Age (including all players in 18U):

All skaters must wear a full cage or full visor.

All skaters must wear Neck and Throat Protectors.

Mouth Guards are NOT mandatory for skaters in these grades.

Male Players Under 21 Years of Age (including all players in 20U):

All players must wear a half or full cage/half or full visor.

All players who wear a half visor must wear a Mouth Guard.

Male Players 21 years and Over:

All players must wear a half or full cage/half or full visor.

Adult Female Players:

All players must wear a full cage or full visor.

Mouth Guards are NOT mandatory for skaters in these grades.



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