



IHA CASEBOOK 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 Supports a ZERO tolerance for Abuse of Officials – ALL infractions will be appropriately penalised under IIHF RULE 39 & IIHF RULE 40.
- IHA Supports a ZERO tolerance for Fighting – Any instance of blows exchanged by will be appropriately penalised under IIHF RULE 46.
- IHA Supports a 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 48.

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. 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:

RED ITALIC TEXT

In the following casebook, links are internal and will be highlighted in:

BLUE TEXT



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GRADE INTRODUCTIONS

NON-DELIBERATE BODY CHECKING GRADES (13U & AWIHL)

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. However, if two (2) or more Players are competing for "possession of the puck", they are not allowed to use the boards to make contact with an opponent to eliminate them from the play, push them into the boards, or pin them along the boards. 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.

A Player, who is stationary, is entitled to that area of the ice. It is up to the opponent to avoid body contact with such a Player. If that Player is stationed between the opponent and the puck, the opponent is obliged to skate around the stationary Player. If a Player with the puck is skating directly at an opponent who is stationary, it is the obligation of the puck carrier to "avoid contact". But, if the puck carrier makes every effort to "avoid contact" and the opponent moves into the puck carrier, that opponent will be assessed at least a Minor Penalty (2') for an "illegal hit" **101.1. ILLEGAL HIT IN WOMEN'S HOCKEY**. Players are allowed to "hold their ground" any time that they have established their position on the ice. No player is required to move out of the way of an oncoming player to avoid a collision. Any move by a Player to step or glide into an opposing Player will be assessed at least a Minor Penalty (2') for an "illegal hit" **101.1. ILLEGAL HIT IN WOMEN'S HOCKEY**.

MODIFIED BODY CHECKING GRADES (15U)

Bodychecking is allowed when there is a clear intention of playing the puck or attempting to "gain possession" of the puck. 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. Any other illegal contact in 15U should always be penalised under **IIHF RULE 42 CHARGING**.



BODY CHECKING GRADES (AJIHL, Browns & 18U)

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 player's 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 56 INTERFERENCE**.



DEFINITION, TERMINOLOGY AND TERMS

Altercation: Any physical interaction between two or more opposing Players resulting in a penalty or penalties being assessed. An altercation will generally occur at a stoppage of play (not within the normal process of playing the puck) and includes the gathering of two or more opposing Players and requires action to be taken by the On-ice Officials to separate Players.

Blind-sided Hit: A Player in possession and/or control of the puck has the obligation to acknowledge they are eligible to be hit at any moment during this possession and/or control. They must therefore be aware of their immediate environment on the ice and always be prepared for such contact. However, this acceptance of contact is limited and can only be justified by a check that is legally delivered by an opponent. A Player's peripheral vision being limited, it cannot be reasonably expected that they have total circumspection of what occurs on the ice. A Player preparing to deliver a check to an opponent in possession and/or control of the puck must do everything in their power to execute a fair and well-timed hit. They must also ensure that they deliver it in such a way that their opponent has a reasonable possibility to perceive the impending contact from their established peripheral vision and can accordingly brace themselves for such impact. A Player delivering a check to an opponent outside the latter's established peripheral vision, also known as a "blind-sided hit", is not considered to be a well-executed check, and may be penalized accordingly by the Referee.

Body Checking: A legal body check is one in which a Player checks an opponent who is in possession of the puck, by using their hip or body from the front, diagonally from the front or straight from the side. Legitimate body checking must be done for the purpose of separating the opponent from the puck, only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and at or below the shoulders.

Body Contact: Contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck.

Competitive Contact: Body contact between two or more Players 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 of the Puck: The act of propelling the puck with the stick, hand or feet. Control of the puck is not lost when contact with the puck is made by an opponent, the Boards or the net, provided the Player in control of the puck continues propelling the puck. Control means extended possession of the puck.

Deflection of the Puck: When the puck is diverted from its intended path, often by accident. A deflection can be off the stick, body, net, Boards or glass.

Directing the Puck: The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction.

Injury: Blood does not have to be visible to consider it an injury. Blood flowing is not the only determining factor. For example, an injury caused by a high stick to the face could have one of the following characteristics: severe bruising, abrasions, a welt, cutting of the skin or damage to teeth by the high stick.

Possession of the Puck: The last Player to physically touch the puck with their stick or body shall be considered in possession of the puck. A Player can have possession of the puck without control, but they cannot have control of the puck without possession.



Reckless Endangerment: Any action that endangers an opponent. A foul consisting of acts that create a substantial risk of serious physical injury to another person. The accused person is not required to intend the resulting or potential harm, but must have acted in a way that showed a disregard for the foreseeable consequences of the actions.

Vulnerable Position: A Skater is considered to be in a vulnerable position when they are no longer in control or possession of the puck and they are either not aware of an impending hit or they are 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 1 RINK

1.8. GOALKEEPER'S RESTRICTED AREA

Behind each goal, a trapezoidal area is marked on the ice surface, called the "Goalkeeper Restricted Area". The two 5 cm (2 in) wide red lines mark the restricted area between the Goal Line and the Boards behind the Goal. The outside dimension of the marking along the Goal Line is 6.80 m and along the Boards is 8.60 m, and the lines continue vertically on the kick plate.

Not applicable in an IHA championship or tournament event unless all the rinks participating in the event have Goalkeeper Restricted Area, a trapezoidal, markings on the ice.

RULE 8 INJURED PLAYERS

In the case where it is obvious that a Player has sustained a serious injury, the Referee and/or Linesperson may stop the play immediately. Where an injury has occurred to a Player and there is a stoppage of play, a Team Doctor (or other Medical Personnel) may go onto the ice to attend to the injured Player without waiting for the Referee's consent.

When play has been stopped by the Referee or Linesperson due to an injured Player, or whenever an injured Player is attended to on the ice by the Coach or Medical Personnel, such Player must be substituted for immediately. This injured Player cannot return to the ice until play has resumed.

When a Player is injured so that they cannot continue to play or goes to their Players' Bench, because of ANY form of head contact, this injury is to be considered a serious injury, such Player must be substituted for immediately. This injured Player cannot return to the ice until play has resumed.

RULE 9 UNIFORMS

9.1. TEAM UNIFORM

All jerseys of a Team must be of the same design, including logo on the front, numbers on the sleeves and back, and nameplate on the back. The dominant color of the uniform must cover approximately 80 % of the jersey and socks, excluding names and numbers. If, in the opinion of the Referee, the uniform colors of the competing Teams are too similar and there is a possibility of misidentifying Players, it is the responsibility of the Home Team to change its jerseys.

Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any part of the uniform.

9.7. FACIAL PROTECTION

There are three (3) permissible types of facial protection which can be attached to the front of a Players' helmet: a visor protection, a cage protection, or a full-face protection visor.

All Players ~~born after December 31, 1974~~, must wear, as a minimum a visor as a facial protection. The visor face protection must be properly affixed to their helmet, and must extend down in such a fashion as to ensure adequate eye protection, to cover the eyes and nose in its entirety. It must be fixed to the helmet along the sides so that it cannot be flipped up. A Player whose visor face protection becomes cracked or broken during game action must leave the ice immediately.

Players are not allowed to wear a colored or tinted visor.

If a player's visor can be moved up to a position that it no longer covers the eyes and nose in its entirety, as a result of not being correctly affixed to the helmet, it will be deemed illegal equipment and they must leave the ice surface and affix the visor in a manner that it cannot be moved up. This shall penalized under **IIHF Rule 12 Illegal Equipment**.



RULE 10 STICKS

10.1. PLAYER'S STICK

The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade to the point of maximum curvature shall not exceed 1.9 cm (3/4 in).

10.2. GOALKEEPER'S STICK

The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade to the point of maximum curvature shall not exceed 1.5 cm.

The curvature of a players or goaltenders stick cannot be measured, nor any penalties applied, unless an official IIHF measurement tool is supplied.

RULE 12 ILLEGAL EQUIPMENT

12.1. ILLEGAL EQUIPMENT

All protective equipment, except gloves, headgear, mouthguards, neck-/throat protection and Goalkeepers' leg guards must be worn under the uniform. For violation of this rule, after warning by the Referee, a Minor Penalty shall be imposed.

Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

If the Player refuses, they shall be assessed a Minor Penalty for "Delay of Game" and if they return to the ice without making the change, they shall be issued a Misconduct Penalty. Should this happen a third time, the Player shall be issued a Game Misconduct Penalty.

Players violating specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories will be penalised under **IIHF Rule 102.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT** or **IIHF Rule 202.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT**.

RULE 25 AWARDED GOALS

25.2. INFRACTIONS – WHEN GOALKEEPER IS ON THE ICE

A goal will be awarded when an attacking Player with "an imminent scoring opportunity", is "prevented from scoring" as a result of a defending Player or Goalkeeper displacing the Goal Post, either "deliberately or accidentally" and it must be determined that the puck would have entered the Goal between the normal position of the Goal Posts.

RULE 27 GOALKEEPER'S PENALTIES

Rule 27.8 cannot be enforced in an IHA championship or tournament event unless all the rinks participating in the event have Goalkeeper Restricted Area, a trapezoidal, markings on the ice.

RULE 31 FACE-OFFS

31.3 One of the Referees shall "face-off" the puck to start each period. Linespersons are responsible for all other "face-offs".

RULE 37 VIDEO REVIEW

IHA does not support any Video Review.



RULE 39 ABUSE OF OFFICIALS

A Player, Goalkeeper, Coach or team personnel shall not challenge or dispute the rulings of an Official before, during or after a game, on or off the ice and any location while in the arena and its connected premises.

*A Player, Goalkeeper, Coach or team personnel shall not display “Unsportsmanlike Conduct” including, but not limited to, obscene, profane or abusive language or gestures, comments of a personal nature intended to degrade an Official or persist in disputing a ruling after being told to stop or after being penalized for such behavior. Note: When such conduct is directed at anyone other than an official, **Rule 75***

***Unsportsmanlike Conduct** shall be applied.*

In general, participants displaying this type of behavior are assessed a Minor Penalty, then a Misconduct Penalty and then a Game Misconduct Penalty if they persist.

RULE 40 PHYSICAL ABUSE OF OFFICIALS

Any Player who deliberately applies physical force in any manner against an official, where such actions were likely to cause injury to the latter, physically demeans, or deliberately applies physical force to an Official solely for the purpose of getting free of such an Official during or immediately following an altercation shall receive a Game Misconduct Penalty.

Supplementary discipline category will be determined by a review of the completed and signed IIHF Referee Game Report by the IHA.

RULE 41 BOARDING

41.1. BOARDING

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

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

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

41.2. MINOR PENALTY

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

A Minor Penalty CANNOT be assessed for this infraction in 13U & AWIHL.

Any player in 13U assessed a penalty for boarding will receive either a Major Penalty and Game Misconduct Penalty or a Match Penalty.

Any player in AWIHL assessed a penalty for boarding will receive either a Major Penalty, a Major Penalty and Game Misconduct Penalty or a Match Penalty.



41.3. MAJOR PENALTY

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

Applicable in 13U, 15U, 18U & 20U - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

41.4. MATCH PENALTY

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

41.5. GAME MISCONDUCT PENALTY

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

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 at least a Major Penalty.

RULE 42 CHARGING

42.2. MINOR PENALTY

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

42.3. MAJOR PENALTY

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

Applicable in 13U, 15U, 18U & 20U - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

42.4. MATCH PENALTY

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

42.5. GAME MISCONDUCT PENALTY

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

RULE 43 CHECKING FROM BEHIND

43.1. CHECKING FROM BEHIND

When a Player being bodychecked, intentionally turns their back towards an opponent and puts themselves in a vulnerable position immediately before a bodycheck, to create a “checking from behind” situation, no penalty for “checking from behind” shall be assessed. However, other penalties may still be assessed.

The above rule interpretation would be penalised under **RULE 42 Charging** if the hit is directing the opponent into open ice or **RULE 41 Boarding** if the hit is directing the opponent into the boards.

43.2. MINOR PENALTY



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

43.3. MAJOR PENALTY

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

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

43.4. MATCH PENALTY

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

43.5. GAME MISCONDUCT

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

RULE 44 CLIPPING

44.2. MINOR PENALTY

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

44.3. MAJOR PENALTY

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

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

44.4. MATCH PENALTY

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

44.5. GAME MISCONDUCT PENALTY

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

RULE 45 ELBOWING

45.1. ELBOWING

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

45.2. MINOR PENALTY

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



45.3. MAJOR PENALTY

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

Applicable in 13U, 15U, 18U & 20U - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

45.4. MATCH PENALTY

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

45.5. GAME MISCONDUCT PENALTY

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

RULE 46 FIGHTING

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

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

Any player who is deemed to be a willing participant in a fight will be assessed a Major Penalty (“Fighting”) plus a Game Misconduct Penalty.

46.3. INSTIGATOR / INITIATOR

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

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

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

46.4 AGGRESSOR

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

A Player must be deemed the “Aggressor” when they have clearly won the “fight”, but they continue throwing and landing punches in a further attempt to inflict punishment and/or injury on their opponent who is no longer in a position to defend themselves.

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

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



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

46.5. DANGEROUS PUNCHER – “SUCKER PUNCHER”

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

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

46.6. DEFENDER – UNWILLING COMBATANT

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

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

46.7. THIRD PLAYER IN

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

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

Supplementary discipline required under IIHF Rules 46.9, 46.10 & 46.11 will be determined by a review of the completed and signed IIHF Referee Game Report by the IHA.

RULE 47 HEAD-BUTTING

47.1. HEAD-BUTTING

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

47.2. DOUBLE-MINOR PENALTY

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

47.3. MAJOR PENALTY

The Referee, at their discretion, shall assess a Major Penalty to a Player guilty who “head-butts” an opponent. Refer to Rule 47.5 for an additional Game Misconduct Penalty.

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

47.4. MATCH PENALTY

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



47.5. GAME MISCONDUCT PENALTY

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

RULE 48 ILLEGAL CHECK TO THE HEAD OR NECK

48.1. ILLEGAL CHECK TO THE HEAD OR NECK

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

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

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

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

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

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

(I) A Player who directs a hit of any sort, with any part of their body or equipment, to the head or neck of an opposing Player or drives or forces the head of an opposing Player into the protective glass or boards using any part of their upper body.

(II) A Player who extends and directs any part of their upper body to contact the head or neck of an opponent.

(III) A Player who extends their body upward or outward in order to reach their opponent or uses any part of the upper body to contact an opponent’s head or neck.

(IV) A Player who jumps (leaves their skates) to deliver a blow to the head or neck of an opponent.

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

(V) Whether the Player attempted to hit squarely through the opponent’s body and the head was not “picked” as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck.

(VI) Whether the opponent put themselves in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.

(VII) Whether the opponent materially changed the position of their body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

The above three circumstance would warrant a Minor Penalty, in all other instances a Major Penalty or Match Penalty will be assessed.

48.2. MINOR PENALTY

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

A Minor Penalty CANNOT be assessed for this infraction in 13U & AWIHL. Any player assessed a penalty for illegal check to the head or neck will receive Match Penalty.

48.3. MAJOR PENALTY

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

48.4. GAME MISCONDUCT PENALTY

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



48.5. MATCH PENALTY

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

RULE 49 KICKING

49.1. KICKING

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

49.3. MATCH PENALTY

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

The act of kicking is defined by the motion not the contact, as no contact is required to assess a Match Penalty contact made with other parts of the leg as a result of a kicking motion will be penalised under this rule.

RULE 50 KNEEING

50.1. KNEEING

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

50.2. MINOR PENALTY

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

50.3. MAJOR PENALTY

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

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

50.4. MATCH PENALTY

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

50.5. GAME MISCONDUCT PENALTY

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



RULE 51 ROUGHING

51.1. ROUGHING

Roughing is a punching or slamming motion with or without the glove on the hand, normally directed at the head or face of an opponent, or if a Player intentionally removes an opponent's helmet during play.

Roughing is a minor altercation that is not worthy of a Major Penalty to either participant.

51.2. MINOR PENALTY

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

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

Co-incident 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. 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 scum or altercations considered violent. Any action worthy of a Major Penalty

must be penalised under **IIHF Rule 46 Fighting**.

51.3. MATCH PENALTY

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

RULE 52 SLEW-FOOTING

52.1. SLEW-FOOTING

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

52.2. MATCH PENALTY

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

RULE 53 THROWING EQUIPMENT

53.4. MISCONDUCT PENALTY

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

53.5. GAME MISCONDUCT PENALTY

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

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

53.6. MATCH PENALTY

The Referee, at their discretion, may assess a Match Penalty if a Player's action of "throwing a stick or any other object" or piece of equipment at an opposing Player, Coach or team personnel could result in injury to the opponent. Note: Such assessment of reckless endangerment shall be based on the severity of the infraction and the general reprehensibility involved.



When determining if a player throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area, no considerations should be given to the differing facilities. In incidents where protective netting is in use and equipment fails to contain the item within the Playing Area the appropriate penalty must still be assessed.

RULE 54 HOLDING

54.1. HOLDING

Any action by a Player that restrains or impedes the progress of an opposing Player whether or not they are in possession of the puck.

54.2. MINOR PENALTY

A Minor Penalty shall be imposed on a Player who holds an opponent by using their hands, arms or legs.

A Player is permitted to use their arm in a strength move, by blocking their opponent, provided they have "body position" and are not using their hands in a holding manner, when doing so.

A Player is not permitted to hold an opponent's stick. A Minor Penalty shall be assessed to a Player who holds an opponent's stick (assessed and announced as "holding the stick"). A Player is permitted to protect themselves by defending against an opponent's stick.

They must immediately release the stick and allow the Player to resume normal play.

When a "free hand" is used to hold, pull, tug, grab or physically restrain an opponent from moving "freely", this must be penalized as "holding". The "free hand" may be used by a Player to "fend off" an opponent or their stick but may not be used to hold an opponent's stick or body.

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.

RULE 55 HOOKING

55.1. HOOKING

Hooking is the act of using the stick in a manner that enables a Player to restrain an opponent. If the stick goes against the opponent's hands / or near the opponent's hands, it shall be penalized as "hooking".

When a Player is checking another in such a way that there is only stick-to-stick contact, such action is not to be penalized as "hooking".

55.2. MINOR PENALTY

A Minor Penalty shall be imposed on a Player who impedes the progress of an opponent by "hooking" with their stick.

A Minor Penalty for "hooking" shall be assessed to any Player who uses the shaft of the stick above the upper hand to hold or hook an opponent.

55.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "hooking" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 55.4 for the criteria for an additional Game Misconduct Penalty.



55.4. GAME MISCONDUCT

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

A Player who does not have “body position” on their opponent, who uses their stick (either the blade or the shaft, including the butt-end of the shaft) to impede or prevent their opponent from moving “freely” on the ice shall be assessed a “hooking” penalty.

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.

RULE 56 INTERFERENCE

56.2. MINOR PENALTY

A Minor Penalty for “interference” shall be assessed:

(I) On a Player who interferes with or impedes the progress of an opponent who is not in “possession” of the puck;

(II) On a Player who restrains an opponent who is attempting to “fore-check”;

(III) On any Player who deliberately checks an opponent, including the Goalkeeper, who is “not or no longer deemed in possession” of the puck (“late-hit”);

(IV) On a Player who shall cause an opponent who is not in “possession” of the puck to be forced off-side, causing a stoppage in play. If this action causes a delayed off-side (and not necessarily a stoppage in play), then the application of a penalty for “interference” is subject to the judgment of the Referee;

(V) On a Player who deliberately “knocks” the stick out of an opponent’s hand or prevents a Player who has dropped their stick or any other piece of equipment from regaining “possession” of it,

(VI) On a Player who “knocks or shoots” any abandoned or broken stick or illegal puck or other debris towards an opposing

*puck carrier in a manner that could cause them to be distracted; **Rule 53 – Throwing Equipment;***

(VII) On any identifiable Player on the Players’ Bench or Penalty Box who, by means of their stick or their body, interferes with the movements of the puck or any opponent on the ice during the progress of the play;

(VIII) On any Player about to come onto the ice who plays the puck while one or both skates are still on the Players’ or Penalty Box.

56.3. BENCH MINOR PENALTY

A Bench Minor Penalty shall be assessed when an unidentifiable Player on the Players’ Bench or Penalty Box or any Coach or team personnel who, by means of their stick or their body, interferes with the movements of the puck or any opponent on the ice during the progress of the play.

56.4. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “interference” on an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 56.6 for the criteria for an additional Game Misconduct Penalty.

56.5. MATCH PENALTY

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

56.6. GAME MISCONDUCT PENALTY

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



56.7. "PENALTY SHOT"

When a Player in control of the puck in the Neutral or Attacking Zone and having no other opponent to pass than the Goalkeeper is interfered with by a stick or any part thereof or any other object or piece of equipment thrown or shot by any member of the defending Team including the Coach or team personnel, a "Penalty Shot" shall be awarded to the non-offending Team.

When a Coach or non-playing Team Personnel is guilty of such an act, they shall receive a Game misconduct penalty and be ordered to the Dressing Room. The incident will be reported to the Proper Authorities for possible further disciplinary action.

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.

1. 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.
2. 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 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.

RULE 57 TRIPPING

57.1. TRIPPING

A Player shall not place the stick, or any part of their body in such a manner that causes their opponent to trip or fall.

Accidental trips which occur simultaneously with a completed play will not be penalized.

Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized.

57.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the severity of the infraction, to any Player who place their stick or any part of their body in such a manner that it shall cause their opponent to trip and fall.

57.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "tripping" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 57.5 for the criteria for an additional Game Misconduct Penalty.

57.4. MATCH PENALTY

The Referee shall, at their discretion, assess a Match Penalty if, in their judgment, the Player's action was likely to result in injury to the opponent by "tripping".

Note: If the Referee classifies the foul committed to be serious and severe based on the degree of force, violence and reckless endangerment, they shall assess a Match Penalty.

A Match Penalty may be assessed based on this judgment even if the foul does not result in an injury.

57.5. GAME MISCONDUCT PENALTY

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



RULE 58 BUTT-ENDING

58.1. BUTT-ENDING

The action whereby a Player uses the shaft of the stick, above the upper hand, to check an opposing Player in any manner or jabs or attempts to jab an opposing Player with this part of the stick, whether contact is made or not.

58.2. DOUBLE-MINOR PENALTY

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

58.3. MAJOR PENALTY

The Referee, at their discretion, shall assess a Major Penalty to a Player who “butt-ends” an opponent. Refer to Rule 58.5 for an additional Game Misconduct Penalty.

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

58.4. MATCH PENALTY

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

58.5. GAME MISCONDUCT PENALTY

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

RULE 59 CROSS-CHECKING

59.1. CROSS-CHECKING

The act of using the shaft of the stick between the two hands to forcefully check an opponent.

59.2. MINOR PENALTY

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

59.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “cross-checking” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 59.5 for an additional Game Misconduct Penalty.

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

59.4. MATCH PENALTY

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

59.5. GAME MISCONDUCT PENALTY

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



RULE 60 HIGH-STICKING

60.1. HIGH-STICKING

A “high stick” is one which is carried above the height of the opponent’s shoulders. Players must be in control and responsible for their stick. However, a Player is permitted “accidental contact” on an opponent if the act is committed as a normal “windup or follow through” of a “shooting motion”, or “accidental contact” on the opposing center who is bent over during the course of a “face-off”.

A wild swing at a bouncing puck would not be considered a normal “windup or follow through” and any contact to an opponent above the height of the shoulders shall be penalized accordingly.

60.2. MINOR PENALTY

Any contact made by a stick on an opponent above the shoulders is prohibited and a Minor Penalty shall be imposed.

60.3. DOUBLE-MINOR PENALTY

When a Player carries or holds any part of their stick above the shoulders and makes contact with their opponent’s neck, face or head so that “injury results”, in the manner of drawing blood or otherwise, the Referee shall assess a Double-minor Penalty.

The Linesperson shall stop play immediately and report to the Referees when it is apparent that an injury has resulted from a “high-stick” that has gone undetected by the Referees and requires the assessment of a Double-minor Penalty. Blood does not have to be visible to consider it an injury. Blood flowing is not the only determining factor. For example, an injury caused by a high stick to the face could have one of the following characteristics: severe bruising, abrasions, a welt, cutting of the skin or damage to teeth by the high stick.

60.4. MATCH PENALTY

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

RULE 61 SLASHING

61.1. SLASHING

Slashing is the act of a Player swinging their stick at an opponent, whether contact is made or not. “Non-aggressive” stick contact to the pant or front of the shin pads, should not be penalized as slashing. Any forceful or powerful chop with the stick on an opponent’s body, the opponent’s stick, or on or near the opponent’s hands that, in the judgment of the Referee, is not an attempt to play the puck, shall be penalized as slashing.

61.2. MINOR PENALTY

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

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.

61.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “slashing” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty. Refer to Rule 61.5 for an additional



Game Misconduct Penalty.

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

61.4. MATCH PENALTY

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

61.5. GAME MISCONDUCT PENALTY

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

RULE 62 SPEARING

62.1. SPEARING

Spearing shall mean stabbing an opponent with the point / toe of the stick blade, whether contact is made or not.

62.2. DOUBLE-MINOR PENALTY

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

62.3. MAJOR PENALTY

The Referee, at their discretion, shall assess a Major Penalty to a Player guilty who “spears” an opponent. Refer to Rule 62.5 for an additional Game Misconduct Penalty.

Applicable in ALL GRADES - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

62.4. MATCH PENALTY

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

62.5. GAME MISCONDUCT PENALTY

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

RULE 63 DELAYING THE GAME

63.2. MINOR PENALTY

(II) On any Player who deliberately shoots or bats (using their hand or stick) the puck outside the playing area (from anywhere on the ice surface) during the play or after a stoppage of play;

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.

(III) On any Player who shoots or bats (using their hand or stick) the puck directly (non-deflected) out of the playing surface from their Defending Zone, except where there is no Protective Glass.

The determining factor shall be the position of the puck when it was shot or batted by the offending Player. If contact with the puck occurs while the puck is inside the Defending Zone, and subsequently goes out of play, the Minor Penalty shall be assessed. When the puck is shot over the Protective Glass “behind” the Players’ Bench, the penalty will be assessed.

Note: When the puck is shot into the Players’ Bench, the penalty will not apply. When the puck goes out of the playing area directly off a “face-off”, no penalty shall be assessed;



(VIII) On a Goalkeeper who plays the puck outside of the Designated Area behind the net. The determining factor shall be the position of the puck. Note: The Minor Penalty will not be assessed when a Goalkeeper plays the puck while maintaining skate contact with the Goal Crease.

Not applicable in an IHA championship or tournament event unless all the rinks participating in the event have Goalkeeper Restricted Area, a trapezoidal, markings on the ice.

63.8. NO LINE CHANGE

In the event the Goal Post is displaced accidentally by a defending Player causing a stoppage in play, the ensuing "face-off" shall be conducted at one of the End Zone Face-off Spots in the Defending Zone. The offending Team shall not be permitted to make any Player substitutions prior to the "face-off".

However, a Team shall be permitted to make a Player substitution to replace a Goalkeeper who had been substituted for an extra attacker, to replace an injured Player, or when a penalty has been assessed which affects the "on-ice strength" of either Team.

In the event the puck is shot into the End Zone by the attacking Team from their own side of the Center Line, and the opposing Goalkeeper freezes the puck resulting in a stoppage of play, the ensuing "face-off" shall be conducted at one of the End Zone Face-off Spots in the Goalkeeper's Defending Zone.

The defending Team shall not be permitted to make any player substitutions prior to the "face-off".

However, a Team shall be permitted to make a Player substitution to replace an injured Player, or when a penalty has been assessed which affects the "on-ice strength" of either Team.

In addition, for both situations outlined in this section, for the ensuing "face-off" in the Defending Zone, the attacking Team will have the choice of which End Zone Face-off Spot the "face-off" will take place.

RULE 64 DIVING / EMBELLISHMENT

64.1. DIVING / EMBELLISHMENT

Any Player who "blatantly dives", "embellishes" a fall or a reaction, or who "feigns an injury" shall be penalized with a Minor Penalty under this rule.

A Goalkeeper who deliberately initiates contact with an attacking Player other than to establish position in the crease, or who otherwise acts to create the appearance of other than "incidental contact" with an attacking Player, is subject to the assessment of a Minor Penalty for "diving / embellishment".

Note: "Diving" is the action of a Player trying to draw a penalty against an opponent while "embellishment" means that the victim makes the impression of a foul look "bigger" than it really is, even though a foul has been committed.

64.2. MINOR PENALTY

A Minor Penalty shall be imposed on a Player who attempts to draw a penalty by their actions ("diving / embellishment").

RULE 65 EQUIPMENT

This rule is not applicable to equipment covered in **RULE 102 WOMEN'S HOCKEY - SPECIFIC EQUIPMENT RULES** or in **RULE 202 MEN'S JUNIOR HOCKEY – SPECIFIC EQUIPMENT RULE**.

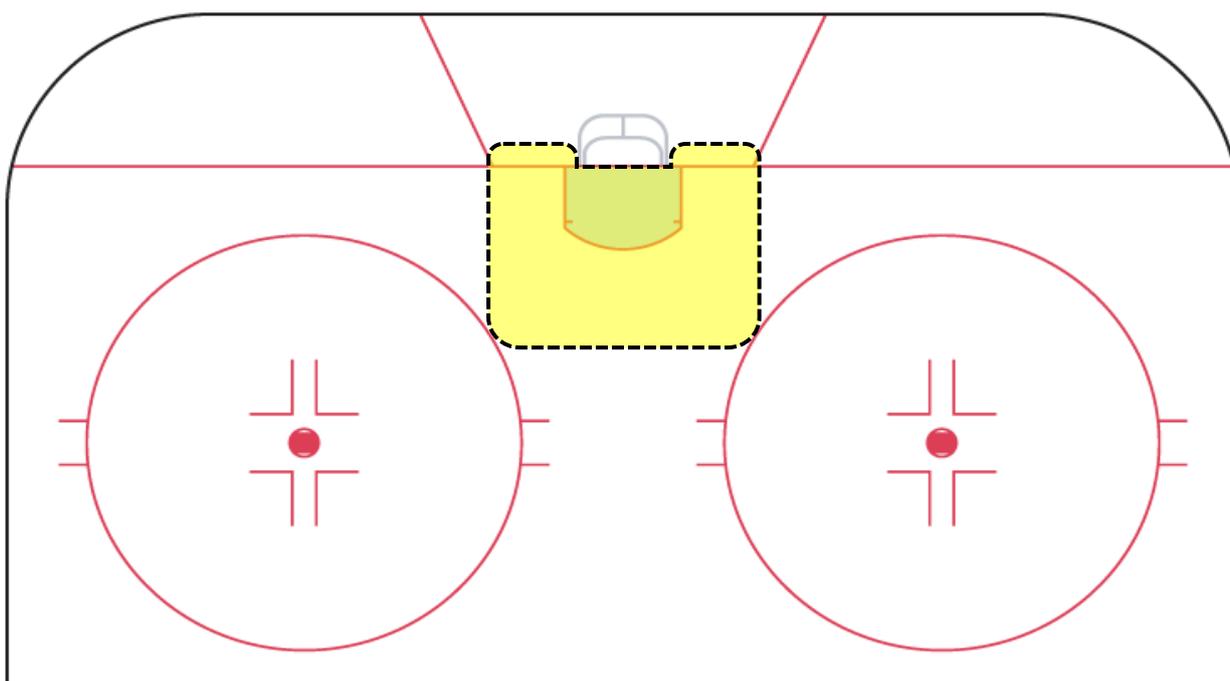
RULE 67 HANDLING PUCK

67.3. MINOR PENALTY – GOALKEEPER

A “Delay of Game” penalty shall be assessed to a Goalkeeper who:

- (1) Holds the puck with their hands for longer than three (3) seconds unless they are actually being “checked / pressured” by an opponent;

A goalkeeper is ONLY permitted to freeze the puck when within the highlighted area; and when under pressure. Pressure is determined as an attacking player between the goaltender and any defensive player, or below the hash marks.



67.6. DISALLOWED GOAL

When the puck enters the net on a “clear deflection” off a glove, the goal shall be allowed.

RULE 69 INTERFERENCE ON THE GOALKEEPER

69.1. INTERFERENCE ON THE GOALKEEPER

If an attacking Player is in the Goal Crease and does not leave immediately, the Referee has the possibility to stop the game and the subsequent “face-off” shall take place at the nearest Neutral Zone Face-off Spot outside the Attacking Zone of the offending Team.

69.7. REBOUNDS AND LOOSE PUCKS

In the event a Goalkeeper has been pushed into the net together with the puck by an attacking Player after making a stop, the goal will be disallowed. If applicable, appropriate penalties will be assessed.

If, however, in the opinion of the Referee, the attacking Player was pushed or otherwise fouled by a defending Player causing the Goalkeeper to be pushed into the net together with the puck, the goal can be permitted.

It should be noted that the above rule definitions allow for a level of judgment of the situation to be applied by the referee/referees.



RULE 75 UNSPORTSMANLIKE CONDUCT

75.5. GAME MISCONDUCT PENALTY

Game Misconduct penalties shall be assessed under this rule for the following infractions:

(II) Any Player, Coach or team personnel who uses obscene gestures, racial slurs or taunts or sexual remarks, during or after the game, on or off the ice and any location while in the arena and its connected premises. The Referee shall report the circumstances to the Proper Authorities for further disciplinary action.

IHA has a strict ZERO TOLERANCE policy to the use of obscene gestures, racial slurs or taunts or sexual remarks and must be penalised and reported in all instances.

75.6. REPORTS

It is the responsibility of all Game Officials to send a report to the Proper Authorities setting out the full details concerning the use of obscene gestures, racial slurs or taunts or sexual remarks or language by any Player, Coach, team personnel or other Team official.

RULE 76 FACE-OFFS

76.2. FACE-OFF LOCATIONS

When Players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one Team, the ensuing "face-off" shall be conducted at one of the two (2) Face-off Spots in the offending Team's Defending Zone.

There are only three (3) exceptions to this application:

*(I) when a penalty is assessed after the scoring of a goal – "face-off" shall be conducted at Center ice;
(II) when a penalty is assessed at the end (or start) of a period – "face-off" shall be conducted at Center ice;
(III) or when the defending Team is penalized, and the attacking Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle – "face-off" shall be conducted in the Neutral Zone.*

Following a stoppage of play, should one or both defensemen who are the "point Players" or any Player coming from the Players' Bench of the attacking Team, enter into the Attacking Zone beyond the outer edge of the End Zone Face-off Circle during an altercation, "gathering or scrum", the ensuing "face-off" shall take place in the Neutral Zone near the Blue Line of the defending Team.

This rule also applies when an "icing", an "intentional off-side", or a "high-sticking the puck" violation (by the Team of greater numerical strength of its opponent) has occurred, and the ensuing "face-off" is to be in the offending Team's Defending Zone.

The Team awarded the "Power-Play" will have the choice of which End Zone spot the "face-off" will take place at to start the "Power- Play".

The standard for a face-off is fast and fair

If a Player received a warning for a "face-off" violation, they must come into position quickly or risk having the puck dropped by the Linesperson without the Player being set or will result in a Bench Minor Penalty for "Delay of Game" for a second "face-off" violation during the same "face-off".

Players who are late to the "face-off" location and therefore in an off-side position for the ensuing "face-off" will be warned once in the game by the Referee.

This warning will also be given to the offending Team's Coach. In this situation, the offending Team's center will not receive a warning for a "face-off" violation. Any subsequent violation shall result in a Bench Minor Penalty for "Delay of Game" being assessed to the offending Team. This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Slow Proceeding to Face-off Location.



76.7. FACE-OFF PROCEDURE – LINE CHANGES

Should an On-ice Official notice that the defending Team has not placed enough Players on the ice for the ensuing “face-off”, the Referee in the Neutral Zone shall be notified and they will instruct the offending Team to place another Player(s) on the ice.

Should an On-ice Official notice that the attacking Team has not placed enough Players on the ice for the ensuing “face-off”, the Linesperson will proceed with conducting the “face-off” in the normal manner. The attacking Team must ensure they put the appropriate number of Players on the ice at all times.

Should a face-off be taken with greater than appropriate number of Players, on either the attacking or defending team, a Bench Minor Penalty for “too many Players on the ice” shall NOT be assessed.

RULE 78 GOALS

78.4. SCORING A GOAL

If an attacking Player has the puck deflect into the net, off their skate or body, in any manner, the goal shall be allowed. 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.

78.5. DISALLOWED GOALS

Apparent goals shall be disallowed by the Referee for the following reasons:

(I) When the puck has been kicked using a distinct kicking motion

RULE 81 ICING

The Linesperson must first determine that the puck will cross the Goal Line. Once the Linesperson determines that the puck will cross the Goal Line, “icing” is completed upon the determination as to which Player (attacking or defending) would first touch the puck.

This decision by the Linesperson will be made by no later than the instant the first Player reaches the End Zone “face-off” dots with the Player’s skate being the determining factor.

The Linesperson 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 Linesperson 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 82 LINE CHANGES

82.2. LINE CHANGE – PROCEDURE

Following a stoppage of play, the Referee will enforce the following line change procedure once they have determined that this procedure may begin:

(I) The Referee shall give the visiting Team up to five (5) seconds to make its line change.

(II) The Referee shall raise their hand to indicate no further changes by the visiting Team and to commence the Home Team’s line change.

(III) The Referee shall give the Home Team up to eight (8) seconds to make its line change.

In the event that no line change is made by either team in a stoppage of play the Referee shall complete the Line Change Procedure as quickly as allowable, ensuring the Linesperson are in position for the face-off.



RULE 83 OFF-SIDE

83.1. OFF-SIDE

A Player is on-side when either of their skates are in contact with the Blue Line, or on their "own side" of the line, at the instant the puck completely crosses the leading edge of the Blue Line. On their "own side" of the line shall be defined by a "plane" of the Blue Line which shall extend from the leading edge of the Blue Line upwards.

83.3. DELAYED OFF-SIDE

If, during a "Delayed Off-side", an attacking Player in the Attacking Zone elects to proceed to their Players' Bench (which extends into the Attacking Zone) to be replaced by a Teammate, they shall be considered to have cleared the zone when both skates are off the ice and the Linesperson judges them to have left the playing surface.

83.7. INTENTIONAL OFF-SIDE

An "intentional off-side" is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either Team is "short-handed".

If in the opinion of the Linesperson, an "intentional off-side" play has been made, the puck shall be "faced-off" at the end Face-off Spot in the Defending Zone of the offending Team.

If, while an "off-side call is delayed", a Player of the offending Team deliberately touches the puck to create a stoppage of play, the Linesperson will signal an "intentional off-side".

If, in the judgement of the Linesperson, the attacking Player(s) are making an effort to exit the Attacking Zone and are in close proximity to the Blue Line at the time the puck is shot into the zone, the play will not be deemed to be an "intentional off-side".

RULE 101 WOMEN'S HOCKEY - SPECIFIC PLAYING RULES

101.1. ILLEGAL HIT IN WOMEN'S HOCKEY

In Women's Hockey "bodychecking" is allowed when there is a clear intention of playing the puck or attempting to "gain possession" of the puck with the exception from the situation described in the rule "illegal hit".

If two (2) Players are in pursuit of the puck, they are reasonably allowed to push and lean into each other provided that "possession of the puck" remains the sole object of the two (2) Players.

A Player that is checking an opponent described in this rule will be assessed one of a:

(I) Minor Penalty (2')

(II) Major Penalty (5') and automatic Game Misconduct Penalty

(III) Match Penalty (MP)

The above rule is applicable in 13U & AWIHL.

While the IIHF Rule Book refers to Bodychecking being allowable in Women's Hockey, the IHA interpretation of this term is Body "Competitive" Contact.

RULE 102 WOMEN'S HOCKEY - SPECIFIC EQUIPMENT RULES

102.1. FACIAL PROTECTION – WOMEN'S HOCKEY "ADULT" – AGE CATEGORY

All Players in the "Adult" age category must wear a full-face protection (full-visor, or cage facial protection), properly fixed to the helmet.

102.2. FACIAL PROTECTION – WOMEN'S HOCKEY "UNDER 18" AND "UNDER-AGED" CATEGORY

All Players in the "U18" age category must wear a full-face protection (full-visor, or cage facial protection), properly fixed to the helmet.



102.6. NECK- AND THROAT PROTECTORS – WOMEN’S HOCKEY “UNDER 18” AND “UNDER-AGED” CATEGORY

All Players must wear a certified Neck- and Throat Protection.

102.7. HELMET / EAR-PROTECTION – WOMEN’S HOCKEY “ADULT” – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

102.8. HELMET / EAR-PROTECTION – WOMEN’S HOCKEY “UNDER 18” AND “UNDER-AGED” – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

102.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT *The Game Officials on the ice will respond appropriately if a Player on the ice is wearing her protection equipment not in accordance with the rules (e.g., face protection not properly attached, etc.).*

The Game Officials will then take the offending Player to the appropriate Player’s Bench and issue a warning to the Team through the Coach. The Game Officials shall also inform the other Team at the same time and warn them as well. Both teams are now warned that Players requested to wear the protection equipment properly.

The next Player found not to be wearing the protection equipment not in accordance with the rule shall be penalized with a ten (10) minute Misconduct Penalty.

RULE 202 MEN’S JUNIOR HOCKEY – SPECIFIC EQUIPMENT RULES

Players who play in adult categories but are of the age as “Under 20” and “Under 18” categories must wear the appropriate protective equipment of these U20 and U18 categories in accordance with the specific rules.

202.1. FACIAL PROTECTION – MEN’S JUNIOR HOCKEY “UNDER 20” – AGE CATEGORY

All Players participating in the "Under 20" age category must wear at least a visor as a face-protection, properly fixed to the helmet.

It must extend down in such a fashion as to ensure adequate eye protection, to cover the eyes and nose in its entirety. It must be fixed to the helmet along the sides such that it cannot be flipped up.

202.2. FACIAL PROTECTION – MEN’S JUNIOR HOCKEY “UNDER 18” – AGE CATEGORY

All Players participating in the "Under 18" age category must wear a full-face protection (full-visor or cage), properly fixed to the helmet. It must be fixed to the helmet along the sides such that it cannot be flipped up.

202.3. MOUTHGUARD – MEN’S JUNIOR HOCKEY “UNDER 20” – AGE CATEGORY

All Players in the “Under 20” age category must wear a mouthguard, preferably of the custom-made variety, if they are not wearing a full-face protection (full-visor or cage).

202.4. MOUTHGUARD – MEN’S JUNIOR HOCKEY “UNDER 18” – AGE CATEGORY

It is strongly recommended that all Players in the "Under 18" age category wear a mouthguard, preferably custom-made. There is no obligation to wear as they wear a full-face protection (full visor or cage).

202.5. NECK- AND THROAT PROTECTORS – MEN’S JUNIOR HOCKEY “UNDER 20” – AGE CATEGORY

All Players must wear a certified Neck- and Throat Protection.

202.6. NECK- AND THROAT PROTECTORS – MEN’S JUNIOR HOCKEY “UNDER 18” – AGE CATEGORY

All Players must wear a certified Neck- and Throat Protection.

202.7. HELMET / EAR-PROTECTION – MEN’S JUNIOR HOCKEY “UNDER 20” – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

202.8. HELMET / EAR-PROTECTION – MEN’S JUNIOR HOCKEY “UNDER 18” – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

202.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT



The Game Officials on the ice will respond appropriately if a player on the ice is not wearing their protection equipment in accordance with the rules (e.g., visor pushed up, face protection not properly attached, removed ear-protection, etc.).

The Game Officials on the ice will respond appropriately when a Player who is required to wear a mouthguard is obviously not wearing it while on the ice. The Game Officials will then take the offending Player to the appropriate Player's Bench and issue a warning to the Team through the Coach. The Game Officials shall also inform the other Team and warn them as well. Both teams are now warned that Players requested to wear the protection equipment properly.

The next Player found not to be wearing the protection equipment not in accordance with the rule shall be penalized with a ten-minute (10') Misconduct Penalty.

SPECIFIC EQUIPMENT RULES SUMMARY

Specific equipment rules apply to ALL players based on their age, applicable in any grade/category they play.

All Players in 18U Age Category (no older than eighteen (18) years of age, on December 31st):

All Players must wear full-face protection (full-visor or cage).

All Players must wear certified Neck and Throat Protection.

All Players must wear the ear-protection, attached to their helmets.

Male Players 20U Age Category (no older than twenty (20) years of age, on December 31st):

All Players must wear at least a visor.

All Players who wear a visor must wear a Mouth Guard.

All Players must wear certified Neck and Throat Protection.

All Players must wear the ear-protection, attached to their helmets.

Male Players 21 Years and Over (no younger than twenty-one (21) years of age, on December 31st):

All Players must wear at least a visor.

Female Players 19 Years and Over (no younger than nineteen (19) years of age, on December 31st):

All Players must wear full-face protection (full-visor or cage).

All Players must wear the ear-protection, attached to their helmets.

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.

SUMMARY OF PENALTIES

IIHF Rule	Minor (2')	Double Minor (2'+2')	Misconduct (10')	Major (5')	Game Misc. (20')	Major & Game Misc. (5'+20')	Match (25')
RULE 39 ABUSE OF OFFICIALS	✓	✗	✓	✗	✓	✗	✗
RULE 40 PHYSICAL ABUSE OF OFFICIALS	✗	✗	✗	✗	✓	✗	✗
RULE 41 BOARDING	✓	✗	✗	✓	✗	✓	✓
RULE 42 CHARGING	✓	✗	✗	✓	✗	✓	✓
RULE 43 CHECKING FROM BEHIND	✗	✗	✗	✗	✗	✓	✓
RULE 44 CLIPPING	✓	✗	✗	✗	✗	✓	✓
RULE 45 ELBOWING	✓	✗	✗	✓	✗	✓	✓
RULE 47 HEAD-BUTTING	✗	✓	✗	✗	✗	✓	✓
RULE 48 ILLEGAL CHECK TO THE HEAD OR NECK	✓	✗	✗	✗	✗	✗	✓
RULE 49 KICKING	✗	✗	✗	✗	✗	✗	✓
RULE 50 KNEEING	✓	✗	✗	✗	✗	✓	✓
RULE 51 ROUGHING	✓	✗	✗	✗	✗	✗	✓
RULE 52 SLEW-FOOTING	✗	✗	✗	✗	✗	✗	✓
RULE 53 THROWING EQUIPMENT	✓	✗	✓	✗	✓	✗	✓
RULE 54 HOLDING	✓	✗	✗	✗	✗	✗	✗
RULE 55 HOOKING	✓	✗	✗	✓	✗	✓	✗
RULE 56 INTERFERENCE	✓	✗	✗	✓	✗	✓	✓
RULE 57 TRIPPING	✓	✗	✗	✓	✗	✓	✓
RULE 58 BUTT-ENDING	✗	✓	✗	✗	✗	✓	✓
RULE 59 CROSS-CHECKING	✓	✗	✗	✗	✗	✓	✓
RULE 60 HIGH-STICK	✓	✓	✗	✗	✗	✗	✓
RULE 61 SLASHING	✓	✗	✗	✗	✗	✓	✓
RULE 62 SPEARING	✗	✓	✗	✗	✗	✓	✓
RULE 63 DELAYING THE GAME	✓	✗	✗	✗	✗	✗	✗
RULE 64 DIVING / EMBELLISHMENT	✓	✗	✗	✗	✗	✗	✗
RULE 65 EQUIPMENT	✓	✗	✗	✗	✗	✗	✗

IHA CASEBOOK 2022
OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



IIHF Rule	Minor (2')	Double Minor (2'+2')	Misconduct (10')	Major (5')	Game Misc. (20')	Major & Game Misc. (5'+20')	Match (25')
RULE 67 HANDLING PUCK	✓	✗	✗	✗	✗	✗	✗
RULE 68 ILLEGAL SUBSTITUTION	✓	✗	✗	✗	✗	✗	✗
RULE 69 INTERFERENCE ON THE GOALKEEPER	✓	✗	✗	✓	✗	✗	✗
RULE 70 LEAVING PLAYERS BENCH/PENALTY BOX	✓	✗	✗	✗	✓	✗	✗
RULE 73 REFUSING TO START PLAY	✓	✗	✗	✗	✗	✗	✗
RULE 74 TOO MANY PLAYERS ON THE ICE	✓	✗	✗	✗	✗	✗	✗
RULE 75 UNSPORTSMANLIKE CONDUCT	✓	✗	✓	✗	✓	✗	✗
RULE 101 WOMEN'S HOCKEY	✓	✗	✗	✗	✗	✓	✓

Applicable in 13U, 15U, 18U & 20U - Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.