1.6 – If a player slides into the net but is fully over the goal line they will still be considered in the crease. The 5 second count would not start until after they have left, and if they prevent the scoring of a goal while fully in the net a penalty shot would still apply.

2.7.b – Some rinks in parts of the country don't have showers or toilets and we don't want it to be a protest situation.

5.1 Weight – Added a standard weight range. Much like some of the fine measurements of the stick, mainly lands and grooves 1 mm measurement, we won't have a scale, but provides recourse should something be well out of spec and prevent teams from practicing with and then using a lighter or heavier ring.

5.3.b – Previous wording of skates that may cause injury was too broad as all skates could cause injury.

6.1 – A lot of talk about moving to 4 periods at the AA level. Decided it couldn't be done this year. Next year it is listed as should, meaning it is up to the PSO,LSO & tournaments what they choose to play, similar to the current structure with some playing 23, 20, 18 or 15 minute periods.

8.2 – Note was moved to the rule, plus a change to accommodate 4 periods

8.5 – The best way to explain this is through examples. If a goalie throws the ring over the blue line and it is deflected by or off a teammate of the goalie and across their attacking blue line we would now signal a TBL. Similar if B1 passes the ring from the defending to centre zone, B1 then contacts but doesn't control the ring in the centre zone, and in the process knocks the ring into the attacking zone, TBL would be signaled.

8.6.g – Rule hasn't changed, this was simply a correction to the wording to be more accurate

8.6.g(2) – Five second count no longer drops when the ring and excess player contact the FPL. Delayed violation goes all the way to the blue line.

8.8.d – Added rule to match existing case. No change to interpretation.

10.2.a – If the ring now hits the mesh over the glass or a player (or team staff member) in the bench but returns to the playing area (before the whistle is blown to stop play) we award a goalie ring instead of a defensive free pass when appropriate.

10.2.b – Added wording for 4 periods. Please note this is regulation and doesn't affect overtime

10.4.b – When play is stopped due to a penalty it will be an attacking zone free pass.

10.4.b(1) – If a penalty causes a violation it would still be an attacking zone free pass for the non-penalized team.

10.4.b(2) – If, while we have a penalty on delay, the team receiving the penalty – knocks the net off, loses a helmet, deflects the ring out of play etc it would still be an attacking zone free pass for the non-penalized team.

10.4.c – Aligns with the penalty change

10.4.d (3) – Some examples of this are – falling into the crease and preventing the goalie from getting the ring out in 5 seconds – team not taking the free pass contacting the ring before it leaves the free pass circle which causes 5 seconds to expire or the ring to come to rest in the other half of the circle. A general rule when looking at whether the contact with the goalie directly causes the opponent to commit a violation is, if there was contact while the goalie and the ring are in the crease, and the goalie continues to make an attempt to get the ring into play (or is physically prevented from being able to) but fails to do so the rule would apply. If the goalie makes no continued attempt to get the ring into play, the rule would not apply.

11.1.a – Although this should go without saying, after adding a goal can't be scored after the whistle, as request was made to add game clock expiry as well. But as a penalty shot can happen at the end of the game we needed the exception.

12.2.c – This is not a change to the way we call things, the section while in a position to be stick checked was added to clarify that if the player is away from their opponents (not in a position to be stick checked) the violation would not apply.

13.1.c – This aligns with changes made in the last edition and how it has always been called.

14.5.i – Wouldn't apply if goalie is injured or potentially if they are demonstrating their mask is broken etc.

14.5.u – Aligns with jumping on the ring, if they are doing it to take away a scoring opportunity it can be an immediate penalty with no warning. If they think it is on the line and are playing it, it doesn't have to be an immediate penalty.

14.5.v – Player no longer needs to physically enter the restricted area. Most common was on a delayed penalty, penalized team reaches over to get a stoppage with no impact. This can now be a penalty with no warning required.

12.2.h & 14.7.a – Stick above the shoulder but more than a stick length away from an on ice participate is no longer a penalty but a violation. This is usually seen as a reaction to the goalie throwing the ring over someone's head and they raise their stick in reaction. If nobody is around them it is now a violation.

17.1.a – No longer needs to be both intentional and aggressive if deemed reckless. This is not likely a major change as is how many already call it. A standard definition of reckless is – doing something dangerous and not worrying about the risks and possible results.

17.1.d – Slew footing is now an automatic major penalty. This would get reported as a major trip.

18.1.f – Match penalty if player can't protect themselves after being hit from behind. You will likely know it if you see it (hopefully you won't). In this situation the likely first thing to hit the boards, post or crossbar will be the players face or head in a lot of situations.

19.3.a(4) - Fixed a loophole if they send the goalie back on the ice without pulling the player off. Excess player must still be on the ice when the save is made for this ruling to apply.

22.5.e(2) – If player slides out of the crease while making the save after the shot is taken it is okay.

M16.b & M.18.c – Premature stick check or contact without control on two blue line we will signal the violation when the check happens but count doesn't start until non-offending team contacts or controls the ring.