

The Ringette Philosophy

Ringette is a mass participation team sport that encourages the physical, mental, social, and moral development of individual participants within the highest standards of safety, sportsmanship, personal excellence, and enjoyment.

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Ringette Canada is a founding member of the International Ringette Federation.



Ce document est aussi disponible en français.

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- The late Agnes Jacks, for her dedication as a devoted ambassador of the game.
- The society of Directors of Municipal Recreation of Ontario, for originally endorsing the game.
- The Ontario Ringette Association, for nurturing the rules in the early years, for leadership in rules development, and for cooperating in the purchase of the copyright of the Official Rules by Ringette Canada to make them available nationally.
- Steve Moritsugu for re-writing the Official Rules of Ringette in 1999 and incorporating the rule changes in that edition.
- Steve Blacklock, Leo McQuaid, Ted Moritsugu and Ron Gallinger for updating and incorporating rule changes into previous editions of the Official Rules of Ringette.

Some sections herein were originally adapted from the Official Hockey Rules of the Canadian Hockey Association

Any reproduction of the **Official Rules and Case Book of Ringette**, in whole or in part, without the written consent of Ringette Canada is strictly forbidden.

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Introduction to the Official Rules and Case Book of Ringette

These are the Official Rules of Ringette. These rules shall be used to play Ringette games that are directly under the jurisdiction of Ringette Canada.

The members of Ringette Canada have approved these rules. Changes to the Official Rules are made through the rule change procedure that is detailed in the Policy Manual of Ringette Canada.

It is very difficult to create a set of rules that covers every possible situation that may arise during the course of a game. As well, under certain circumstances, one rule will take precedence over another. The Official Rules are supplemented by Case situations to provide clarification of the rules, detailing official rule interpretations, and explaining on-ice officials' procedures.

Knowledge of the rules does not necessarily make one proficient in their application. In order to learn to apply the rules intelligently and consistently, it is recommended that all on-ice officials attend the National Officials' Certification Program officiating clinics offered through the provincial and territorial associations.

Any queries regarding rules and rule interpretations should be addressed to your provincial Director / Chair of Officials, or to Ringette Canada.

Format

The Official Rules and Case Book has been modified to incorporate the approved playing rule changes for 2015-2017, as well as rule interpretations that have been issued by Ringette Canada.

This book follows the format where every rule is written, with the applicable cases and rulings following.

Rules are printed **bold** in Times New Roman font.
Cases are printed in Arial font.

Not every rule has an associated case, while many rules have multiple cases. In some instances, cases have been separated and listed following distinct subparagraphs of the rules; in other instances, all of the cases associated with a rule follow the last subparagraph of that rule.

Refer to cases by their associated rule and case number.

Cases and rulings that have been added or substantively altered, to reflect the approved playing rule changes for 2015-2017 and rule interpretations that have been issued by Ringette Canada, have been highlighted by sidebars, like this paragraph. Editorial changes are not highlighted.

– Definitions

Section 1 – Definitions

- 1.1** Acting Goalkeeper (AGK). The AGK is the skater acting in the position of goalkeeper during goalkeeper substitution.
- 1.2** Batting the Ring. The ring is batted when a player intentionally moves the hand or arm to make contact with the ring, and makes such contact while the hand or arm is in motion.
- 1.3** Control. Control of the ring is gained when:
- 1.3.a** a skater places the stick into the ring, propels the ring with the stick, or bats or kicks the ring.
- 1.3.b** a goalkeeper, within the goal crease, prevents the ring from entering the net and the ring comes to rest inside or contacting the goal crease.
- 1.3.c** a goalkeeper, while not preventing the ring from entering the net, propels the ring with the stick, or bats or kicks the ring.
- 1.3.d** the ring comes to rest inside or contacting the goal crease.

NOTE: *For the free pass and goalkeeper ring, the team awarded the ring is deemed to be in control of the ring until it exits the free pass circle or crease.*

Case 1: A delayed violation or penalty infraction is being assessed against Team A. Play is ongoing. A1 places the stick into the ring, propels the ring with the stick, or bats or kicks the ring.

Ruling 1: Play is stopped when A1 gains control of the ring in one of these manners.

Case 2: A delayed violation or penalty infraction is being assessed against Team A. Play is ongoing. Skater A1 places their stick horizontally along the ice. B1 shoots the ring along the ice, hitting A1's stationary stick.

Ruling 2: Play continues until Team A gains control of the ring. The ring merely contacting A1's stick is not control by A1.

– Definitions

Case 3: A delayed violation or penalty infraction is being assessed against Team A. Play is ongoing. B1 shoots the ring at Team A's net. A2, the goalkeeper (who is inside the crease):

- attempts to catch the ring but deflects it into the goal.
- catches the ring.
- knocks the ring to the ice, where the ring stops in the crease.
- redirects the ring away from the net and back into play outside the crease.

Ruling 3:

- Goal. A2 did not gain control of the ring, so play was not stopped prior to the goal.
- Play is stopped immediately.
- Play is stopped when the ring comes to rest inside or contacting the crease.
- Play continues.

Comment: *During the delayed calling of an infraction against a team in their defending zone, the on-ice official should be especially careful to allow play to finish completely (i.e. control to be clearly established by the defending team) prior to stopping play. This is particularly important when the ring is shot on net. If the goalkeeper deflects the ring but it goes into the net, it is obvious that the goalkeeper did not have control of the ring. However, as soon as the on-ice official blows the whistle, play is stopped. If the ring enters the net after the whistle is blown, no goal shall be counted.*

1.4 **Deflection**

1.4.a **Deflection by a player occurs when any part of the body or equipment is intentionally placed in a stationary position to redirect the ring.**

1.4.b **Deflection off a player occurs when the ring is unintentionally redirected by any part of the body or equipment, whether the player is in motion or not.**

NOTE: *Deflections by or off a player is not considered control.*

1.5 **Goalkeeper. A goalkeeper is a specially equipped player, who has unique privileges to prevent the ring from entering the net.**

1.6 **Goalkeeper Ring. A goalkeeper ring is the awarding of the ring to the defending goalkeeper in lieu of a defending zone free pass.**

1.7 **Goalkeeper Substitution. Goalkeeper substitution is the replacement on the ice of the goalkeeper by a skater.**

– Definitions

- 1.8 **Kicking the Ring.** The ring is kicked when a player intentionally moves the foot or leg to make contact with the ring, and makes such contact while the foot or leg is in motion.
- 1.9 **Playing End of the Stick.** The playing end of the stick is the lower one third of the total length of the Ringette stick, measured from the tip upwards toward the butt end.
- 1.10 **Possession.** The player / team that last contacted or controlled the ring has possession of the ring.

NOTE: *The definition of possession ensures that a team is always considered to “own” the ring.*

- 1.11 **Prohibited Area.** A prohibited area is a portion of the rink in which a player may not legally participate in play.

Comment: *Prohibited areas include:*

- a. *the restricted area, for those skaters in excess of the maximum number permitted inside.*
- b. *the attacking zone, for goalkeepers.*
- c. *the goal crease, for skaters.*
- d. *the free pass circle, during a free pass, for all players except the player taking the free pass until the ring is entirely outside the free pass circle.*

- 1.12 **Restricted Area.** The restricted area is the portion of the rink in each end zone extending from the end boards to, but not including, the free play line. Only a limited number of skaters are permitted to participate in play in this area.

Comment: *The restricted area does not include the free play line. A ring in contact with the free play line is considered to be outside the restricted area, since it is playable by all skaters.*

- 1.13 **Skater.** A skater is a player other than a goalkeeper.
- 1.14 **Zone.** The central portion of the rink between the blue lines is the “centre zone”; the portion furthest from a team’s defended goal is their “attacking zone”; and the closest portion is their “defending zone”. Collectively, the attacking and defending zones are known as the “end zones”. Each zone includes the entire blue line(s) bounding it.

– Playing Area

Section 2 – Playing Area

2.1 Ringette is played on an area of ice called a “rink”.

2.2 Lighting. The rink shall be lighted adequately so that the participants and spectators may conveniently follow play.

2.3 Rink Dimensions

2.3.a As nearly as possible, the dimensions of a new rink are recommended to be 60.96m (200 ft.) long and 25.91m (85 ft.) wide. The corners shall be rounded in the arc of a circle with a radius of 8.53m (28 ft.).

2.3.b The rink shall be enclosed by boards, which may be constructed of wood, plastic, or any other similar material. Measured from the surface of the ice, the boards shall be no less than 1.02m (3 ft. 4 in.) and no more than 1.22m (4 ft.) in height. The surface of the boards facing the ice shall be white and shall be free from any obstruction or object that may cause injury to players. The base plate shall be light in colour and no more than 30.48cm (12 in.) in height.

NOTE: *It is recommended that glass, plexi-glass, or other similar material be mounted to the top of the boards, flush to the ice surface, to assist in the prevention of rings going into the spectator areas. Any fixtures used to hold the glass or similar material in position shall be mounted on the boards on the side away from the ice surface.*

2.4 Signal and Timing Devices

2.4.a The rink shall have a buzzer, siren, gong, or similar sound device to be used by the timekeeper.

2.4.b The rink shall have some form of clock in order that the participants and spectators may be accurately informed as to the time remaining in the game. Where a clock with more than one face is used, the clock face directly opposite the timekeeper shall govern the time of the game.

NOTE: *The game clock should be capable of displaying the penalty time remaining to be served by up to two players per team.*

– **Playing Area**

2.5 Players' Benches

- 2.5.a** Indoor rinks, and outdoor rinks if possible, shall have seats or a bench for the use of each team, to be known as the “players’ benches”. Each players’ bench shall accommodate at least twelve players and shall be located immediately alongside the ice in the centre zone, as near as possible to the centre of the rink and convenient to the dressing rooms. Whenever possible, a walking space of 91.44cm (3 ft.) shall be left open behind the players’ benches.
- 2.5.b** The gates to the players’ benches shall be constructed to open away from the ice surface.

2.6 Penalty Bench

- 2.6.a** Indoor rinks, and outdoor rinks if possible, shall have seats or a bench to accommodate eight people, known as the “penalty bench”. The penalty bench shall be used for the seating of penalized players, the timekeeper, and the scorekeeper.

NOTE: *The penalty bench should be located on the opposite side of the rink from the players’ benches, or if this is not possible, at least 6.10m (20 ft.) from both players’ benches.*

- 2.6.b** There shall be two gates to the penalty bench, constructed to open away from the ice surface. Adequate arrangements shall be made to physically separate members of the opposing teams. Where the penalty bench gates are located at unequal distances from the centre of the rink, the gate closest to the centre of the rink shall be designated for the visiting team.

2.7 Dressing Rooms

- 2.7.a** Each team shall be provided with a separate dressing room, equipped with a toilet and shower.
- 2.7.b** The on-ice officials shall be provided with a separate dressing room, equipped with a toilet and shower.

- 2.8 Dangerous Objects.** It is the prerogative of an on-ice official to remove, or to have removed, any object connected with the facilities or the personal apparel of the players or their equipment that is dangerous.

– Rink Markings

Section 3 – Rink Markings

- 3.1 **Goal Lines.** Red lines 5.08cm (2 in.) wide shall be marked on the ice parallel to the end boards, 3.35m (11 ft.) from each end of the rink. Each line, known as the “goal line”, shall extend across the ice surface and continue vertically on the boards. Where rinks do not conform to this goal line measurement, a distance of no less than 3.20m (10 ft. 6 in.) is permitted. On rinks over 60.96m (200 ft.) in length, the goal lines may be up to 4.57m (15 ft.) from the end boards.
- 3.2 **Blue Lines.** On rinks 56.39m (185 ft.) or more in length blue lines 30.48cm (12 in.) wide shall be marked on the ice parallel to the goal lines positioned as nearly as possible to 19.50m (64 ft.) from each goal line. Each line, known as the “blue line”, shall extend across the ice surface and continue vertically on the boards. On rinks less than 56.39m (185 ft.) in length, the blue lines shall be positioned as nearly as possible so that they divide the area between the goal lines into three equal parts.
- 3.3 **Free Pass Circles**
- 3.3.a A circular red line 5.08cm (2 in.) wide, with a radius of 4.57m (15 ft.), shall be marked on the ice around the exact centre of the ice surface. This circle shall be known as the “centre zone free pass circle”.
- 3.3.b In each end zone, two circular red lines 5.08cm (2 in.) wide, with a radius of 4.57m (15 ft.), shall be marked on the ice. The centres of the circles shall be located 6.09m (20 ft.) from the goal line, 6.71m (22 ft.) on each side of the straight line bisecting the rink from end boards to end boards. These circles shall be known as the “end zone free pass circles”.
- 3.3.c On rinks under 22.90m (75 ft.) in width, the end zone free pass circles shall be reduced in diameter so that they do not overlap. A minimum distance of 60.96cm (2 ft.) from the adjacent side boards shall be maintained.
- 3.3.d Each free pass circle should be bisected by a blue line 5.08cm (2 in.) wide, parallel to the goal lines. A blue dot with a diameter of 30.48cm (12 in.) should be marked at the centre of each half circle.

– Rink Markings

3.4 Free Play Lines. Red lines 5.08cm (2 in.) wide shall be marked on the ice parallel to the blue lines, completely overlapping the end zone free pass circles at the point on each circle closest to the blue line. Each line, known as the “free play line”, shall extend across the ice surface and continue vertically on the boards.

3.5 Goal Net

3.5.a On the centre of the goal line, midway between the side boards, goal posts and nets shall be placed with the posts resting on the goal line.

3.5.a (1) For the U12 and younger age divisions, the goal nets must be completely free moving.

3.5.a (2) For the U14 and older age divisions, the goal nets may be either free moving or stabilized by the use of magnetic anchors or a similar system. Should the nets be stabilized, they must remain easily moveable from their regular position when minimal force is applied.

Comment: *The determination of whether the nets will be free moving or stabilized shall be made by the on-ice officials.*

3.5.b The goal posts shall be 5.08cm (2 in.) in diameter and 1.83m (6 ft.) apart, measured from the inside of the posts. They shall extend 1.21m (4 ft.) vertically from the ice surface and a cross bar of the same material shall be securely fastened horizontally from the top of one post to the top of the other post.

3.5.c A net shall be attached to the back of the goal posts and cross bar.

3.5.d The goal posts, cross bar, and the exterior surface of other supporting framework shall be painted red. The surface of the base plate and supports inside the goal net should be painted a light colour.

– Rink Markings

3.6 Goal Crease

- 3.6.a** A semi-circular blue line 5.08cm (2 in.) wide, with a radius of 2.43m (8 ft.), shall be marked on the ice in front of each goal net. The semi-circle shall be drawn from a spot located on the centre of the goal line, midway between the side boards.
- 3.6.b** The area enclosed by the semi-circle, including the semi-circular line and the portion of the goal line connecting the ends of that line, shall be known as the “goal crease”.

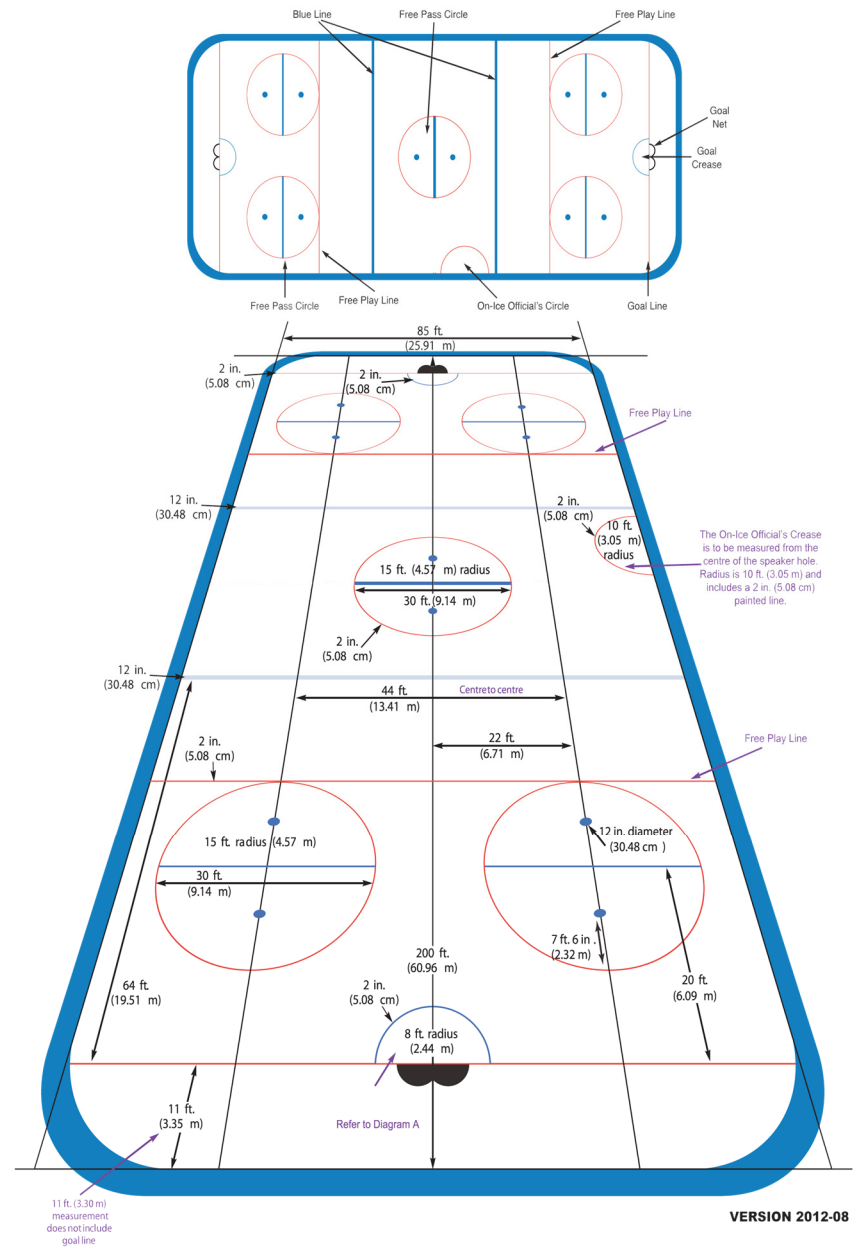
3.7 On-Ice Officials’ Crease. A semi-circular red line 5.08cm (2 in.) wide, with a radius of 3.05m (10 ft.), should be marked on the ice immediately in front of the timekeeper’s seat. The enclosed area, including the line, shall be known as the “on-ice officials’ crease”.

Case 1: The necessary lines are not marked on the ice.

Ruling 1: The game may be played on any ice surface available, providing it can be marked as described in the rules above. When permanent blue lines or free play lines are not available, temporary lines should be used. The goal crease must be marked, as safety is of paramount importance. In areas where permanent lines are not permitted, they may be spray painted on the ice just prior to the game or games; the ice resurfacers will remove them completely.

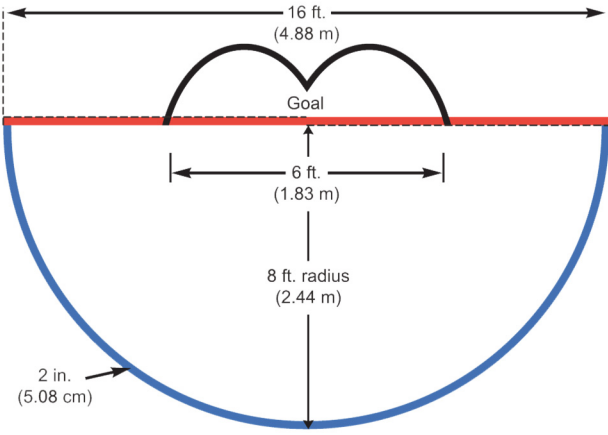
– Rink Markings

Rink Layout

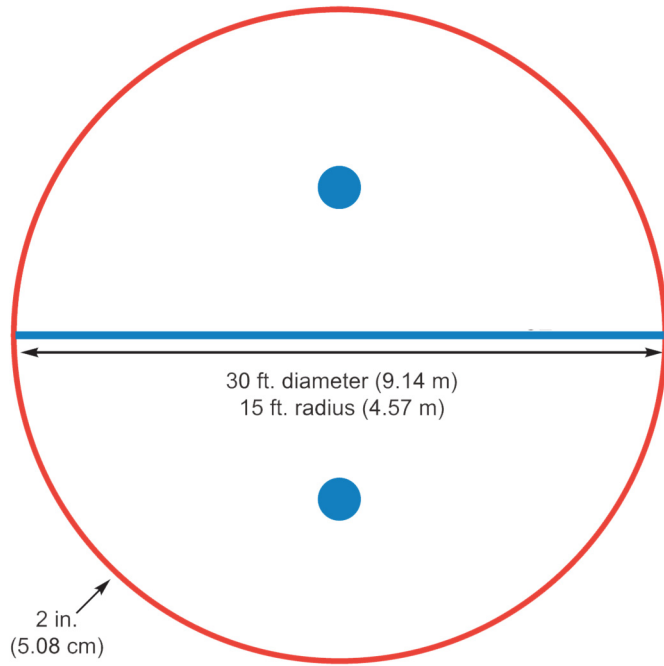


- Rink Markings

The Goal Crease



Free Pass Circle



– Dress of Players

Section 4 – Dress of Players

4.1 **Players of the same team, including goalkeepers, must wear identically coloured sweaters or tops. Snug fitting clothing must be worn which cover the arms and legs.**

Case 1: A1 comes onto the ice during a stoppage in play, wearing very loose fitting pants, the bottoms of which are not secured.

Ruling 1: A1 must return to the players' bench to either tie or tape the cuffs of the pants. The game must not be delayed while this is done. When the pants are properly fastened, A1 may re-enter the game. No penalty is assessed. A1 simply may not play until properly dressed.

Comment: *The requirement for snug fitting clothing is intended to reduce the danger of other players' sticks or skates becoming entangled in the uniform. The determination of what constitutes a loose fitting uniform pant cuff, and therefore needs to be secured, is entirely the decision of the on-ice official. Safety is the primary consideration.*

Case 2: A1 comes onto the ice during a stoppage in play, with their sweater rolled up, exposing bare forearms.

Ruling 2: A1 must return to the players' bench to adjust their sweater so it covers their forearms. The game must not be delayed while this is done. When the sweater is properly adjusted, A1 may re-enter the game. No penalty is assessed. A1 simply may not play until properly dressed.

Case 3: Team A's goalkeeper comes out to play the game with bare legs under their goalkeeper's pads.

Ruling 3: Team A's goalkeeper must return to the players' bench and cover their legs with snug fitting clothing under their goalkeeper's pads. The game must not be delayed while this is done. No penalty is assessed. A1 simply may not play until properly dressed.

Case 4: Play is ongoing; Team A has control of the ring. B1's sock comes undone to expose the back of their leg.

Ruling 4: B1 commits a violation when skin becomes exposed. If B1 is still on the ice, play is stopped when Team B gains control of the ring. B1 must return to the players' bench to replace the required clothing.

Case 5: Team B's goalkeeper is wearing a sweater that is the same base colour as the sweaters of Team A.

– Dress of Players

Ruling 5: Team B's goalkeeper must change their sweater to a colour that does not match with Team A.

Comment: *Each goalkeeper should wear a sweater that is the same colour as their teammates'. If the goalkeepers' sweater is the same colour as the other teams' sweaters, it would be difficult for the on-ice officials to indicate possession direction on stoppages in play or to rule on two blue line pass situations, since the goalkeeper's sweater colour is used as a reference.*

4.2 Each player must wear a clearly visible individual number on both the back and the right front of their sweater. The number shall be a maximum of two digits and must contrast in colour with the sweater. The back number must be at least 15.24cm (6 in.) in height and the front number must be at least 7.62cm (3 in.) in height. A number different than that on the sweater may not appear elsewhere on the uniform.

NOTE: *The requirement for contrasting colour numbers of a minimum size on the front and back of the uniform top is to assist the on-ice officials in administering the game. If the numbers do not meet the requirements, but do not hinder the on-ice officials ability to officiate the game, the game may be played.*

Case 1: A1 and A2 have the same uniform number.

Ruling 1: Each player must wear a different uniform number. One of A1 or A2 must change numbers. Sweater numbers may be temporarily amended with "securely attached" adhesive tape.

4.3 The visiting team is responsible for changing its sweaters if the colours of the competing teams conflict. The decision to change sweaters is the responsibility of the on-ice officials.

4.4 Jewellery, such as wristwatches, rings, earrings, bracelets, and necklaces (other than Medic Alert), or other items judged to be dangerous by an on-ice official shall not be worn by on-ice participants, during the game.

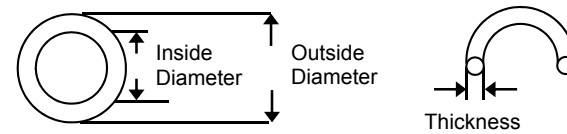
Case 1: Team A has control of the ring. An on-ice official notices that A1 is wearing a necklace, earrings, or a stud through their lip.

Ruling 1: A1 has committed a violation in accordance with Rule 12.2.e. Play is stopped immediately and Team B is awarded a free pass. A1 must return to the players' bench and remove the jewellery. The game must not be delayed while this is done.

– Equipment

Section 5 – Equipment

5.1 Ring



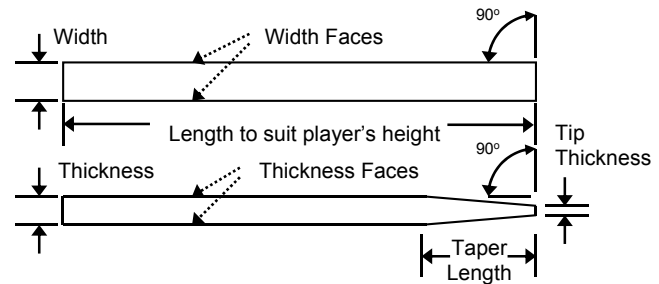
The Ringette Canada approved pneumatic ring shall comply with the following dimensions:

Inside diameter: Shall be at least 10.70cm (4.21 in.)
Shall not exceed 11.30cm (4.45 in.)

Outside diameter: Shall be at least 16.30cm (6.42 in.)
Shall not exceed 16.80cm (6.61 in.)

Thickness: Shall be at least 2.50cm (0.98 in.)
Shall not exceed 2.90cm (1.14 in.)

5.2 Ringette Stick



5.2.a Skaters may only use a Ringette stick. Skaters cannot use a goalkeeper's stick.

5.2.b The Ringette stick may be made of wood, plastic, aluminum or any similar material. In the case of composite sticks that employ more than one material in their construction, only shafts and tips that are specifically manufactured for each other may be used.

NOTE: For composite sticks consisting of two or more replaceable pieces, each piece must be identified with a manufacturer marking signifying that they are specifically manufactured for each other.

– Equipment

NOTE: *A stick can be painted. However, if it is commercially manufactured, the make and model must still be visible. Should the make and model not be visible, the stick will be deemed to be illegal. under 5.2 b.*

5.2.c Both ends of the stick must be free of cracks and splinters. If the surface of the stick is textured, the difference between the lands and grooves must not exceed 1mm (0.04 in.) Tape may not be added to the playing end of the stick.

5.2.d Width. The width of the shaft must not be less than 27mm (1.06 in.) nor more than 35mm (1.38 in.). The width faces of the stick must form two straight parallel planes from end to end.

5.2.e Thickness. The thickness of the shaft must not be less than 17.5mm (0.69 in.) nor more than 25mm (0.98 in.). The thickness faces of the stick must form two straight parallel planes except at the playing end, which, if tapered, must be symmetrical and formed of straight faces. If the taper is multi-faceted, the angle between faces must not be less than 150°. The taper length must not be more than 250mm (9.84 in.) from the tip.

5.2.f Tip. The thickness of the tip at the playing end must not be less than 12mm (0.47 in.). The tip of the playing end of the stick must be at 90° to the parallel portions of the thickness and width faces. Lands and grooves are not required to be at 90° to the parallel portions of the thickness and width faces.

5.2.g Length. The maximum length of the Ringette stick depends upon the height of the player. Measured while the player is standing on skates with the arm extended at 90° to the body, the maximum length of the stick is from the ice to the height of the underarm.

Case 1: Team A has control of the ring. The on-ice official notices that A1 is playing with a composite stick with an incompatible shaft and tip.

Ruling 1: A1 has committed a violation in accordance with Rule 12.2.f. Play is stopped immediately and Team B is awarded a free pass. The requirement for the shaft and tip of composite sticks to be specifically manufactured for each other is designed to enhance player safety.

– Equipment

- Case 2: A request for a stick measurement on the playing end of A1's stick regarding one of rule 5.2.b through rule 5.2.f is made during a stoppage in play by team B. The stick is measured and found to comply with the required measurements. The stick is:
- A commercially manufactured stick
 - A non-commercially manufactured stick
 - A commercially manufactured stick that has been modified after manufacturing (i.e. not length adjustment, normal wear and tear or repairs of normal wear and tear)
- Ruling 2:
- Legal. A minor penalty for delay of game is assessed to team B.
 - Legal. A minor penalty for delay of game is assessed to team B.
 - Illegal. It is not permissible to modify a manufactured stick with the exception of its length. A minor penalty for delay of game is assessed to A1.

5.3 Skates

5.3.a All on-ice participants must wear ice skates.

5.3.b Skates must be of the tube type or have the blade moulded in plastic. Toe picks are not permitted. Tube type skates must have heel guards.

5.4 Protective Equipment: General

5.4.a All protective equipment except gloves, helmet and facial protector, neck protector, and goalkeeper's pads must be worn entirely under the uniform.

5.4.b The game may not be delayed to adjust player equipment with the exception that the goalkeeper's equipment may be adjusted at the discretion of an on-ice official.

Case 1: Play is stopped. Skater A1's skate is undone. As the on-ice official prepares to blow the whistle to resume play, A1 kneels down to tie the skate.

Ruling 1: The on-ice official shall not delay the start of play. A1 must be replaced on the ice.

Case 2: During a stoppage in play, B1 replaces B2. Both players stop beside the boards at the players' bench to exchange sticks, gloves, and helmets. Team B's coach asks the on-ice official to wait until B1 is ready.

– Equipment

- Ruling 2: The game shall not be delayed. B1 and B2 must immediately leave the ice. The on-ice official shall refuse the request and instruct the coach to put another player into the game. If there is no other player available, Team B may play shorthanded until B1 is properly equipped and ready to participate in play.
- Case 3: B1, the goalkeeper, notices that a goal pad strap has come undone.
- a. At the first stoppage in play, B1 skates to the nearest on-ice official and requests permission to adjust the strap.
 - b. During play, B1 calls to the nearest on-ice official to stop play so that the strap can be adjusted.
- Ruling 3:
- a. The on-ice official should allow the game to be delayed to permit B1 to adjust the strap.
 - b. The on-ice official must wait until there is a stoppage in play before allowing B1 time to adjust the strap.

5.5 Helmet and Facial Protector

- 5.5.a All on-ice participants must wear a CSA certified hockey helmet, with proper chinstrap affixed.**
- 5.5.b Skaters must wear a CSA certified Type A or Type B (formerly Type 5 or Type 6) facial protector that is certified to be worn with their helmet.**

NOTE: *An internal mouth guard is recommended.*

- Case 1: Skater A1 begins the game wearing a facial protector that is not certified to be worn with their helmet.
- Ruling 1: A1 is not permitted to play until properly equipped. No penalty need be assessed, unless the player returns to the ice wearing the illegal equipment.

5.6 Neck Protector. All players must wear a BNQ approved neck protector.

5.7 Gloves

- 5.7.a All players must wear gloves that fully cover the hands and that have two layers of material on the back with some type of protective padding material in between.**
- 5.7.b Palmless gloves and gloves that expose the dorsal aspect (underside) of the wrist to the risk of injury are prohibited.**

– Equipment

Case 1: A1 is wearing:
a. woollen mittens.
b. down-filled mittens or gloves.

Ruling 1: In both cases, A1 will not be permitted to participate in play until equipped with a suitable pair of gloves.
a. There is only one layer of material, so the gloves are illegal.
b. The down between the inner and outer layers is not protective padding, so the gloves are illegal.

Comment: *A protective glove that, as a result of wear, has small or insignificant holes in the palm need not be removed from play. However, should such holes compromise the safety of a player, that player should not be ed to use the glove*

5.8 Knee, Shin and Elbow Pads. All players must wear knee, shin and elbow pads. A plastic shell, or similar hard shell protection, is required in all knee protectors (goalkeepers excluded).

5.9 Pelvic Protection. All players must wear hip, tailbone, and genital protection.

5.10 Goalkeeper Equipment

5.10.a No player other than a goalkeeper may use or wear equipment specifically designed for goalkeeper use.

5.10.b With the exception of the skates and stick, all equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any equipment or contrivance that would give the goalkeeper undue assistance in keeping goal.

5.10.c Goalkeepers must wear either a CSA certified hockey helmet with a CSA certified Type A or Type B (formerly Type 5 or Type 6) facial protector that is certified to be worn with their helmet, or a CSA certified Type C (formerly Type 3/5) (goalkeeper specific) head and facial protector.

5.10.d In addition to the protective equipment listed above (rules 5.5 to 5.9), Goalkeepers must wear goalkeeper's pads and a chest protector.

5.10.e Goalkeepers may wear a catching glove, blocker(s), goalkeeper's skates, and a free moving polyethylene throat protector (in addition to the BNQ approved neck protector).

– Equipment

Comment: *Gloves are required to protect players' hands and fingers. In the case of the goalkeeper, gloves offer protection from sticks and skates, particularly in the act of playing the ring on or near the goal crease line. Therefore, the gloves worn by the goalkeeper must be fully padded (with protective material) on the back of both the hand and fingers, and the palm of the hand must be completely covered.*

NOTE: *Goalkeeper Equipment referenced in 5.10.d and 5.10.e must be manufactured for on-ice play.*

5.10.f Goalkeeper's Stick. Goalkeepers may only use a goalkeeper's stick. Goalkeepers cannot use a Ringette stick.

5.10.f (1) The blade of the goalkeeper's stick must not be less than 7.62cm (3 in.) nor more than 8.89cm (3.5 in.) in width at any point except the heel, where it must not exceed 11.43cm (4.5 in.) in width. It must not exceed 39.37cm (15.5 in.) in length from the heel to the end of the blade.

5.10.f (2) The widened portion of the goalkeeper's stick extending up the shaft from the blade must not exceed 66.04cm (26 in.) from the heel and must not exceed 8.89cm (3.5 in.) in width.

Case 1: Team A has control of the ring in Team B's defending zone. In attempting to stop a shot on goal, Team B's goalkeeper, B1, drops the goalkeeper's stick. The goalkeeper's stick slides into the corner. B2 hands their Ringette stick to B1 outside the crease.

Ruling 1: The goalkeeper may not play with a Ringette stick. A delayed Minor penalty is signalled.

Case 2: Team A's goalkeeper comes onto the ice during a stoppage in play with:
a. Goalkeeper pads manufactured for street hockey.
b. A blocker manufactured for street hockey.

Ruling 2:
a. Team A's goalkeeper may not participate in play unless properly equipped. They must return to the player's bench to put on goalkeeper pads manufactured for on-ice play, without delay
b. Team A's goalkeeper may not participate in play unless properly equipped. They must put on a blocker manufactured for on-ice play or another glove fitting the requirements of section 5.7, without delay

– Equipment

5.10.g Goalkeeper's Pads. Goalkeeper's pads must not exceed 30.48cm (12 in.) in width and shall not be altered in any way.

5.10.h Goalkeeper's Blocker. Protective padding attached to the back of, or forming part of, the goalkeeper's blocker must not exceed 20.32cm (8 in.) in width and must not exceed 40.64cm (16 in.) in length.

5.10.i Goalkeeper's Catching Glove

5.10.i (1) The base of the goalkeeper's catching glove must not exceed 22.86cm (9 in.) in width, including any attachments added to it. The length of the goalkeeper's catching glove must not exceed 40.64cm (16 in.).

5.10.i (2) The lacing, webbing, or other material joining the thumb and index finger must not exceed the minimum amount of material necessary to fill that gap when the thumb and index finger are fully extended and spread.

5.10.i (3) The maximum circumference of the legal goalkeeper's catching glove is 52 in.

5.10.i (4) The maximum width at any one point of the legal goalkeeper's catching glove is 13 in.

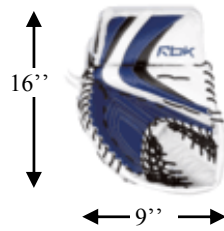
Comment: A ringette specific hybrid blocker/catching glove that fits the above specifications may be used in lieu of a regular catching glove. This hybrid may not be used in lieu of a blocker unless it fits the blocker specifications.

– Equipment

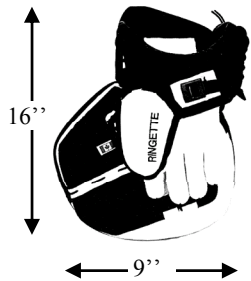
BLOCKER



CATCHING GLOVE



HYBRID GLOVE



GOALKEEPER'S PADS



5.11 Equipment Measurements

5.11.a Equipment measurements are carried out only on request by a team through a captain, alternate captain, or team staff member at a stoppage in play. The specific dimension of the stick or goalkeeper's pads, blocker, or catching glove to be measured (e.g. tip, width, length) or stick component compatibility issue must be identified at the time of the request.

Comment: *On-ice officials must use discretion when reacting to requests for equipment checks. On-ice officials are encouraged to accommodate requests that are reasonable, however, checking protective equipment at every request could lead to excessive delays in the game.*

– Equipment

- 5.11.b** The measurement shall be conducted immediately, at the on-ice officials' crease. The goalkeeper's pads, blocker, or catching glove shall be measured with the goalkeeper wearing the equipment.
- 5.11.c** Only one measurement shall be permitted per team per stoppage in play.
- 5.11.d** If the equipment measured is within specifications, the requesting team shall be assessed a Delay of Game penalty.
- 5.11.e** If the equipment measured is not within specifications, the offending player shall be assessed a Delay of Game penalty. An illegal stick, unless it is only too long for that skater, shall be removed from the game. The player serving the penalty must take a legal stick to the penalty bench. In the case of goalkeeper equipment, the illegal pads, blocker, or catching glove may not be used unless they are adjusted and made legal.

NOTE: *The stoppage was caused by some other event, so the result of the equipment measurement does not affect the awarding of the free pass to resume play.*

- Case 1: Team A requests a measurement of the tip of the playing end of B1's Ringette stick. The stick is measured and:
- the tip is legal.
 - the tip is smaller than the minimum allowable thickness.
- Ruling 1: If an equipment measurement is requested, either one team or the other will be assessed a Delay of Game penalty.
- Team A is assessed a Delay of Game penalty.
 - B1 is assessed a Delay of Game penalty. The stick is illegal and must be removed from the game. B1 must take another legal stick to the penalty bench.
- Case 2: Team B requests a measurement of the length of A1's Ringette stick. A1's stick is too long.
- Ruling 2: A1 is assessed a Delay of Game penalty and must take another legal stick to the penalty bench. A1's original stick may be legal for use by a taller teammate, so it does not have to be removed from the game.
- Case 3: A1 scores a goal. After the goal has been scored, Team B requests a measurement of A1's Ringette stick. The stick is illegal.

– Equipment

- Ruling 3: The goal is allowed, as it happened during legal play. The stick was measured and determined to be illegal after the goal was scored. A1 is assessed a Delay of Game penalty and must take another legal stick to the penalty bench.
- Case 4: Team A requests a measurement of the blade of Team B's goalkeeper's stick. The stick is illegal.
- Ruling 4: Team B's goalkeeper is assessed a Delay of Game penalty, which is served by a teammate. The illegal stick must be removed from the game. Team B's goalkeeper may play with another legal goalkeeper's stick.
- Case 5: Team B requests a measurement of the width of the goalkeeper's pads worn by Team A's goalkeeper, A1. The pads are too wide.
- Ruling 5: A1 is assessed a Delay of Game penalty, which is served by a teammate. A1's goalkeeper pads may be replaced, or the pads may be adjusted (bound with tape or string, for example) and made legal, an alternate goalkeeper may replace A1 on the ice or Team A may use an AGK.
- Case 6: During a stoppage in play, Team A requests that the on-ice official check whether B1 is wearing a BNQ approved neck protector.
- a. B1 is not wearing a neck protector.
 - b. B1 is wearing a BNQ approved neck protector.
- Ruling 6: No penalty is necessary for either team, as an equipment measurement was not requested.
- a. B1 may not participate in play unless properly equipped. B1 must put on a BNQ approved neck protector. If B1 participates in play again while improperly equipped, that player would be assessed a Delay of Game penalty
 - b. No violation.

– Game Time

Section 6 – Game Time

6.1 A regulation game shall consist of two twenty-minute periods of actual playing time (stop time) in the U16 and older age divisions. Two fifteen-minute periods shall be allowed for each game in the U14 and younger age divisions.

6.2 Should two periods of the above duration not be possible, then two equal length periods shall be played.

Case 1: Team A is late appearing on the ice for a game. There are only 35 minutes of ice time remaining.

Ruling 1: As long as the two teams agree to play the game, the on-ice officials will rule on the length of the periods of play. Two periods must be played and they must be of equal length. In this case, two 10 minute stop time periods could be played, leaving time between periods to change ends. Team A's tardiness should be noted by the on-ice officials on the Official Game Report and reported to the league or tournament officials.

6.3 Overtime shall be at the discretion of the tournament organizers or the local governing body.

NOTE: *It is recommended that overtime periods be of the same length as regulation periods. Overtime periods are considered part of the same game and any penalty that has not expired at the end of regulation time remains in effect.*

Comment: *The free pass award to begin overtime is determined by the tossing of a coin by the on-ice officials. A captain from each team meets at the on-ice officials' crease. The on-ice official tosses the coin and the captain of the home team calls "heads" or "tails" while the coin is in the air. The team that wins the coin toss is awarded the free pass in the centre zone to start play. The other team has the choice of ends to defend. If additional overtime periods are required, the teams will exchange ends for each overtime period and the free pass award will alternate between teams.*

– Game Time

6.4 Timeouts

- 6.4.a Each team is entitled to one 30-second timeout per game. Each team is entitled to one additional 30-second timeout every full length overtime period.**

NOTE: *Each team is entitled to an additional timeout each overtime period, assuming that the overtime periods are the same length as the first two periods. The timeouts may be taken at any subsequent point in the game (i.e. a team may “accumulate” their timeouts) but only one timeout per team will be granted on the same stoppage in play.*

- 6.4.b A timeout request must be made by a player on the ice or by a team staff member to an on-ice official during a stoppage in play.**

NOTE: *A timeout request shall be granted at the discretion of the on-ice officials. The on-ice officials are encouraged to grant all reasonable timeout requests. In rare circumstances where a request is made after a reasonable amount of time has passed and play is ready to resume, the on-ice officials may deny a timeout request.*

- 6.4.c No more than one timeout per team shall be permitted during the same stoppage in play.**

- 6.4.d Both teams may take a timeout during the same stoppage in play. The second team’s timeout request must be made to an on-ice official before the first timeout expires. The two timeouts shall run sequentially for one minute. A second team’s timeout request that is made after the other team’s timeout has expired shall not be granted during the same stoppage in play.**

- 6.4.e No rings are permitted on the ice for use by the teams during timeouts.**

NOTE: *The on-ice officials must inform the scorekeeper and timekeeper of any timeout granted. The scorekeeper records the timeout on the Official Game Report and the timekeeper is responsible, if requested to do so by the on-ice officials, to time the 30 seconds allocated for the timeout. The on-ice officials should advise the coach of the other team (the team not requesting the timeout) that a timeout has been granted prior to beginning to time the timeout.*

– Game Time

NOTE: *Team staff are not permitted on the ice during a game, so they must remain on the players' bench to address the team during a timeout (and between periods).*

- Case 1: Team A makes a timeout request to an on-ice official.
- A1, on the ice, makes the request during play.
 - A1, on the ice, makes the request during a stoppage in play.
 - A1, on the players' bench, makes the request.
 - Team A's coach makes the request during play.
 - Team A's coach makes the request during a stoppage in play.
 - A1, on the ice, makes the request during Team B's timeout.
 - A1, on the ice, makes the request after Team B's timeout expires.
- Ruling 1:
- Team A is not granted a timeout. Play continues.
 - Team A is granted a timeout.
 - Team A is not granted a timeout.
 - Team A is not granted a timeout. Play continues.
 - Team A is granted a timeout.
 - Team A is granted a timeout. Team A's 30-second timeout begins at the expiration of Team B's timeout.
 - Team A is not granted a timeout during this stoppage in play.
- Case 2: During the first overtime period, Team B properly requests a timeout.
- Team B has not yet been granted a timeout during the game.
 - Team B was granted a timeout during regulation time, or earlier in this period.
 - Team B was granted a timeout during regulation time, as well as a timeout earlier in this period.
- Ruling 2:
- Team B is granted a timeout. Team B has one timeout remaining.
 - Team B is granted a timeout. Team B has no timeouts remaining.
 - Team B is not granted a timeout, as the team has already used their available timeouts.
- Case 3: Team A has not previously requested a timeout. During a stoppage in play in the second overtime period, Team A requests a 90-second timeout.
- Ruling 3: Team A is granted one 30-second timeout at this stoppage in play. Although Team A is entitled to three timeouts in the game to this point, each must be taken at a separate stoppage in play.

– Team Rules

Section 7 – Team Rules

7.1 A team shall have no more than eighteen and no fewer than seven players.

Case 1: At game time, Team A has a goalkeeper and six skaters, but one of the players is on crutches and is unable to participate in the game.

Ruling 1: The game cannot start, Team A must have no fewer than seven players. All seven players must be dressed to participate and must be physically capable of participating in play.

Case 2: At game time, Team B has seven skaters and no goalkeeper.

Ruling 2: Team B is required to start play at game time and use an AGK.

7.2 Once the game has started, a team must be able to ice a minimum of four players. Failure to comply will result in forfeiture of the game.

Case 1: Team B starts the game with seven players, then:
a. skater B1 is injured and has to leave the game.
b. skater B2 is ejected from the game.

Ruling 1: The game continues.

Case 2: Team A started the game with the minimum number of players. During the game, skaters A6, A5, A4, and A3 are assessed penalties that overlap, so that all four players are simultaneously in the penalty bench either serving or waiting to serve penalties. Team A is only able to ice three players.

Ruling 2: Team A immediately forfeits the game.

Case 3: At any time during the game, Team B's goalkeeper is injured and has to leave the game, or is ejected from the game.

Ruling 3: Team B may provide an alternate goalkeeper or play with an AGK.

– Team Rules

7.3 Official Game Report. Before the start of the game, the team must record on the Official Game Report the names and the numbers of all players who are eligible to play in the game and indicate which are goalkeepers, alternate goalkeepers, captains, or alternate captains. The names of team staff members must also be recorded. Only those persons registered on the Official Game Report are permitted to occupy the players' bench.

7.3.a If players are late for the game and their names were recorded on the Official Game Report prior to the game, they shall be permitted to participate.

Case 1: A1 arrives for the game after play has begun.
a. A1's name has been entered on the Official Game Report.
b. A1's name has been omitted from the Official Game Report.

Ruling 1: a. A1 is permitted to participate in the game.
b. A1 is not permitted to participate in the game.

7.3.b If players have been inadvertently omitted from the team list, their names and numbers may be added to the Official Game Report and they shall be permitted to participate, provided that they were on the ice or in the players' bench, in uniform, at the start of the game. No other changes or additions to the list are permitted after the commencement of the game.

Case 1: B1 has played three shifts in the game. B1 then scores. When the on-ice official reports the goal to the scorekeeper, it is discovered that B1's name has been omitted from the Official Game Report.

Ruling 1: The goal stands. The on-ice official shall permit B1's name to be added to the Official Game Report. A notation should be made on the Official Game Report of the situation, the time it occurred, and the action taken.

Case 2: Player B1 has inadvertently been omitted from the Official Game Report. At the start of the game, B1 was in the players' bench, in uniform, but was not wearing skates or mandatory protective equipment. After the commencement of the game, B1 acquired their skates and mandatory protective equipment.
a. The coach from Team B requests that B1 be added to the Official Game Report prior to playing in the game.

– **Team Rules**

- b. B1 plays a shift and scores a goal. When the on-ice official reports the goal to the scorekeeper, it is discovered that B1's name has been omitted from the Official Game Report.

- Ruling 2:
- a. The on-ice official shall permit B1's name to be added to the Official Game Report.
 - b. The goal stands. The on-ice official shall permit B1's name to be added to the Official Game Report. A notation should be made on the Official Game Report of the situation, the time it occurred, and the action taken.

- Case 3:
- As part of the pre-game duties, the on-ice officials determine that player A1 is present but has intentionally been omitted from the Official Game Report. During the game, A1 dresses in the necessary equipment with the intention of playing in the game.
- a. The coach from Team A requests that A1 be added to the Official Game Report prior to playing in the game.
 - b. A1 plays a shift and it is brought to the on-ice officials attention that A1's name has been omitted from the Official Game Report.
 - c. A1 plays a shift and scores a goal. When the on-ice official reports the goal to the scorekeeper, it is discovered that A1's name has been omitted from the Official Game Report.

- Ruling 3:
- a. The on-ice official shall not permit A1's name to be added to the Official Game Report or allow A1 to participate in the game.
 - b. A1 is not eligible to participate in the game and must leave the playing area. Team A is assessed a Minor penalty for Delay of Game.
 - c. Team A's goal is nullified. A1 is not eligible to participate in the game and must leave the playing area. Team A is assessed a Minor penalty for Delay of Game.

7.3.c A goalkeeper who has been replaced on the ice, or a player designated on the Official Game Report as an alternate goalkeeper, may play as a skater provided that the player wears the required protective equipment but no goalkeeper-specific equipment.

- Case 1: Goalkeeper A1 is replaced during the game, changes equipment and re-enters the game as a skater.

- Ruling 1: Legal.

– Team Rules

NOTE: *The player designated on the Official Game Report as the goalkeeper must start the game at that position. Only the designated alternate goalkeeper(s) may replace the goalkeeper, unless both the goalkeeper and the alternate(s) are injured.*

7.4 Team Captains

7.4.a A team may appoint a maximum of three skaters as captains or alternate captains. A goalkeeper or alternate goalkeeper may not be designated a captain or alternate captain.

NOTE: *A team may appoint any combination of captains or alternate captains, to a maximum of three. Three captains, two captains and one alternate captain, one captain and two alternate captains, or three alternate captains are all permissible combinations.*

7.4.b Captains shall wear the letter ‘C’ and alternate captains the letter ‘A’ on the upper front left of their sweater. The letter must be at least 7.62cm (3 in.) in height and contrast in colour with the sweater.

7.4.c Captains and alternate captains must be designated, both on the Official Game Report and on their sweater, prior to the start of the game. Failure to do so will result in the loss of captain or alternate captain privileges.

7.4.d Only captains and alternate captains may question an on-ice official regarding non-judgement rule clarifications, and only during a stoppage in play. A player who is assessed a penalty immediately loses this privilege for the duration of that penalty.

NOTE: *If it will not delay the game in any way, on-ice officials are encouraged to clarify a rule to any player that asks politely. However, on-ice officials must use discretion in giving explanations, as answering informal questions may lead to a question on every call.*

Case 1: Team A commits a two blue line pass violation.
a. A1, a captain, asks the on-ice official for an explanation.
b. A1 and A2, an alternate captain, both ask the on-ice official for an explanation.

– Team Rules

- Ruling 1:
- a. Legal.
 - b. Not permitted. Only the captain or the alternate captain may request a ruling from the on-ice official. If more than one captain or alternate captain is on the ice, only one may speak to the on-ice officials at any given time.

7.5 Refusal to Start Play. If a team withdraws from the ice or refuses to start play and:

- 7.5.a if that team starts play within one minute of being advised to do so by an on-ice official, a Delay of Game penalty shall be assessed to that team and the game continues.**
- 7.5.b if that team fails to start play within one minute of being advised to do so by an on-ice official, the game is forfeited by that team.**
- 7.5.c if that team withdraws from the ice or refuses to start play for the second time in the same game, the game is immediately forfeited by that team.**

7.6 Spectators. Spectators are the responsibility of the home team.

– The Play

Section 8 – The Play

- 8.1 The team scoring the greater number of goals during regulation time is the winner of the game. A tie is broken, if necessary, as ruled by the tournament organizers or the local governing body.**
- 8.2 The home team shall have the choice of goal areas to defend for the first period of the game. The teams shall exchange goal areas to defend for the second period.**

Case 1: Team A, the home team, requests to begin play defending the goal at the west end of the rink:

- prior to the pre-game warm-up;
- during the warm-up. Both Team A and Team B wish to warm up at the west end of the rink;
- after the warm-up. Team A warmed up at the west end of the rink.
- after the warm-up. Team A warmed up at the east end of the rink.

Ruling 1: The home team must select the goal area that they wish to defend for the first period of the game by beginning their pre-game warm up in that end of the rink.

- Team A's request shall be granted. The team must warm up in that end.
- Team A's request shall be granted. Team B must warm up in the other end.
- Team A's request shall be granted.
- Team A's request shall not be granted.

- 8.3 While play is in progress, no more than six players (five skaters and a goalkeeper) per team are permitted on the ice at one time.**

NOTE: *The lead official may assist the team staff in determining whether the correct number of players is on the ice before signalling the all clear to start play. The on-ice official has no obligation to determine whether the correct number of players is on the ice when resuming play, but should never knowingly start play when a team is in an Illegal Substitution situation, with the exception of a Goalkeeper Ring (see Rule 10.2.b).*

Case 1: Team A, during a stoppage in play when play will be resumed with a free pass, substitutes players resulting in six skaters and a goalkeeper on the ice.

– **The Play**

Ruling 1: If noticed by an on-ice official, Team A is requested to adjust the number of skaters. Should the situation go unnoticed and play be resumed, Team A will be assessed a Minor penalty for Illegal Substitution.

Case 2: Team B is playing at full strength. Team B substitutes players while play is in progress, resulting in only four skaters and a goalkeeper on the ice.

Ruling 2: Legal.

8.3.a Players may substitute at any time; however, they may only enter or leave the ice through the players' bench gates.

Case 1: During a stoppage in play, Team A substitutes players. The player leaving the ice surface steps into the players' bench. The player entering the ice surface does so from:

- the players' bench.
- the penalty bench, upon the expiration of their penalty.
- the gate at the end of the rink that leads to the dressing room.

Ruling 1: Legal in all cases.

Case 2: While play is in progress, Team B substitutes players. The player leaving the ice surface steps into the players' bench. The player entering the ice surface does so from:

- the players' bench.
- the penalty bench, upon the expiration of their penalty. There are still two penalized Team B players in the penalty bench.
- the gate at the end of the rink that leads to the dressing room.

Ruling 2:

- Legal.
- Illegal. Even if Team B never exceeds the maximum number of players allowed on the ice, the team cannot substitute players during play in this manner (see Rule 21.3.b).
- Illegal. Even if Team B never exceeds the maximum number of players allowed on the ice, the team cannot substitute players during play in this manner. A player entering or re-entering the game from a gate other than the players' bench gate must wait until play is stopped or a minor penalty will be assessed for Illegal Substitution. The player may walk around the rink to the players' bench.

– The Play

8.3.b A skater may be substituted for the goalkeeper at any time.

Case 1: At any time during the game, Team A substitutes skater A6 for their goalkeeper.

Ruling 1: Legal.

Case 2: At any time during the game, Team B substitutes their goalkeeper. The goalkeeper leaves the ice, but no skater replaces the goalkeeper. Team B plays with five skaters.

Ruling 2: Legal.

Case 3: Team A has control of the ring. Team B commits a penalty infraction that is signalled by an on-ice official. Team A substitutes skater A6 for their goalkeeper.

Ruling 3: Legal.

8.4 Blue Line. The ring must be passed, shot with the stick, deflected, batted, or legally kicked to another player across each blue line.

8.4.a The last player to contact or control the ring when it was entirely on one side of a blue line may not contact or control the ring when it is entirely on the other side of that blue line before the ring is contacted or controlled by another player.

8.4.b A ring on or touching a blue line is simultaneously in both of the zones bounded by that line and is playable by all eligible players.

NOTE: *In all cases involving skaters, it is the position of the ring (not the player or the stick) that determines blue line violations.*

Case 1: A1 is skating with their stick in the ring. The ring contacts the blue line.
a. The ring does not entirely cross the blue line.
b. A1 entirely crosses the blue line, but the ring does not.
c. The ring entirely crosses the blue line, but A1 does not.

Ruling 1: a. Legal
b. Legal
c. Blue line violation by A1.

– The Play

- Case 2: B1 passes the ring from Team B's defending zone into the centre zone to B2. The ring entirely crosses the blue line into the centre zone and deflects off B2's skate entirely back across the blue line into Team B's defending zone.
- B1 gains control of the ring.
 - B2 gains control of the ring.
- Ruling 2:
- Legal.
 - Blue line violation by B2.
- Case 3: A1 passes the ring from the centre zone over Team A's attacking blue line to A2, who misses the ring completely.
- A3 gains control of the ring.
 - A1 skates into the attacking zone and gains control of the ring.
- Ruling 3:
- Legal.
 - Blue line violation by A1.
- Case 4: B1 passes the ring toward B2. The ring deflects off an on-ice official and crosses the blue line.
- B2 gains control of the ring.
 - B1 gains control of the ring.
- Ruling 4:
- Legal.
 - Blue line violation by B1. B1 may not contact or control the ring when it is entirely on the other side of that blue line until it is contacted or controlled by another player.
- Case 5: A1 passes the ring, which stops in contact with the blue line.
- A1 moves the ring back into the same zone that it was passed from.
 - A2 gains control of the ring and moves it from the blue line in either direction.
 - A1 gains control of the ring and moves it into the next zone.
- Ruling 5:
- Legal.
 - Legal. All skaters, except A1, may play the ring in either direction.
 - Blue line violation by A1.
- Case 6: B1 deflects the ring over the blue line and into the centre zone off player A1, who is in Team B's defending zone. B1 then gains control of the ring in the centre zone.
- Ruling 6: Legal. A1, the last player to contact the ring when it was entirely on the other side of the blue line, may not play the ring in the centre zone, but any other player may.

– The Play

- Case 7: Skater A1, in the centre zone, attempts to pass the ring to A2 who is standing in Team A's attacking zone.
- B1, in the centre zone, deflects the ring across the blue line. A1 skates across the blue line and gains control of the ring.
 - The ring is passed across the blue line and B2, in Team A's attacking zone, deflects the ring. A1 skates across the blue line and gains control of the ring.

Ruling 7: Legal in both cases.

- Case 8: B1 passes the ring out of Team B's defending zone. As the ring contacts the blue line, B2 kicks the ring with the side of their skate blade. The ring remains in contact with the blue line. B1 gains control of the ring on the blue line and moves the ring into the centre zone.

Ruling 8: Legal. B1 was the last player to contact the ring when it was entirely on one side of the blue line. Since B2 has contacted the ring, B1 is permitted to play the ring in either direction from the blue line.

- Case 9: A1 passes the ring across a blue line to A2. B1 lifts A2's stick just as A2 reaches for the ring. Neither A2 nor B1 contact the ring. A1 crosses the blue line and unintentionally makes contact with the ring.

Ruling 9: Blue line violation by A1. The fact that the violation was unintentional does not relieve the offending player of any responsibility.

8.5 Two Blue Line Pass. The ring may not be passed to a teammate directly from one end zone to the other end zone.

- 8.5.a Teammates of the player who last contacted the ring in one end zone before it traveled untouched to the other end zone may not contact or control the ring before the ring is contacted or controlled by an opponent.**
- 8.5.b When the ring has traveled untouched from one end zone to the other end zone, a skater (or the goalkeeper, if that player leaves the goal crease) of the team that is eligible to play the ring must proceed to the ring without delay and play it within a reasonable time. Otherwise, the ring is playable by either team.**

NOTE: *Once the on-ice official nullifies the potential two blue line pass violation, any eligible player, including the player who last contacted or controlled the ring, can play the ring.*

– The Play

8.5.c If the ring travels from one end zone across the centre zone untouched and contacts the second blue line, play continues unless a teammate of the player who last contacted the ring carries the ring directly into the other end zone.

NOTE: *Having the ring pass through the crease in the attacking zone without coming to rest inside or contacting the crease, does not change the outcome of the potential two blue line pass.*

Case 1: A1 passes the ring from Team A's defending zone into their attacking zone. The ring crosses both blue lines without contacting any other player.

- B1 contacts the ring.
- A2 gains control of the ring.
- A2 contacts the ring.
- A1 skates down the ice and controls the ring.

Ruling 1:

- Legal.
- Two blue line pass violation.
- Delayed two blue line pass signal continues. If the ring is controlled by any player from team A before being contacted or controlled by a player on team B, a two blue line pass violation has been committed..
- Two blue line pass violation.

Case 2: B1 passes the ring from Team B's defending zone into their attacking zone.

- A1 tries to intercept the ring in the centre zone, but barely manages to deflect the ring.
- B2 tries to play the ring in the centre zone, but just manages to contact the ring before it crosses the second blue line.

In both cases, B3 contacts the ring in Team B's attacking zone.

Ruling 2: Legal in both cases. Any contact with the ring by a player in the centre zone nullifies the potential two blue line pass.

Case 3: A1 passes the ring from Team A's defending zone toward Team A's attacking zone. Just before the ring makes contact with Team A's attacking blue line, it is deflected by A2 entirely into the attacking zone.

- A3 gains control of the ring.
- A2 proceeds into the attacking zone and gains control of the ring.

Ruling 3:

- Legal. The potential two blue line pass violation was nullified when A2 contacted the ring in the centre zone.
- (Single) Blue line violation by A2.

– The Play

Case 4: A1 passes the ring from Team A's defending zone toward Team A's attacking zone. Just as the ring makes contact with Team A's attacking blue line, it is deflected by A2 entirely into the attacking zone.

- A3 gains control of the ring.
- A2 proceeds into the attacking zone and gains control of the ring.

Ruling 4:

- Legal. The potential two blue line pass violation was nullified when A2 contacted the ring in the centre zone.
- Blue line violation by A2. A2 contacted the ring in the centre zone and was the last player to contact the ring. Therefore A2 cannot contact or control the ring in the attacking zone before the ring is contacted or controlled by another player.

Comment: *A2 contacted the ring when it was touching the blue line and therefore could be considered to be in either the centre zone or Team A's attacking zone. However, if A2 contacted the ring in the attacking zone, then that player would have committed a two blue line pass violation. Therefore, it is ruled that A2 contacted the ring in the centre zone and play is allowed to continue.*

Case 5: B1 passes the ring from Team B's defending zone. The ring comes to rest entirely over the blue line in Team B's attacking zone, without having been contacted by any other player. B2, waiting in the attacking zone, stands holding the stick just above, but not contacting, the ring.

- As A1 contacts the ring, B2 stick checks A1 and gains control of the ring.
- As A1 approaches the ring, B2 lifts A1's stick, preventing A1 from contacting the ring, and gains control of the ring.
- As A1 approaches the ring, B2 lifts A1's stick, preventing A1 from contacting the ring, and does not gain control of the ring.

Ruling 5:

- Legal.
- As B2 cannot legally play the ring, B2 must not prevent eligible players from playing the ring. Play is stopped immediately, since Team B has control of the ring. Two blue line pass violation by Team B.
- As B2 cannot legally play the ring, B2 must not prevent eligible players from playing the ring. Play continues and the two blue line pass violation signal continues. When Team A contacts or controls the ring, a full five second delayed violation commences against Team B.

– The Play

NOTE: *Regardless of the stick check, the team that is eligible to play the ring must still proceed to the ring without delay and play it within a reasonable time. Should the officials determine that this has not occurred, all violations are washed out and the ring is playable by either team.*

Case 6: A1 passes the ring from Team A's attacking zone back into their defending zone, without any other player contacting the ring. The goalkeeper, A2, contacts or gains control of the ring.

Ruling 6: Two blue line pass violation by Team A.

Case 7: B1 passes the ring from Team B's defending zone. While the ring is still in that zone it deflects off A1, then travels down the ice into Team B's attacking zone without any other player contacting the ring.

Ruling 7: Potential two blue line pass violation by Team A.

Case 8: A1 passes the ring from Team A's defending zone. The ring comes to rest just over the blue line in Team A's attacking zone, without having been contacted by any other player.

- The Team B skaters make no attempt to play the ring. They stop outside playing distance from the ring or skate away from the ring.
- The goalkeeper, B1, is the closest player to the ring but chooses to stay in the crease.
- The goalkeeper, B1, leaves the crease and skates out toward the ring to "guard" it.
- Instead of stopping just over the blue line, the ring comes to rest just outside the goal crease.

Ruling 8:

- If the eligible team chooses not to play the ring, the on-ice official shall nullify the potential two blue line pass violation. The ring is then playable by either team.
- The goalkeeper is not required to play the ring when it is outside the goal crease. Therefore, the goalkeeper is not considered in the on-ice official's decision as to whether the potential two blue line pass violation should be nullified.
- If the goalkeeper leaves the crease and skates toward the ring, then that player must proceed to the ring without delay and play it within a reasonable time. Failure to do so, as for a skater on the same team, shall cause the on-ice official to nullify the potential two blue line pass violation.

– The Play

- d. Provided that the ring does not come to rest inside or contacting the goal crease, and the goalkeeper remains inside the goal crease, the goalkeeper is not required to play the ring.

Case 9: A1 passes the ring from Team A's defending zone. The ring comes to rest entirely over the blue line in Team A's attacking zone, without having been contacted by any other player. B1, a skater, arrives at the ring but fails to play it in a reasonable time. The on-ice official nullifies the potential two blue line pass violation. Player A1 (the player who put the ring in that position from its original position in Team A's defending zone) then contacts or gains control of the ring.

Ruling 9: Legal play by A1.

Case 10: B1 passes the ring from Team B's defending zone. The ring comes to rest entirely over the blue line in Team B's attacking zone, without having been contacted by any other player. A1 is the first player to arrive in the vicinity of the ring and proceeds directly to it, closely followed by B2. A1 attempts to gain control of the ring, but misses and makes no contact with the ring. B2 then gains control of the ring.

Ruling 10: Legal. The on-ice official should nullify the potential two blue line pass violation after the first eligible player, who proceeds directly to the ring, has had a fair and uncontested opportunity to play it. Since B2 did not interfere with A1's attempt to play the ring, the ring is playable by all eligible players (excluding Team B's goalkeeper, since that player cannot play in their attacking zone) following A1's first attempt to play it.

Case 11: B1 skates with the ring in Team B's defending zone, up to the blue line. B1 passes the ring up ice, releasing the ring as it contacts the blue line. The ring crosses the centre zone and stops on Team B's attacking blue line without being contacted by another player.

- a. B1 is the first player to reach the ring and brings it back into the centre zone.
- b. B2 gains control of the ring and passes it back into the centre zone.
- c. B3 places their stick in the ring and moves the ring into Team B's attacking zone.
- d. B4 bats the ring off the blue line and into Team B's attacking zone, where a teammate gains control of the ring.

– The Play

- Ruling 11:
- a. Blue line violation by B1. As the last player to contact or control the ring when it was entirely on the other side of the defending blue line, B1 may not contact or control the ring on this side of the blue line before the ring is contacted or controlled by another player.
 - b. Legal.
 - c. Two blue line pass violation by B3.
 - d. Legal. B4 played the ring in the centre zone by playing the ring when it was on the blue line. The ring is playable by all skaters except B4, who may not contact or control the ring when it is entirely across the blue line before the ring has been contacted or controlled by another player.
- Case 12: A1 passes the ring from Team A's defending zone. The ring crosses the centre zone and stops on Team A's attacking blue line without being contacted by another player.
- a. B1 gains control of the ring and moves it completely into Team B's defending zone.
 - b. B2 gains control of the ring and moves it completely into the centre zone.
- Ruling 12: Legal in both cases. Team B players may play the ring in either direction.
- Case 13: B1 passes the ring from Team B's defending zone toward Team B's attacking zone. Just as the ring makes contact with Team B's attacking blue line, the ring is deflected by B2 but remains in contact with the blue line. The ring is then moved by:
- a. B3 into the centre zone.
 - b. B3 into the attacking zone.
 - c. B2 into the centre zone.
 - d. B2 into the attacking zone.
- Ruling 13:
- a. Legal.
 - b. Legal.
 - c. Legal.
 - d. Blue line violation. B2 is deemed to have played the ring in the centre zone by deflecting the ring when it was on the blue line. B2 may not contact or control the ring when it is entirely across the blue line before the ring has been contacted or controlled by another player. Due to B2 contacting the ring in two separate instances this is a blue line violation not a two blue line violation.

8.6 Free Play Line

- 8.6.a Except during goalkeeper substitution, a maximum of three skaters from each team is permitted in the restricted area in each end zone.**

– The Play

- 8.6.b** During goalkeeper substitution, a maximum of four skaters from the team making the substitution is permitted in the restricted area in each end zone
- 8.6.c** When a team is serving two penalties, at least one skater from that team must remain outside their defending zone restricted area.
- 8.6.d** Skaters may exchange at a free play line once both skates of the exiting player have contacted that line.
- 8.6.e** A skater in excess of the maximum number permitted in the restricted area may not contact or control the ring while any part of that player, including the stick, is in that area.
- 8.6.f** While the ring is in an end zone, if the team in control of the ring has more than the maximum number of skaters permitted in that restricted area, play is stopped immediately.
- 8.6.g** While the ring is in an end zone, if the team not in possession of the ring has more than the maximum number of skaters permitted in that restricted area:
 - 8.6.g (1)** if any skater of that team becomes involved in the play in the restricted area while there are too many skaters in that area, the excess skater is assessed a Delay of Game penalty.
 - 8.6.g (2)** if no penalty is committed, play is stopped if that team gains control of the ring before it exits the restricted area and within five seconds of all excess skaters exiting that area.
- 8.6.h** A ring on or touching a free play line may be played by all skaters, provided that:
 - 8.6.h (1)** the ensuing play does not cause a free pass violation.
 - 8.6.h (2)** skaters in excess of the maximum number permitted in the restricted area do not become involved in the play in that area.

– The Play

Case 1: Team A has control of the ring in their attacking zone. Skaters A1, A2, and A3 are in the restricted area. A4 crosses the free play line, entering the restricted area.

Ruling 1: Free play line violation by A4. Play is stopped immediately.

Case 2: Team B has control of the ring in their defending zone. Team B's goalkeeper and skaters B1, B2, and B3 are in the restricted area. B4 crosses the free play line, entering the restricted area.

Ruling 2: Free play line violation by B4. Play is stopped immediately.

Case 3: Team A has possession of the ring in their attacking zone and is substituting for the goalkeeper. Skaters A1, A2, and A3 are in the restricted area in their attacking zone. Skaters A4 and A5 are outside the restricted area. The goalkeeper skates to and enters the players' bench. A6, the substitute skater, skates from the players' bench, crosses the free play line and enters the restricted area. There are now four Team A skaters in the restricted area.

Ruling 3: Legal.

Case 4: Team A has control of the ring in their attacking zone and is substituting for the goalkeeper. Skaters A1, A2, and A3 are in the restricted area in their attacking zone. Skaters A4 and A5 are outside the restricted area. The goalkeeper skates to the players' bench. A4 crosses the free play line and enters the restricted area:

- a. as the goalkeeper steps into the players' bench and A6, the substitute skater, steps onto the ice.
- b. as the goalkeeper steps into the players' bench, before A6 steps onto the ice.
- c. as the goalkeeper arrives at the players' bench gate. The goalkeeper is still on the ice and A6 has not yet stepped onto the ice.
- d. as the goalkeeper arrives at the players' bench gate. The goalkeeper is still on the ice as A6 steps onto the ice.
- e. as the goalkeeper crosses Team A's defending blue line enroute to the players' bench. The goalkeeper is more than 3.05m (10 ft.) from the players' bench gate.

Ruling 4: The fourth skater to enter the restricted area need not be the skater that substituted for the goalkeeper. However, the goalkeeper must be physically off the ice prior to a fourth skater entering the restricted area.

- a. Legal.
- b. Legal.
- c. Free play line violation by A4. Play is stopped immediately.

– The Play

- d. Illegal, as above.
- e. Illegal, as above. Note that the rules with respect to Illegal Substitution apply to the goalkeeper and to the skater, A6, that is substituting for the goalkeeper (see Rule 14.10), not to skater A4 who was already on the ice.

Case 5: Team B players B4 and B5 are serving penalties. Team B's goalkeeper and skaters B1, B2, and B3 are on the ice. Team A has possession of the ring in Team B's defending zone. B1 and B2 are in the restricted area in that zone.

- a. B3 remains outside the free play line.
- b. B3 crosses the free play line and enters the restricted area.

Ruling 5:

- a. Legal.
- b. Illegal (see Rule 8.6.g).

Case 6: Team A players A5 and A6 are serving penalties. Team A's goalkeeper and skaters A1, A2, and A3 are on the ice. Team A has control of the ring in their attacking zone. A1 and A2 are in the restricted area in that zone.

- a. A3 remains outside the free play line.
- b. A3 crosses the free play line and enters the restricted area.

Ruling 6: Legal in both cases.

Case 7: Team B players B5 and B6 are serving penalties during overtime. Team B's goalkeeper has been substituted and skaters B1, B2, B3, and B4 are on the ice. Team B has control of the ring in their defending zone. B1 and B2 are in the restricted area, B3 and B4 are outside the free play line.

- a. B3 enters the restricted area.
- b. B3 and B4 enter the restricted area.

Ruling 7:

- a. Legal.
- b. Free play line violation by Team B when the fourth skater enters the restricted area. Play is stopped immediately.

Case 8: Team A skaters A1, A2, and A3 are in the restricted area. Skater A4 is outside the free play line in that zone. A4 and A1 exchange positions.

- a. A4 crosses the free play line as both skates of A1 contact the free play line.
- b. A4 crosses the free play line prior to the second skate of A1 contacting the free play line.

Ruling 8:

- a. Legal.
- b. Free play line violation by A4.

– The Play

- Case 9: Team B has control of the ring in their attacking zone. B1, B2, and B3 are in the restricted area. B4 is outside the free play line. B1 moves the ring toward the free play line. B1 releases the ring and B4 gains control of it inside the free play line:
- after both skates of B1 contact the free play line.
 - before both skates of B1 contact the free play line.
- Ruling 9:
- Legal. B1 has exited the restricted area, so B4 may legally enter that area.
 - Free play line violation by B4, as B1 (and B2 and B3) are still in the restricted area. Play is stopped immediately.
- Case 10: Team B has control of the ring in their attacking zone. B1, B2, and B3 are in the restricted area. B4 is outside the free play line. B1 moves the ring toward the free play line and skates out of the restricted area. B1 maintains control of the ring (with the stick in the ring, inside the restricted area) while skating outside the free play line. B4 enters the restricted area:
- as the ring contacts the free play line.
 - while the ring (on B1's stick) is still inside the free play line.
- Ruling 10:
- Legal. Provided that B1's stick is completely outside the restricted area (not inside the free play line), B1 has exited that area and B4 may enter.
 - Free play line violation by B4. By maintaining control of the ring inside the free play line, B1 has not exited the restricted area. When B4 crosses the free play line, there are still three Team B skaters (B1, B2, and B3) in the restricted area. Play is stopped immediately.
- Case 11: Team A skaters A1, A2, and A3 are in the restricted area. The ring is passed and stops in contact with the free play line. A4, standing outside the restricted area, plays the ring by:
- placing the stick in the ring. The stick does not cross the free play line.
 - reaching across the free play line to place the stick in the ring.
 - hitting the ring with the stick. The stick contacts the ring on or outside the free play line.
 - reaching across the free play line to hit the ring with the stick. The stick contacts the ring inside the free play line.
- Ruling 11: The restricted area extends from the end boards to, but not including, the free play line.
- Legal.
 - Free play line violation by A4. Play is stopped immediately.
 - Legal.
 - Free play line violation by A4. Play is stopped immediately.

– The Play

Case 12: Team B skaters B1, B2, and B3 are in the restricted area in Team B's defending zone. The ring is passed across the free play line to B4, who gains control of the ring between the free play line and the blue line. As B4 turns up ice, B4's skates across the free play line although the ring does not.

Ruling 12: Free play line violation by B4. Play is stopped immediately.

Case 13: Team A has control of the ring in their attacking zone. Skaters A1, A2, A3, and A4 cross the free play line, entering the restricted area.

Ruling 13: Free play line violation by Team A (by the fourth skater to enter the restricted area). Play is stopped immediately, therefore Team A does not have the opportunity to commit a Delay of Game penalty.

Case 14: Team A has possession of the ring in the restricted area in Team B's defending zone. Team B's goalkeeper and skaters B1, B2, and B3 are in the restricted area. B4 enters the restricted area and checks the ring carrier, gaining control of the ring.

Ruling 14: Minor penalty to B4 for Delay of Game.

Case 15: Team A has possession of the ring in the restricted area in Team B's defending zone. Team B's goalkeeper and skaters B1, B2, and B3 are in the restricted area. B4 enters the restricted area and becomes involved in the play by tripping the ring carrier. Team B gains control of the ring and play is stopped.

Ruling 15: B4 is assessed Minor penalties for Delay of Game and Tripping, in that order.

Case 16: Team B has possession of the ring in the restricted area in Team A's defending zone. Team A's goalkeeper and skaters A1, A2, and A3 are in the restricted area. A4 crosses the free play line and enters the restricted area. While A4 (along with A1, A2, and A3) is in that area:

- a. Team A's goalkeeper stops a shot on goal and gains control of the ring before any Team A skater is involved in the play.
- b. Team A's goalkeeper checks B1, outside the goal crease and before any Team A skater is involved in the play, but does not gain control of the ring.
- c. A1 attempts to check B1 but does not gain control of the ring.
- d. A1 attempts to check B1 and A2 closely guards B2, preventing a pass. Team A does not gain control of the ring.
- e. A3 gains control of the ring in the restricted area.

– **The Play**

Ruling 16: As soon as A4 enters the restricted area, the on-ice official at the free play line signals a delayed violation.

- a. Play is stopped when Team A gains control of the ring because of A4's delayed violation.
- b. Play continues. The delayed violation is still in effect.
- c. Delayed Minor penalty to A4 for Delay of Game, which supercedes the delayed violation. The on-ice official at the free play line changes the delayed violation signal to a delayed penalty signal.
- d. Delayed Minor penalty to A4 for Delay of Game. The single illegal act by A4 results in only one penalty, no matter how many teammates become involved in the play.
- e. Minor penalty to A4 for Delay of Game.

Case 17: Team A has possession of the ring in the restricted area in Team B's defending zone. Team B's goalkeeper and skaters B1, B2, and B3 are in the restricted area. B4 and B3 exchange positions. B4 crosses the free play line prior to the second skate of B3 contacting the free play line. While both B3 and B4 (and B1 and B2) are in the restricted area, B1 becomes involved in the play.

Ruling 17: Delayed Minor penalty to B4 for Delay of Game.

Case 18: Team A has possession of the ring in the restricted area in their attacking zone (inside the free play line). Team B skaters B1, B2, and B3 are in the restricted area. Skater B4 is outside the free play line in that zone. B4 and B1 exchange positions.

- a. B4 crosses the free play line as both skates of B1 contact the free play line.
- b. B4 crosses the free play line prior to the second skate of B1 contacting the free play line. B1 is almost at the free play line.

Ruling 18: a. Legal.
b. Free play line violation by B4. A delayed violation is signalled and five seconds are counted from the time that B1 exits the restricted area. If Team B gains control of the ring in that area within that five second period, play is stopped. If the ring exits the restricted area (by contacting or crossing the free play line), or if Team B does not gain control of the ring within that five second period, the delayed violation is nullified.

– The Play

- Case 19:** Team B has control of the ring in Team A's defending zone and is advancing toward the free play line. Team A skaters A1, A2, A3, and A4 all rush back into the restricted area. A4 is the fourth Team A skater to cross the free play line. A1 realizes that there are too many skaters in the restricted area and leaves before any Team A skaters become involved in the play in that area.
- Ruling 19:** Free play line violation by A4, which is signalled immediately when A4 enters the restricted area. A five second count begins when A1 exits the restricted area. If Team A gains control of the ring in that area within five seconds of A1 exiting the restricted area, play is stopped. If the ring exits the restricted area (by contacting or crossing the free play line), or if Team A does not gain control of the ring within that five second period, the delayed violation is nullified.
- Case 20:** Team B has control of the ring in Team A's defending zone and is advancing toward the free play line. Team A skaters A1, A2, A3, and A4 all rush back into the restricted area. A4 is the fourth Team A skater to cross the free play line. Before any Team A skater becomes involved in the play in that area, Team B passes the ring back across the blue line into the centre zone.
- Ruling 20:** Free play line violation by A4, which is signalled immediately when A4 enters the restricted area. The free play line violation is nullified when the ring leaves the zone. If Team B passes the ring back into Team A's defending zone while there are still too many Team A skaters in the restricted area, then a delayed free play line violation is signalled again.
- Case 21:** Team A has possession of the ring in their attacking zone, between the blue line and the free play line. Team B skaters B1, B2, and B3 are in the restricted area when B4 also crosses the free play line. No Team B skaters leave the restricted area, and none are involved in the play in that area.
- Ruling 21:** Free play line violation by B4, which is signalled immediately when B4 enters the restricted area. Since Team B has excess skaters in the restricted area, play is stopped if Team B gains control of the ring between the blue line and the free play line. The violation is nullified when any of the Team B skaters leave the restricted area, since the ring is not inside the restricted area.

– The Play

- Case 22: The ring is in contact with the free play line in Team A's defending zone. Skaters A1, A2, and A3 are in the restricted area.
- A1 moves the ring back into the restricted area.
 - A2 moves the ring forward into the area between the free play line and the blue line.
 - A4 moves the ring forward into the area between the free play line and the blue line, without crossing the free play line when gaining control of the ring.
 - A4 deflects the ring back into the restricted area, without crossing the free play line.
 - A4 moves the ring back into the restricted area.

- Ruling 22:
- Legal.
 - Legal.
 - Legal.
 - Legal.
 - Free play line violation by A4. While it is in contact with the free play line in Team A's defending zone, all players, except Team B's goalkeeper, may play the ring. However, skaters A4 and A5 (and their Team B counterparts) may not enter the restricted area.
 -

Case 23: A1, taking a free pass in Team A's attacking zone, passes the ring to A4, who is set up outside the free play line with their skate on the free play line at the top of the free pass circle. The ring contacts A4's skate and deflects back to A1.

Ruling 23: Free pass violation by A4. The ring must fully leave the free pass circle before it can be contacted by A4.

8.7 Goal Crease. The goalkeeper, or the acting goalkeeper (AGK) during goalkeeper substitution, is the only player permitted in the goal crease in their team's defending zone. No other player may contact or control the ring unless it is entirely outside the goal crease.

8.7.a If a skater from the team in control of the ring in that zone enters the goal crease, play is stopped immediately.

Case 1: Team A has control of the ring in their defending zone. Skater A1 enters the goal crease.

Ruling 1: Goal crease violation by A1. Play is stopped immediately and Team B is awarded a free pass in the same zone.

Case 2: Team B has control of the ring in Team A's defending zone. B1 skates into the goal crease in that zone.

– **The Play**

Ruling 2: Goal crease violation by B1. Play is stopped immediately and Team A is awarded a goalkeeper ring.

8.7.b If a skater from the team not in control of the ring enters the goal crease, play is stopped if that team gains control of the ring in that zone, before it exits the same zone and within five seconds of:

8.7.b (1) that player exiting the goal crease.

8.7.b (2) the later of that player or the ring exiting the goal crease, if the ring was inside or contacting the goal crease when the skater entered the goal crease.

Case 1: Team A has possession of the ring in their defending zone, outside of the goal crease. B1 skates through the goal crease.

Ruling 1: Delayed goal crease violation by B1. If Team B gains control of the ring in that zone, without the ring having left the zone, within 5 seconds of B1 exiting the crease, play is stopped and Team A is awarded a goalkeeper ring.

Case 2: Team B has possession of the ring in their attacking zone. Defending skater A1 skates through the goal crease.

Ruling 2: Delayed goal crease violation by A1. If Team A gains control of the ring in that zone, without the ring having left the zone, within 5 seconds of A1 exiting the crease, play is stopped and Team B is awarded a free pass in the same zone.

Case 3: Team B has possession of the ring in their goal crease. A1 skates through the goal crease.

Ruling 3: Delayed goal crease violation by A1. The on-ice official would signal the delayed violation and continue counting the remainder of the five seconds that Team B's goalkeeper has to put the ring back into play. The on-ice official will not begin counting the five seconds of A1's delayed violation until after both A1 and the ring have left the crease.

Should Team B's goalkeeper fail to put the ring into play entirely outside the goal crease within five seconds of the ring having entered the goal crease, play is stopped due to the goalkeeper's violation. Team A, not having caused the stoppage of play in this instance, would be awarded the ring.

Case 4: Team A has possession of the ring in their goal crease. B1 skates through the goal crease.
a. B1 exits the goal crease before the ring.

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- b. The ring is put into play outside the goal crease before B1 exits the goal crease.

Ruling 4: Delayed goal crease violation by B1 in both cases. Play is stopped and Team A is awarded a goalkeeper ring if Team B gains control of the ring in that zone, without the ring having left the zone, within 5 seconds of:

- a. the ring being put into play outside the goal crease.
- b. B1 exiting the goal crease.

Case 5: Team B has possession of the ring in their attacking zone. A1, a skater, commits a goal crease violation. During the delayed violation count, A2, another skater, commits a crease violation.

Ruling 5: The five second delayed violation count on A2's goal crease violation begins when A2 leaves the goal crease (i.e. running concurrently with the remaining time in A1's delayed violation).

Case 6: B1, in control of the ring in Team A's defending zone, skates behind Team A's goal. Skater A1 attempts to check B1. A1 skates through the goal crease and checks B1's stick.

- a. A1 immediately succeeds in gaining joint control of the ring.
- b. A1 is unable to gain control of the ring. B1 skates around the net and scores.
- c. A1, after checking B1 for six seconds, succeeds in gaining control of the ring.

Ruling 6: Goal crease violation by A1. A delayed violation is signalled as soon as A1 enters the goal crease. The five second count begins once A1 exits the goal crease.

- a. Violation by A1. Play is stopped immediately.
- b. Goal.
- c. Legal. A1's delayed violation was nullified five seconds after A1 exited the goal crease.

Case 7: A1, a skater, stands waiting for Team B to take a free pass in Team A's defending zone. When play starts:

- a. A1's skate is inside or contacting the goal crease.
- b. A1's stick is in the air, slightly overhanging the goal crease.

Ruling 7: a. Goal crease violation by A1. A delayed violation is signalled immediately and the five second count begins once A1 exits the goal crease.

- b. No violation.

– **The Play**

Comment: *The on-ice officials should not start play if players are noticed in prohibited areas. The offending players should be advised to correct the situation before play is started. However, the primary responsibility for avoiding illegal situations rests with the players.*

8.8 If play is stopped due to the ring being immovable, or if it cannot be safely played, the ring is awarded to the team that:

- a. gains second control, or**
- b. did not have initial control, or**
- c. has initial control, provided the opposing team is not actively checking (see Case 3, Ruling 3, Comment)**

NOTE: *The ring is awarded to the team that did not initially control it if the player first in control momentarily removes the stick from the ring, allowing an opponent to gain control, and then takes joint control.*

Case 1: A1 and B1 are trying to gain control of a free ring. B1 reaches the ring first and places their stick into the ring. A1, close behind, also manages to place their stick into the ring. The ring becomes immovable.

Ruling 1: Play is stopped and Team A is awarded the ring.

Case 2: A1 has control of the ring in Team A's defensive zone. A1 skates along the boards in an attempt to move the ring out of the zone, when players B1 & B2 begin legally checking A1. A1 skates into B1 & B2 but does not create sufficient contact to warrant a Charging penalty. A1, B1 & B2 stay at the boards.

Ruling 2: Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.

Case 3: A1 has control of the ring and is being checked by B1. B1 takes a legal stationary position or legally skates to a position to take away A1's path along the boards when the ring is tied up as a result of:

- a. B2 taking a legal position on the other side of A1, leaving A1 only a small path away from the situation.
- b. B2 and B3 take legal positions surrounding A1, leaving enough room for A1 to skate away from the situation.

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- c. B2 and B3 take legal positions surrounding A1, leaving no room for A1 to skate away from the situation. B1, B2 and B3 are actively checking A1.
- d. B2 and B3 take legal positions surrounding A1, leaving no room for A1 to skate away from the situation. B1, B2 and B3 are not attempting to check A1

Ruling 3:

- a. Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.
- b. Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.
- c. Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.
- d. Play is stopped, team A is awarded a free pass in the nearest circle within the zone where play was stopped.

Comment: *When being actively checked the obligation to move the ring is on the ring carrier. Failure to keep the ring from being tied up will result in a violation and the ring being awarded to the other team. In situations where the team not in control of the ring are making no attempt to actively check, but just tie up the ring, play will be stopped once the ring is tied up, and returned to the team in control of the ring. In the above situations, Team B should be attempting to check Team A, they should not be awarded the ring for just surrounding the ring carrier.*

Case 4: A1 has control of the ring. B1 is legally skating beside A1 along the boards when:

- a. B1 uses their body to block A1 and pin A1 against the boards so that A1 cannot move.
- b. B1 uses their stick to block A1's forward momentum and pin A1 against the boards.

Ruling 4:

- a. Delayed minor penalty to B1 for Boarding .
- b. Delayed minor penalty to B1 for Boarding.

– The Play

Case 5: A1 has control of the ring in open ice. B1 is legally skating beside A1 when B2 approaches and uses their body to pin A1 against B1 causing the ring to be immovable.

Ruling 5: Delayed minor penalty to B2 for Interference or Body Contact depending on the degree of contact.

Comment: *There is no penalty for a player occupying an available space on the ice in proximity to the ring carrier, it becomes a penalty when that player plays the ring carrier and not the ring.*

Case 6: A1 has control of the ring and is being checked by B1. Realizing that B1 will gain joint (and second) control of the ring, A1 relinquishes control momentarily, in order to allow B1 to put their stick into the ring. A1 then takes joint (and second) control of the ring. The ring becomes immovable.

Ruling 6: Play is stopped and Team B is awarded the ring.

Case 7: Team B has control of the ring. The ring is passed to open ice. A1 and B1 arrive at the ring together and place their sticks in the ring simultaneously. The ring becomes immovable.

Ruling 7: Play is stopped and Team A is awarded the ring. If two players place their sticks in the ring simultaneously, then the player of the team that previously had possession of the ring has first control (possession of the ring has not changed). If the ring becomes immovable, then the player of the team that did not previously have possession of the ring has second control.

Case 8: A1 has control of the ring and is being checked by B1. B1 places their stick in the ring, taking joint (and second) control of the ring. While both players have their sticks in the ring, the ring entirely crosses the blue line.

Ruling 8: Blue line violation by A1. Play is stopped immediately and Team B is awarded the ring. Play was not stopped because the ring was immovable, as the ring was clearly moving, so A1 had not lost control of the ring.

NOTE: *Similar rationale and rulings to the above case also occur for goal crease and free play line violations.*

8.9 If another ring or foreign object appears on the ice while play is in progress, play continues unless, in the opinion of an on-ice official, the presence of the second ring or foreign object is affecting the play.

– Goalkeeper Play

Section 9 – Goalkeeper Play

9.1 Snow may not be piled on, around, or in the goal crease with the intention of forming a barrier to help keep the ring out of the goal area. Roughing up the ice is permissible.

Case 1: Before play starts, A1, the goalkeeper, roughs up the ice in Team A's crease by skating back and forth, scraping the ice with the skates.

Ruling 1: Legal.

Case 2: After roughing up the ice, A1, the goalkeeper:

- pushes the loose snow to the outside of the net behind the goal line.
- pushes the loose snow into a pile on the goal line inside the goal crease.

Ruling 2:

- Legal.
- Violation by A1. After a warning to Team A, a second violation will result in a Delay of Game penalty, no matter which player on that team repeats the infraction.

9.2 Goalkeepers may become involved in the play only in their team's defending zone and the centre zone.

Case 1: Team A has control of the ring in the centre zone. Team A's goalkeeper, A1:

- standing in Team A's defending zone, reaches across the blue line and gains control of the ring.
- skates across the blue line and becomes involved in the play in the centre zone.

Ruling 1: Legal play in both cases.

Case 2: Team B has control of the ring in the attacking zone. Team B's goalkeeper, B1:

- standing in the centre zone, reaches across the blue line and gains control of the ring.
- skates across the blue line and becomes involved in the play in the attacking zone.
- skates across the blue line into the attacking zone, but goes directly to the players' bench for a substitution without becoming involved in the play.

Ruling 2:

- Violation by B1. Play is stopped immediately.
- Minor penalty to B1 for Delay of Game. Play is stopped when B1 becomes involved in the play, since Team B has control of the ring.
- Legal.

– Goalkeeper Play

Case 3: Following a timeout, Team A is awarded a free pass in their defending zone. A1, the goalkeeper, lines up in the free pass circle to take the free pass.

Ruling 3: Legal. Any player eligible to play in that area may take the free pass.

9.3 The goalkeeper's stick may not be put on top of the ring or into its centre, except in the act of making a save.

Case 1: The ring comes to rest inside the goal crease. The goalkeeper, B1, turns their stick around, places the handle of the stick in the ring, and passes the ring out of the goal crease.

Ruling 1: Violation by A1. Play is stopped as soon as A1 places their stick into the ring.

Case 2: The ring is outside the goal crease. B1, the goalkeeper, reaches out with their stick and places the blade of the stick on top of the ring in order to prevent A1 from gaining control of the ring.

Ruling 2: Minor penalty to B1 for Delay of Game (See Rule 14.5.b).

9.4 When the ring is inside or contacting the goal crease, the goalkeeper:

9.4.a must put the ring into play entirely outside the goal crease within five seconds.

9.4.b may, if the goalkeeper is inside the goal crease, throw the ring into play in the defending zone. The ring may not be thrown across the goalkeeper's defending blue line. If the ring is thrown and it contacts the blue line, play continues unless a teammate carries the ring directly into the centre zone.

9.4.c may step outside of the goal crease in the act of throwing the ring into play, but must have at least one skate on or inside the goal crease when the ring is released.

NOTE: If the ring is inside or contacting the goal crease, the goalkeeper may play the ring; the position of the goalkeeper is irrelevant. However, if the goalkeeper remains outside the goal crease and the ring exits the goal crease, the goalkeeper must then play the ring in accordance with Rule 9.5. Therefore, if the goalkeeper picks up the ring within the goal crease, the ring must be dropped as soon as it is entirely outside the goal crease.

– Goalkeeper Play

Case 1: The goalkeeper, A1, catches the ring in the crease. A1 tries to throw the ring to A2, but A2 is closely guarded. A1 then turns to the other side of the goal but all players are being closely guarded. While waiting for a teammate to get free, five seconds expire.

Ruling 1: Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.

Case 2: Team B's goalkeeper, seeing the ring on the goal crease line:

- bats the ring to a teammate.
- bats the ring to a player on Team A in the defending zone.
- picks up the ring and throws it into play in the defending zone.
- kicks the ring, with the side of the skate blade, to a teammate.
- pushes the ring out of the crease with their stick, then continues to skate toward the blue line, pushing the ring with their stick.
- picks up the ring, drops it outside the crease and plays it with their stick.

Ruling 2: Legal in all cases.

Case 3: A1, the goalkeeper has control of the ring inside the goal crease. A1 picks up the ring and throws it:

- into the corner.
- out to the free play line in Team A's defending zone.
- completely over the first blue line, into the centre zone.
- completely over the first blue line, where it deflects off of A2 in the centre zone and continues over the second blue line into Team A's attacking zone.
- completely over both blue lines into Team A's attacking zone.
- but the ring doesn't leave the crease, within the 5 seconds.

Ruling 3:

- Legal.
- Legal.
- Violation by A1. A delayed violation is signalled and a five second count commences when the ring completely crosses the blue line. If Team A gains control of the ring during the five second count, play is stopped immediately and Team B is awarded a free pass in Team A's defending zone.

– Goalkeeper Play

- d. Violation by A1. A delayed violation is signalled and five second count commences when the ring completely crosses the first blue line. The five second count is restarted when the ring contacts A2. The count is dropped when the ring completely cross the second blue line, and is playable by anyone other than A2.
- e. Violation by A1. A delayed violation is signalled and a five second count commences when the ring completely crosses the first blue line. A two blue line pass violation occurs when the ring completely crosses the second blue line. The five second count is dropped and a two blue line pass violation is signalled.
- f. Violation by A1. Play is stopped at the end of the five second count. Team B is awarded a free pass in the nearest circle within the zone where play was stopped.

- Case 4: B1, the goalkeeper, throws the ring so that it stops in contact with, but does not entirely cross, Team B's defending blue line.
- a. B2 moves the ring back into Team B's defending zone.
 - b. B2 moves the ring into the centre zone.
 - c. B2 tips the ring into the centre zone, then gains control of the ring.
 - d. B2 tips the ring into the centre zone, where B3 gains control of the ring.
 - e. A1 moves the ring in either direction.

- Ruling 4:
- a. Legal.
 - b. Blue line violation by B2. The ring, as thrown by B1 and when initially contacted by B2, is still in the defending zone. B2 may play the ring on the blue line, but may not contact the ring when it is entirely across the blue line before the ring has been contacted or controlled by another player.
 - c. Blue line violation by B2.
 - d. Legal.
 - e. Legal.

- Case 5: A1, the goalkeeper, throws the ring from within the goal crease along the ice toward Team A's defending blue line. Just as the ring makes contact with the blue line, it is contacted by A2. The ring then entirely crosses the blue line into the centre zone, where it is played:
- a. by A3.
 - b. again by A2.

- Ruling 5:
- a. Legal.
 - b. Blue line violation by A2.

– Goalkeeper Play

Case 6: A1, the goalkeeper, throws the ring from within the goal crease along the ice toward Team A's defending blue line. Just as the ring makes contact with the blue line, it is contacted by A2. The ring remains in contact with the blue line, until A3 gains control of the ring and passes it:

- into the centre zone.
- back into Team A's defending zone.

Ruling 6: Legal in both cases.

Case 7: A1, the goalkeeper, uses the stick to pass the ring from inside the goal crease over the defending blue line, to A2 in the centre zone.

Ruling 7: Legal. The goalkeeper is only restricted from throwing the ring across the blue line.

Case 8: A1, the goalkeeper, throws the ring into play in the defending zone.

- A1 steps out of the goal crease with one foot and, in the same motion, throws the ring to A2.
- A1 steps out of the goal crease with one foot, faking a throw to A2, then steps back into the goal crease and steps out in another direction to throw the ring to A3.
- A1 fakes a throw to A2 without stepping out of the goal crease, then throws the ring to A3.

Ruling 8:

- Legal.
- Violation by A1, upon stepping back and bringing the ring back into the goal crease. A1 may step out of the goal crease with one foot and may momentarily hold the ring outside the goal crease in the act of throwing the ring into play. A1 commits a violation by failing to release the ring and bringing it back into the goal crease.
- Legal.

9.5 When the ring is entirely outside the goal crease, the goalkeeper:

9.5.a may not move the ring into the goal crease or onto the goal crease line.

9.5.b may pass the ring through the goal crease, provided that the goalkeeper does not contact or control the ring when the ring is inside or contacting the goal crease.

– Goalkeeper Play

9.5.c may catch the ring outside the goal crease in the act of making a save, but it must be immediately dropped and played legally. If the ring is thrown or not immediately dropped, a Delay of Game penalty shall be assessed to the goalkeeper for holding the ring out of play.

NOTE: *If, after stopping the ring outside the crease, the goalkeeper holds the ring out of play, the on-ice official must decide if this action was accidental (violation) or intentional (penalty).*

Case 1: A1, the goalkeeper, seeing the ring entirely outside the goal crease:

- a. picks up the ring with the hand.
- b. reaches out with the stick and pulls the ring back onto the goal crease line or into the goal crease.

Ruling 1:

- a. Minor penalty to A1 for Delay of Game. No player may hold or pick up the ring with the hand. This includes the goalkeeper when the ring is outside the goal crease.
- b. Violation by A1. If this is repeated after a warning, a Minor penalty for Delay of Game will be assessed to A1.

Case 2: The ring is entirely outside the goal crease. B1, the goalkeeper, gains control of the ring by:

- a. batting the ring, or kicking the ring with the side of the skate blade.
- b. catching the ring, immediately dropping it, then playing the ring with the stick.
- c. placing the toe of the blade of the goalkeeper's stick into the ring.
- d. catching the ring, looking around, then throwing the ring into play.
- e. catching the ring, then skating back into the goal crease.

Ruling 2:

- a. Legal.
- b. Legal.
- c. Violation by B1. The goalkeeper may play the ring with the stick, but no part of the goalkeeper's stick may be put on top of the ring or into its centre.
- d. Minor penalty to B1 for Delay of Game.
- e. Minor penalty to B1 for Delay of Game.

Case 3: A1, the goalkeeper, dives across the goal crease to block a shot. While outside the crease:

- a. the ring accidentally becomes caught in A1's equipment.
- b. A1 intentionally falls on top of the ring, holding it out of play.

Ruling 3:

- a. Violation by A1.
- b. Minor penalty to A1 for Delay of Game.

– Goalkeeper Play

- Case 4: B1, the goalkeeper, passes the ring through the goal crease. B1 hits the ring with the stick when the ring is entirely outside the goal crease, then:
- the ring slides into and through the goal crease.
 - the ring slides into and comes to rest inside the goal crease.
 - the ring slides into the goal crease and deflects off B1's skate, out of the goal crease.
 - B1 continues to propel the ring with the stick as the ring contacts the goal crease.
- Ruling 4: The location of B1, whether inside or outside the goal crease, is irrelevant.
- Legal.
 - Illegal. Play is stopped as soon as the ring comes to rest inside (or in contact with) the goal crease; the goalkeeper has control of the ring.
 - Illegal. A delayed violation is signalled and a five second count commences immediately.
 - Illegal. Play is stopped as soon as the goalkeeper controls the ring while the ring is contacting the goal crease.

9.6 During goalkeeper substitution:

- 9.6.a if there is no AGK, the first defending team player to enter the goal crease is the AGK.**
- 9.6.b the AGK may be exchanged. Another defending player may enter the goal crease once the current AGK has entirely left the goal crease.**
- 9.6.c the ring may not be moved into the goal crease or onto the goal crease line by the AGK or by a player outside the goal crease who immediately becomes the AGK.**
- 9.6.d when the ring is inside or contacting the goal crease, the ring must be put into play entirely outside the goal crease within five seconds. The AGK may only put the ring into play in the defending zone, no matter what method is used to move the ring. After putting the ring into play outside the goal crease, that player may not contact or control the ring before the ring is contacted or controlled by another player.**

NOTE: *The AGK, like the goalkeeper, may step outside of the goal crease in the act of throwing the ring into play (see Rule 9.4.c).*

– Goalkeeper Play

Case 1: Team A has substituted a skater for their goalkeeper. Team B has possession of the ring in Team A's defending zone. Skater A1 enters the goal crease and acts as the goalkeeper.

Ruling 1: Legal.

Case 2: Team A is substituting for their goalkeeper. Skaters A1, A2, and A3 are in the restricted area in their defending zone. A4 and A5 are outside the restricted area. The goalkeeper skates to the players' bench. Team B gains control of the ring and A1 enters the goal crease:

- as the goalkeeper steps into the players' bench and A6, the substitute skater, steps onto the ice.
- as the goalkeeper steps into the players' bench, before A6 steps onto the ice.
- as the goalkeeper arrives at the players' bench gate. The goalkeeper is still on the ice.

Ruling 2: The first skater to enter the goal crease and act as the goalkeeper need not be the skater that substituted for the goalkeeper, nor must there be four skaters in the restricted area in order for a skater to play as AGK. However, the goalkeeper must be physically off the ice prior to a skater entering the goal crease to play as AGK.

- Legal.
- Legal.
- Delayed goal crease violation by A1. If A1 remains in the goal crease and the ring does not leave that zone, the delayed violation will be nullified if Team A does not gain control of the ring within 5 seconds of the goalkeeper leaving the ice.

Case 3: Team A has substituted a skater for their goalkeeper. Team B has possession of the ring in Team A's defending zone. Skater A1 enters the goal crease and acts as the goalkeeper.

- A1 leaves the goal crease, then skater A2 enters.
- Skater A2 enters the goal crease while A1 is still in the goal crease.

Ruling 3:

- Legal.
- Delayed goal crease violation by A2. If Team A gains control of the ring in that zone, without the ring having left the zone, within 5 seconds of A1 or A2 exiting the goal crease, play is stopped and Team B is awarded a free pass in the same zone.

Case 4: Team A has substituted a skater for their goalkeeper. The ring is in Team A's defending zone and there are no players in the goal crease. Skater A1 deflects the ring into Team A's goal crease. The ring comes to rest inside the goal crease, then A1 enters the goal crease to play as AGK.

– Goalkeeper Play

- Ruling 4: Goal crease violation by A1. Play is stopped immediately when A1 enters the goal crease and Team B is awarded a free pass in the same zone.
- Comment: *During goalkeeper substitution, the last defending player to contact the ring prior to it entering the goal crease may not immediately become the AGK. In the case above, A1 is not eligible to play as AGK. Play is stopped as soon as A1 enters the goal crease, since Team A has control of the ring, leaving A1 no opportunity to commit a Delay of Game penalty in accordance with Rule 14.5.c.*
- Case 5: Team A has substituted a skater for their goalkeeper. The ring is in Team A's defending zone and there are no players in the goal crease. Skater A1 deflects the ring through the goal crease, then:
- skates around the goal crease and gains control of the ring.
 - skates through the goal crease and gains control of the ring, before the ring is contacted or controlled by another player.
- Ruling 5:
- Legal.
 - Violation by A1. Play is stopped immediately and Team B is awarded a free pass in the same zone. A1 moved the ring into the goal crease and, upon entering the goal crease, became the AGK. Even though the ring has passed through the goal crease, A1 is not eligible to play as AGK until another player contacts or controls the ring.
- Case 6: Team A has substituted a skater for their goalkeeper. The ring is in Team A's defending zone and there are no players in the goal crease. Team B shoots the ring behind the net. Skater A1 skates through the goal crease and gains control of the ring.
- Ruling 6: Legal. A1 was AGK while in the goal crease. Since A1 did not contact the ring while playing as AGK, then A1 is still eligible to play the ring after exiting the goal crease.
- Case 7: Skater A1, playing as AGK, has control of the ring in the goal crease and:
- passes the ring out of the goal crease to A2, inside Team A's defending zone.
 - picks up the ring and throws it to A2, inside Team A's defending zone.
 - moves the ring out of the goal crease.
 - throws or passes the ring out of the goal crease. No other player contacts the ring and the ring comes to rest inside the defending zone. As opponent B1 approaches, A1 bats the ring to A2.

– Goalkeeper Play

- Ruling 7:
- a. Legal.
 - b. Legal.
 - c. Violation by A1. Play is stopped immediately and Team B is awarded a free pass in Team A's defending zone. The AGK must release the ring prior to it completely crossing the goal crease line when passing, shooting, kicking, or batting the ring out of the goal crease.
 - d. Violation by A1. Play is stopped immediately and Team B is awarded a free pass in Team A's defending zone. After putting the ring back into play outside the goal crease, whether A1 stays in the goal crease (as AGK) or leaves the goal crease, A1 may not contact the ring until another player contacts the ring.
- Case 8: Skater A1, playing as AGK, has control of the ring in the goal crease and:
- a. passes the ring, with the stick, out of the goal crease into the centre zone.
 - b. throws the ring over the blue into the centre zone.
 - c. passes the ring, with the stick, out of the goal crease through the centre zone and into the attacking zone.
 - d. throws the ring over the blue line through the centre zone and into the attacking zone.
- Ruling 8:
- a. Violation by A1. A delayed violation is signalled and a five second count commences when the ring completely crosses the blue line. If Team A gain's control of the ring during the five second count, play is stopped immediately and Team B is awarded a free pass in Team A's defending zone. Unlike the goalkeeper, the AGK may not pass the ring out of the defending zone with the stick.
 - b. Violation by A1. A delayed violation is signalled and a five second count commences when the ring completely crosses the blue line. If Team A gains control of the ring during the five second count, play is stopped immediately and Team B is awarded a free pass in Team A's defending zone.
 - c. Violation by A1. A delayed violation is signalled and a five second count commences when the ring completely crosses the first blue line. A two blue line pass violation occurs when the ring completely crosses the second blue line. The five second count is dropped and a two blue line pass violation is signalled.
 - d. Violation by A1. A delayed violation is signalled and a five second count commences when the ring completely crosses the first blue line. A two blue line pass violation occurs when the ring completely crosses the second blue line. The five second count is dropped and a two blue pass violation is signalled.

– Goalkeeper Play

- Case 9: Team A has substituted a skater for their goalkeeper. The ring comes to rest inside the goal crease or contacting the goal crease line in Team A's defending zone. There is no AGK and no player plays the ring.
- Ruling 9: Team A must put the ring back into play, outside the goal crease, within five seconds. Play is stopped after five seconds expire (from the time the ring entered the goal crease, not from when the ring came to rest) and Team B is awarded a free pass in the same zone.
- Case 10: Team A has substituted a skater for their goalkeeper. The ring is in Team A's defending zone and there are no players in the goal crease. Team B shoots the ring, which comes to rest inside the goal crease. A1, standing outside the goal crease, places their stick in the ring and:
- moves the ring up the ice.
 - passes the ring to A2, within the same zone. A1 releases the ring before it entirely leaves the goal crease.
 - passes the ring to A2, within the same zone. A1's stick is still in contact with the ring when the ring is entirely outside the goal crease.
 - skates into the goal crease.
- Ruling 10: A1 is the AGK. By placing their stick in the ring, A1 has entered the goal crease.
- Violation by A1. Play is stopped immediately when the ring is entirely outside the goal crease and Team B is awarded a free pass in Team A's defending zone. A1 may not contact or control the ring once it is entirely outside the goal crease, before the ring is contacted or controlled by another player.
 - Legal.
 - Violation by A1. Play is stopped immediately when the ring is entirely outside the goal crease and Team B is awarded a free pass in Team A's defending zone. A1 may not contact or control the ring once it is entirely outside the goal crease, before the ring is contacted or controlled by another player.
 - Legal. A1 has five seconds, from the time that the ring entered the goal crease, to put the ring into play entirely outside the goal crease.
- Case 11: During goalkeeper substitution, A1 is playing as AGK. B1 shoots the ring, which hits the goal post and rebounds, coming to rest outside Team A's goal crease. A1, still in the crease, plays the ring.
- A1 bats or legally kicks the ring into the corner.
 - A1 hits the ring with the stick, away from the goal crease.
 - A1 bats, kicks, or hits the ring with the stick into the goal crease or onto the goal crease line.

– Goalkeeper Play

- d. A1 puts their stick into the ring and passes the ring to a teammate inside the defending zone, without the ring ever contacting the goal crease.
- e. A1 puts their stick into the ring and passes the ring to a teammate in the centre zone (over the blue line).
- f. A1 skates out of the goal crease and gains control of the ring.
- g. A1 puts their stick into the ring and skates out of the goal crease.

Ruling 11: The AGK did not contact the ring inside the goal crease, so that player did not put the ring into play (i.e. the AGK was not the last player to possess the ring). Therefore, A1 may play the ring when it is outside the goal crease. As long as the ring is not moved into the goal crease or onto the goal crease line, A1 may play the ring in the same manner as any other player.

- a. Legal.
- b. Legal.
- c. Violation by A1. Play is stopped immediately and Team B is awarded a free pass in the same zone.
- d. Legal.
- e. Legal.
- f. Legal. Once outside of the goal crease, A1 is no longer the AGK.
- g. Legal.

Case 12: During goalkeeper substitution, A1 is playing as AGK. Team B shoots the ring into the goal crease. A1 does not contact or control the ring. A1 exits, then A2 enters the goal crease. A2 passes the ring out of the goal crease before five seconds expire (from the time that the ring entered the goal crease).

Ruling 12: Legal.

– The Free Pass and Goalkeeper Ring

Section 10 – The Free Pass and Goalkeeper Ring

10.1 Free Pass. For all free passes, the ring is placed in the centre of the half of the free pass circle closer to the goal area defended by the team awarded the free pass. Following the whistle to start play:

10.1.a the player taking the free pass can only enter the half of the free pass circle in which the ring has been placed and is the only player permitted in the free pass circle. If there is no player from the team awarded the free pass in the free pass circle when the whistle is blown, then the first player from that team to enter the free pass circle must take the free pass.

10.1.b the player taking the free pass must, using the stick, put the ring into play entirely outside the free pass circle within five seconds.

10.1.c the player taking the free pass may move anywhere within that half of the free pass circle, up to and including the outer edge of that half circle, but may not leave that half of the free pass circle until the ring is entirely outside the free pass circle.

10.1.d the player taking the free pass may not contact or control the ring once it is entirely outside the free pass circle before the ring is contacted or controlled by another player.

10.1.e no other player may contact or control the ring before it is entirely outside the free pass circle.

10.1.f if a teammate of the player taking the free pass enters the free pass circle before the ring is entirely outside the free pass circle, play is stopped immediately.

10.1.g if a player from the team not taking the free pass enters the free pass circle before the ring is entirely outside the free pass circle and that team gains control of the ring in that zone, before it exits the zone and within five seconds of the ring exiting the free pass circle, play is stopped.

Case 1: Team A is awarded a free pass. The ring is placed, but no Team A player enters the free pass circle.

Ruling 1: The on-ice official may blow the whistle to start play.

– The Free Pass and Goalkeeper Ring

- Case 2: Team A is awarded a free pass. The ring is placed but no Team A player enters the free pass circle. After the whistle to start play:
- A1 enters the free pass circle through Team A's half of the free pass circle.
 - A1 enters the free pass circle through Team B's half of the free pass circle.
- Ruling 2:
- Legal.
 - Free pass violation by A1. Play is stopped immediately as Team A is deemed to be in control of the ring.
- Case 3: Team A is awarded a free pass and A1 takes position in the free pass circle. After the whistle to start play, A1 exits and A2 enters the free pass circle to take the free pass.
- Ruling 3: Free pass violation by A1. Play is stopped immediately as Team A is deemed to be in control of the ring.
- Case 4: After the whistle to start play, A1 shoots the ring but it does not go out of Team A's half of the free pass circle. A1 quickly skates over and shoots the ring entirely outside the free pass circle, within the allotted five seconds.
- Ruling 4: Legal.
- Case 5: After the whistle to start play, A1 shoots the ring but it stops on the centre line of the free pass circle.
- Five seconds pass from the time that the whistle was blown.
 - A1, using their stick, taps the ring entirely outside the free pass circle.
- Ruling 5:
- Free pass violation by A1.
 - Legal.
- Case 6: After the whistle to start play, B1 passes the ring but it stops inside the other half of the free pass circle.
- Ruling 6: Free pass violation by B1. Play is stopped when the ring comes to rest in the other half of the free pass circle as Team B is deemed to be in control of the ring.
- Case 7: Team A is awarded a free pass with five seconds remaining in the game. The on-ice official blows the whistle. A1 places their stick into the ring but does not pass or shoot. Time expires.
- Ruling 7: The game is over. Time commences on the whistle.

– The Free Pass and Goalkeeper Ring

- Case 8: After the whistle to start play, B1 passes the ring into the other half of the free pass circle.
- A1 skates into the free pass circle and gains control of the moving ring, within five seconds of the whistle being blown to start play.
 - A1 skates into the free pass circle, but the ring comes to rest before it is contacted or controlled by A1.
- Ruling 8: Delayed violation by A1 for entering the free pass circle before the ring is entirely outside the free pass circle.
- Free pass violation by A1. Play is stopped when A1 gains control of the ring in the free pass circle, since A1 is (still) committing a violation.
 - Free pass violation by B1, as the ring was not passed entirely outside the free pass circle. Although A1 is committing a delayed violation, play is stopped when the ring comes to rest as B1 (deemed to be in control of the ring) has committed a violation. A1 did not cause the stoppage in play.
- Case 9: A1, taking a free pass in Team A's attacking zone, shoots the ring directly on the goal. The ring enters the net.
- The ring is entirely outside the free pass circle before A1 crosses the centre of the free pass circle.
 - A1 crosses the centre of the free pass circle before the ring is entirely outside the free pass circle.
- Ruling 9: a. Legal goal.
b. Free pass violation by A1. Play is stopped immediately when A1 crosses the centre of the free pass circle (leaves their half of the free pass circle), so the goal is disallowed.
- Case 10: B1, taking a free pass, passes the ring to B2 who is outside the free pass circle.
- B2 skates into the free pass circle with the ring.
 - B2 passes the ring directly back to B1 who is still inside the free pass circle.
- Ruling 10: Legal in both cases. Once the ring is entirely outside the free pass circle, that area is no longer prohibited.
- Case 11: A1, taking a free pass in Team A's attacking zone, shoots the ring directly on the goal. The ring rebounds off the goal post and comes to rest in the corner. A1 gains control of the ring.
- Ruling 11: Free pass violation by A1. A1 may not contact or control the ring before it is contacted or controlled by another player.

– The Free Pass and Goalkeeper Ring

Case 12: B1, a skater, takes the free pass in Team B's defending zone. B1 passes the ring to B2, the goalkeeper, who is:

- a. inside the goal crease.
- b. outside the goal crease.

Ruling 12: Legal in both cases.

Case 13: Team A lines up for a free pass in the centre zone. A1 takes the free pass and passes the ring:

- a. to a teammate who is over the blue line in Team A's attacking zone.
- b. to a teammate in the same (centre) zone.
- c. back across the blue line to the goalkeeper in Team A's defending zone.

Ruling 13: Legal in all three cases.

Case 14: B1, taking a free pass in Team B's defending zone, passes the ring directly to a teammate in Team B's attacking zone.

Ruling 14: Two blue line pass violation, in accordance with Rule 7.5.

Case 15: Team A takes a free pass. After the whistle to start play:

- a. B1 skates through that free pass circle.
- b. B1's stick overhangs the free pass circle.

Ruling 15: a. Free pass violation by B1. The on-ice official signals and begins counting B1's five second delayed violation after the ring leaves the entire free pass circle. If Team B gains control of the ring in that zone before the ring leaves the free pass circle or within five seconds of the ring leaving the free pass circle, play is stopped and Team A is awarded the ring. If the ring leaves that zone (entirely crosses a blue line) or if Team B does not gain control of the ring within five seconds, the delayed violation is nullified.

b. No violation, if the stick overhang has no effect on the free pass. If an advantage is gained as a result of the stick entering the free pass circle, then a violation is assessed in the same manner as described above.

Case 16: B1, taking a free pass, passes the ring to B2 who is outside of the free pass circle. Before the ring is entirely outside the free pass circle:

- a. B1 leaves the free pass circle.
- b. B2 enters the free pass circle.
- c. B2 reaches into the free pass circle and contacts the ring.
- d. A1 reaches into the free pass circle and contacts the ring.

– The Free Pass and Goalkeeper Ring

- Ruling 16:
- Free pass violation by B1, play is stopped immediately.
 - Free pass violation by B2, play is stopped immediately.
 - Free pass violation by B2, play is stopped immediately.
 - Delayed free pass violation by A1 and a five second count commences when the ring is entirely outside the free pass circle.

10.2 **Goalkeeper Ring.** A defending zone free pass is replaced by a “goalkeeper ring”, unless the stoppage in play is caused by the ring leaving the playing area, injury, or penalty assessment, or if a timeout is taken during that stoppage in play.

NOTE: *Although this rule lists four specific situations when a goalkeeper ring is not awarded, a free pass is to be awarded any time there is a long delay in restarting play during a stoppage that would ordinarily result in a goalkeeper ring. Examples include: the loss of mandatory equipment by an attacking player in their attacking zone (the equipment must be replaced or the player must leave the ice before play is restarted), the appearance of a foreign object on the ice that interferes with play when the ring is controlled by a team in their defending zone (the foreign object must be removed before play is restarted), a broken stick on the ice, or a request for an equipment measurement made at that stoppage in play.*

- Case 1:
- Team B has control of the ring in Team A's defending zone.
 - B1 commits a goal crease violation.
 - A1 gains joint and second control of the ring, which becomes immovable.
 - Team B commits a free pass violation.
 - B2 shoots the ring, which rebounds off the end boards and comes to rest on the goal net.
 - B1 in control of the ring moves the ring to a position to be tied up causing a stoppage, B1 is the only player with a stick in the ring.
 - B3 shoots the ring over the end boards in that zone.

- Ruling 1:
- Team A is awarded a goalkeeper ring.
 - Team A is awarded a goalkeeper ring.
 - Team A is awarded a goalkeeper ring.
 - Team A is awarded a goalkeeper ring.
 - Team A is awarded a goalkeeper ring.
 - Team A is awarded a free pass in that zone, even if the ring rebounded immediately back onto the ice (i.e. the ring bounced off the netting above the boards).

10.2.a **The ring is directed to the defending goalkeeper inside the goal crease.**

– The Free Pass and Goalkeeper Ring

NOTE: *Should the attacking team be in control of the ring when play is stopped, the player in control of the ring must immediately transfer the ring to the defending goalkeeper in a reasonable manner, or leave the ring to allow it to be transferred to the goalkeeper by the nearest defending player or on-ice official (see Rule 14.5.m)*

Case 1: Play is stopped and Team B is awarded a goalkeeper ring. B1 has their stick in the ring at the stoppage in play, and continues to skate with the ring until certain that all Team B players are in their defending positions.

Ruling 1: Minor penalty to B1 for Delay of Game (see Rule 14.5.m). Team B is awarded a free pass in that zone, since B1's penalty infraction took place during a stoppage in play. Play had been stopped due to a Team A infraction, hence the original award of a goalkeeper ring to Team B. The penalty did not cause the stoppage in play, so the award of the ring to Team B is unchanged.

10.2.b The play may be started as soon as the goalkeeper has control of the ring inside the goal crease. Following the whistle to start play:

10.2.b (1) the goalkeeper must put the ring into play entirely outside the goal crease within five seconds, in the manner described in Rule 9.4.

10.2.b (2) the goalkeeper may not contact or control the ring once it is entirely outside the goal crease before the ring is contacted or controlled by another player.

Case 1: Team A has been awarded a goalkeeper ring. After the on-ice official blows the whistle to start play, the goalkeeper, A1, steps out of the goal crease with one foot and, in the same motion, throws the ring:

- to A2, inside the blue line.
- into the corner. Seeing that no teammate is moving to play the ring, A1 skates to the corner and passes the ring to A2.

Ruling 1:

- Legal.
- Violation by A1. Once the ring is entirely outside the goal crease, A1 may not contact or control the ring until it has been contacted or controlled by another player.

Case 2: Play is stopped and Team B is awarded a goalkeeper ring. As the ring is being directed to the goalkeeper, Team B substitutes players.

– The Free Pass and Goalkeeper Ring

- Ruling 2: Legal. The on-ice official will not delay blowing the whistle to permit player substitutions to be completed, but both teams may substitute players at any time, subject to Rule 14.10.
- Case 3: Play is stopped and Team A is awarded a goalkeeper ring. The ring is directed to the goal crease, but Team A's goalkeeper is outside the goal crease or does not pick up the ring.
- Ruling 3: The whistle is blown to start play as soon as the ring comes to rest in the goal crease.

10.3 Starting Play.

10.3.a **To begin the game, a free pass is awarded to the visiting team in the centre zone. To begin the second period, a free pass is awarded to the home team in the centre zone.**

- Case 1: Team B is incorrectly awarded the free pass to begin a period. The whistle is blown to start play and play is stopped when Team B scores a goal.
- Prior to resuming play, the on-ice officials are made aware of the incorrect free pass award and agree that an error was made.
 - After resuming play, the on-ice officials are made aware of the incorrect free pass award and agree that an error was made.
- Ruling 1:
- Team B's goal is nullified. The game clock is reset to the appropriate time to commence a new period and Team A is awarded the free pass to commence play.
 - The goal stands and play continues. After the whistle has been blown to resume play, the opportunity to request the correction of a ruling error is forfeited.

10.4 Resuming Play

NOTE: *Shift Buzzers. In games in which "shift buzzers" are used, the free pass to resume play is awarded to the team in control of the ring at the time the buzzer sounded. If neither team had control of the ring, the free pass is awarded to the team that had possession of the ring at the time the buzzer sounded, in the nearest circle within the zone where that team last contacted the ring.*

10.4.a **Goal. After a goal is scored, a free pass is awarded to the team that was scored against, in the centre zone.**

– The Free Pass and Goalkeeper Ring

10.4.b Penalty. If play was stopped due to a penalty, a free pass is awarded to the team that did not cause the stoppage in play in the nearest circle within the zone where play was stopped, with the following exceptions.

10.4.b (1) If a team commits a penalty and play is stopped in their attacking zone as a result of that penalty, the free pass is awarded to the non-penalized team in the centre zone.

10.4.b (2) If a penalty causes the non-penalized team to commit a violation and play is stopped as a result, the free pass is awarded to that team in the zone in which they had possession of the ring prior to the violation.

Case 1: Team A has control of the ring in the centre zone. A1 commits a penalty.

Ruling 1: Play is stopped and the penalty is assessed. Team B is awarded a free pass in the centre zone.

Case 2: Team A has possession of the ring in the centre zone. B1 commits a penalty, then gains control of the ring in that zone.

Ruling 2: Play is stopped, the penalty is assessed, and Team A is awarded a free pass in the centre zone.

Case 3: Team A has control of the ring. B1 commits a penalty. While the on-ice official is signalling the delayed penalty, A1 commits a violation.

Ruling 3: Play is stopped and the penalty is assessed. A1's violation caused the stoppage in play, so Team B is awarded a free pass in accordance with Rule 10.4.d.

Case 4: Play is stopped. During the stoppage in play, A1 commits a penalty.

- a. Team B caused the stoppage in play, so Team A had been awarded the ring.
- b. Team A caused the stoppage in play, so Team B had been awarded the ring.

Ruling 4: The penalty is assessed. Since the penalty did not cause the stoppage in play (play was already stopped for a different reason), the free pass award is unchanged.

Case 5: Team A has control of the ring in their attacking zone. A1 commits a Body Contact penalty in that zone.

Ruling 5: Play is stopped and the penalty assessed. Team B is awarded a free pass in the centre zone.

– The Free Pass and Goalkeeper Ring

- Case 6: Team B has possession of the ring in their defending zone (Team A's attacking zone). A1 commits a Body Contact penalty in that zone. Team B passes the ring into the centre zone, then back into their defending zone, where A2 gains control of the ring.
- Ruling 6: Play is stopped, the penalty is assessed, and Team B is awarded a free pass in the centre zone.
- Case 7: B1 has control of the ring in the centre zone. A1 trips B1. B1 passes the ring back into Team B's defending zone, where A2 gains control of the ring.
- Ruling 7: Play is stopped, the penalty is assessed, and Team B is awarded a free pass in the centre zone.
- Case 8: A1 has control of the ring in the centre zone, with B1 skating closely alongside. Upon reaching Team A's attacking blue line, A1 tries to stop but B1 pushes A1 across the blue line with the ring.
- Ruling 8: Play is stopped immediately due to A1's blue line violation. B1 is assessed a penalty for Body Contact. Team A is awarded a free pass in the centre zone, since the violation was caused by B1's penalty.
- Case 9: B1 has control of the ring in Team B's attacking zone. A1 cross checks B2, causing B2 to enter Team A's goal crease.
- Ruling 9: Play is stopped due to B2's goal crease violation. A1 is assessed a penalty for Cross Checking and Team B is awarded a free pass in the same zone.
- Case 10: A1 has control of the ring in Team A's defending zone (Team B's attacking zone). A penalty infraction by B1 causes A1 to enter the goal crease.
- Ruling 10: Play is stopped immediately and the penalty is assessed to B1. Team A is awarded a free pass in the centre zone since B1's penalty in Team B's attacking zone caused the stoppage of play in that zone.
- Case 11: B1 has control of the ring in Team B's defending zone. A1 trips B1, causing B1 to move the ring entirely over the blue line into the centre zone.
- Ruling 11: Play is stopped immediately and A1 is assessed a penalty for Tripping. Team B is awarded a free pass in the centre zone, since A1's penalty in Team A's attacking zone caused the stoppage in play in that zone.

– The Free Pass and Goalkeeper Ring

- Case 12: Team B is incorrectly awarded the free pass after Team B is assessed a penalty. The whistle is blown to start play and play is stopped when Team B scores a goal.
- a. Prior to resuming play, the on-ice officials are made aware of the incorrect free pass award and agree that an error was made.
 - b. After resuming play, the on-ice officials are made aware of the incorrect free pass award and agree that an error was made.
- Ruling 12:
- a. Team B's goal is nullified. The game clock is reset to the appropriate time when the penalty was assessed and Team A is awarded the free pass to commence play.
 - b. The goal stands and play continues. After the whistle has been blown to resume play, the opportunity to request the correction of a ruling error is forfeited.
- Case 13: A1 passes the ring from Team A's defending zone to Team A's attacking zone, without the ring being contacted by any other player. A2 stands over the ring, waiting for a Team B player to approach and play the ring. B1 contacts A2, causing A2 to fall on the ring and creating a two blue line pass violation by Team A.
- Ruling 13: Play is stopped immediately and B1 is assessed a penalty for Body Contact. Team A's two blue line pass violation was caused by B1's penalty. As Team A last had legal possession of the ring in the centre zone, the free pass is awarded to Team A in the centre zone.
- Case 14: A1 passes the ring from Team A's defending zone into the centre zone, while skating towards the ring, A2 slashes B1.
- a. A1 gains control of the ring in the centre zone prior to anyone else contacting it.
 - b. A2 gains control of the ring in the centre zone
- Ruling 14: Play is stopped when team A gains control of the ring and;
- a. A minor penalty is assessed to A2 for slashing. Team B is awarded a free pass in their attacking zone due to the blue line violation by A1.
 - b. A minor penalty is assessed to A2 for slashing. Team B is awarded a free pass in the centre zone.

– The Free Pass and Goalkeeper Ring

Case 15: A1 passes the ring from Team A's defending zone across both blue lines into Team A's attacking zone, after the ring is passed A1 cross checks B1.

- a. A2 gains control of the ring in Team A's attacking zone.
- b. B1 gains control of the ring.

Ruling 15: A delayed penalty is signalled against Team A and;

- a. Play is stopped when A2 gains control of the ring. A minor penalty is assessed to A1 for cross checking. Team B is awarded a free pass in their attacking zone due to the two blue line violation by Team A.
- b. Play continues with a delayed penalty signalled until Team A gains control of the ring.

10.4.c Penalty Shot. If play was stopped due to a Penalty Shot award and a goal is not scored on that Penalty Shot, a free pass is awarded to the team that was awarded the Penalty Shot, in the nearest circle within the zone where play was stopped.

Case 1: Team B commits a Penalty Shot infraction and gains control of the ring in their defending zone. Team A takes the Penalty Shot and:

- a. scores.
- b. does not score.

Ruling 1:

- a. Team B is awarded a free pass in the centre zone (Rule 10.4.a).
- b. Team A is awarded a free pass in the nearest circle in their attacking zone where play was stopped when the Penalty Shot was awarded.

Case 2: Team B commits a Penalty Shot infraction and gains control of the ring in the centre zone. Team A takes the Penalty Shot, but does not score.

Ruling 2: Team A is awarded a free pass in the centre zone. The reason for Team A not scoring on the Penalty Shot is irrelevant. Ring placement following an unsuccessful Penalty Shot attempt depends upon where play was stopped when the Penalty Shot was awarded.

– The Free Pass and Goalkeeper Ring

Case 3: Team A has control of the ring. Team B commits a Penalty Shot infraction. The on-ice official signals the delayed penalty, then Team A commits a violation, causing a stoppage in play. The Penalty Shot is awarded to Team A and conducted in accordance with Section 22. No goal is scored on the Penalty Shot.

Ruling 3: Play was not stopped due to the Penalty Shot award. Team A's violation caused the stoppage in play. The free pass is awarded to Team B (the team that did not take the Penalty Shot) in the nearest circle within the zone where play was stopped.

10.4.d Violation. If play was stopped due to a violation, the ring is awarded to the team that did not cause the stoppage in play in the nearest circle within the zone in which play was stopped, with the following exceptions.

10.4.d (1) The ring is awarded to the non-offending team in the zone giving that team a territorial advantage for:

10.4.d (1) (a) blue line violations.

10.4.d (1) (b) attacking team free play line violations.

10.4.d (1) (c) goalkeeper violations for becoming involved in the play while in the prohibited area.

10.4.d (1) (d) violations for causing the ring to leave the playing area.

NOTE: Territorial advantage determines ring placement if the ring is last contacted or controlled in one zone and then leaves play in a different zone.

Case 1: A1 moves the ring over the blue line:
a. from Team A's defending zone into the centre zone.
b. from the centre zone back into Team A's defending zone.

Ruling 1: Blue line violation by A1 in both cases. Team B is awarded a free pass in the nearest circle to where play was stopped inside Team A's defending zone.

Case 2: B1 moves the ring over the blue line:
a. from the centre zone into Team B's attacking zone.
b. from Team B's attacking zone back into the centre zone.

Ruling 2: Blue line violation by B1 in both cases. Team A is awarded a free pass in the centre zone.

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- Case 3: B1 tries to shoot the ring out of Team B's defending zone, but the ring stops just inside the free play line in that zone. A4, a skater in excess of the maximum number permitted in the restricted area, reaches over the free play line and tips the ring to A2.
- Ruling 3: Free play line violation by A4. Team B is awarded a free pass in the centre zone.
- Case 4: Team A takes a free pass in their defending zone.
- A4, a skater in excess of the maximum number permitted in the restricted area, commits a violation by reaching into the free pass circle (and over the free play line) and contacting the ring before it has entirely left the free pass circle.
 - B4, a skater in excess of the maximum number permitted in the restricted area, commits a violation by reaching into the free pass circle (and over the free play line) and controlling the ring before it has entirely left the free pass circle.
- Ruling 4: In both cases, a free play line violation and a free pass circle violation have been committed. The free play line violation takes precedence in determining the location of the ensuing free pass award.
- Team B is awarded a free pass in the same free pass circle.
 - Team A is awarded a free pass in the centre zone.
- Case 5: A1, the goalkeeper, has control of the ring in the centre zone. A1 skates across the blue line from the centre zone into Team A's attacking zone.
- Ruling 5: Violation by A1 for becoming involved in the play while in a prohibited area. The position of the ring is immaterial. A1 could not commit a Delay of Game penalty (Rule 14.5.c), as play was stopped immediately upon A1 entering the attacking zone, before A1 was completely inside that zone. Team B is awarded a free pass in the centre zone.
- Case 6: Team A has control of the ring in the centre zone. A1 shoots the ring out of play, over the boards in:
- Team A's attacking zone.
 - the centre zone.
 - Team A's defending zone.
- Ruling 6: Team B is awarded a free pass in:
- the centre zone.
 - the centre zone
 - Team A's defending zone in the nearest circle to where play was stopped.

– The Free Pass and Goalkeeper Ring

10.4.d (2) The ring is awarded to the non-offending team in their attacking zone when:

10.4.d (2) (a) play was stopped due to a two blue line pass violation.

10.4.d (2) (b) play was stopped due to the goalkeeper throwing the ring, or the AGK directing the ring in any manner, into the opposing net directly, off the defending goalkeeper, or off an on-ice official.

Case 1: A1 shoots the ring from Team A's defending zone into their attacking zone. The ring crosses both blue lines without contacting any other player and

- a. A2 gains control of the ring.
- b. A2 contacts the ring.

Ruling 1: A two blue line pass violation is signalled when the ring completely crosses the second blue line and

- a. play is stopped when A2 gains control of the ring. Team B is awarded a free pass in Team B's attacking zone (Team A's defending zone), in the circle nearest to where A2 contacted the ring.
- b. the two blue line pass violation continues.

Case 2: A1 passes the ring from Team A's attacking zone back into their defending zone. The ring crosses both blue lines without contacting any other player and

- a. A2 gains control of the ring.
- b. A2 contacts the ring.

Ruling 2: A two blue line pass violation is signalled when the ring completely crosses the second blue line and

- a. play is stopped when A2 gains control of the ring. Team B is awarded a free pass in Team B's attacking zone (Team A's defending zone), in the circle nearest to where A2 contacted the ring.
- b. the two blue line pass violation continues.

10.4.d (3) If a penalty was committed by the team not in possession of the ring and the ring traveled untouched from one end zone to the other end zone:

10.4.d (3) (a) and play was stopped because the ring came to rest entirely across the second blue line or because the penalized team gained control of the ring, the free pass is awarded to the non-penalized team in the centre zone.

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NOTE: *The on-ice official must wait until the ring comes to rest before stopping play, as the non-penalized team could possibly shoot the ring directly into the penalized teams net.*

10.4.d (3) (b) and play was stopped because the ring was controlled by the non-penalized team, the free pass is awarded to the penalized team in their attacking zone.

- Case 1: Team B has possession of the ring in their defending zone. A1 commits a penalty infraction. B1 shoots the ring over two blue lines into Team B's attacking zone, without any other player contacting the ring.
- Ruling 1: Play is stopped when the ring comes to rest entirely across Team B's attacking blue line. A1 is assessed the penalty and Team B is awarded a free pass in the centre zone.
- Case 2: Team A has possession of the ring in their attacking zone. B1 commits a penalty infraction. A1 attempts to pass the ring back to a teammate in the centre zone, but the ring travels all the way back over both blue lines to Team A's defending zone, without any other player contacting the ring.
- Ruling 2: Play is stopped when the ring comes to rest entirely across Team A's defending blue line. B1 is assessed the penalty and Team A is awarded a free pass in the centre zone.
- Case 3: Team B has possession of the ring. A1 commits a penalty infraction. B1 shoots the ring over both blue lines directly from one end zone to the other end zone, without any other player contacting the ring. Before the ring comes to rest:
- Team A gains control of the ring.
 - Team B gains control of the ring.
- Ruling 3: Play is stopped immediately and A1 is assessed the penalty.
- Team B is awarded a free pass in the centre zone.
 - Team A is awarded a free pass in their attacking zone, since the stoppage in play was caused by Team B's two blue line violation.
- Case 4: A1 has possession of the ring in Team A's defending zone. B1 commits a penalty. A1 shoots the ring. The ring deflects off B2 inside Team A's defending zone and travels to the other end zone without any other player contacting the ring.
- The ring comes to rest entirely across Team A's attacking blue line.
 - Before the ring comes to rest, A2 gains control of the ring.
 - Before the ring comes to rest, B2 gains control of the ring.

– The Free Pass and Goalkeeper Ring

Ruling 4: Play is not stopped when the ring deflects off B2, as B2 has not gained control of the ring. The potential exists for Team B to commit a two blue line pass violation in this situation. B2's teammates may not contact or control the ring (See Rule 8.5). However, Team A players are eligible to play the ring.

- a. Play continues.
- b. Play continues.
- c. Play is stopped immediately, as Team B has committed a two blue line pass violation. Team A is awarded a free pass in their attacking zone (Rule 10.4.d (2)(a)).

10.4.e Ring Out of Play. If play was stopped due to the ring becoming lodged under the net, or under the boards, a free pass is awarded to the team that was last in control of the ring when play was stopped, in the nearest circle within the zone in which they last controlled the ring.

10.4.f Injury. If play was stopped due to an injury, a free pass is awarded to the team that was in possession of the ring when play was stopped, in the nearest circle within the zone in which they last contacted or controlled the ring.

10.4.g Foreign Object. If play was stopped due to a foreign object affecting play, the ring is awarded to the team that was in possession of the ring when play was stopped, in the nearest circle within the zone in which they last contacted or controlled the ring.

10.4.h Spectator Interference. If play was stopped due to spectator interference, the ring is awarded to the team that was in possession of the ring when play was stopped, in the nearest circle within the zone in which the interference occurred.

10.4.i Refusal to Start Play. If a team, having withdrawn from the ice or refused to start play, starts play within one minute of being advised to do so by an on-ice official, a free pass is awarded to the non-offending team in the centre zone. If the non-offending team had already been awarded a free pass in their attacking zone at the time of the withdrawal, the free pass will take place in that zone.

– Goal Scoring Regulations

Section 11 – Goal Scoring Regulations

11.1 A goal is scored when the entire ring legally crosses the goal line between the goal posts and below the cross bar, during play.

NOTE: *Play shall be stopped immediately any time the ring completely crosses the goal line, even if the goal is to be disallowed.*

Case 1: A1 shoots on Team B's goal.

- a. The entire ring crosses the goal line.
- b. The ring stops, just in contact with the goal line.
- c. The ring rebounds off the netting just inside the cross bar and bounces out of the net. The entire ring did not cross the goal line.
- d. The ring rebounds off the padding on the inside of the base of the net. The entire ring did not cross the goal line.

Ruling 1:

- a. Goal.
- b. No goal. The entire ring must cross the goal line.
- c. No goal. The entire ring must cross the goal line.
- d. No goal. The entire ring must cross the goal line.

Case 2: B1 shoots at Team A's goal. The on-ice official at the net does not indicate that the ring crossed the goal line. In the judgement of the on-ice official at the free play line, the ring crossed the goal line.

Ruling 2: If either on-ice official judges that the ring crossed the goal line, that official shall stop play immediately. The on-ice officials shall confer (privately) and the on-ice official at the net will indicate whether a goal has been scored. If no goal was scored, the team that was last in control of the ring when play was stopped shall be awarded a free pass in the zone in which they last contacted or controlled the ring.

Comment: *A goal scorer is defined as the last attacking team player to control or possess the ring prior to it crossing the goal line. Should a team score a goal by directing the ring across their own goal line, the attacking team player who last controlled or possessed the ring shall be credited with the (unassisted) goal. Should a team score a goal by directing the ring across their own goal line directly off a free pass or goalkeeper ring, the attacking team player closest to the net shall be credited with the (unassisted) goal.*

– Goal Scoring Regulations

An assist on a goal is credited to a maximum of two teammates of the goal scorer, if those players controlled or possessed the ring immediately prior to the goal scorer, without the defending team having controlled the ring. If the ring is shot and rebounds off the goalkeeper of the defending team and back to the attacking team, assists may still be credited to the attacking team players who controlled or possessed the ring before the goalkeeper controlled it.

Case 3:

- a. A1 passes to A2. A2 passes to A3, who shoots the ring. The ring is deflected by the goalkeeper, but crosses the goal line.
- b. A1 passes to A2. B1 checks A2 and gains control of the ring. A2 then checks B1, regains control of the ring, and scores.
- c. B1 passes the ring toward B2. The ring deflects off B2 and B3 gains control of it, B3 then scores.
- d. B1 passes the ring toward B2. The ring deflects off A1 and B3 gains control of it, B3 then scores.
- e. A1 passes the ring to A2. B1 checks A2. B1 gains control of the ring and shoots the ring into Team B's net.
- f. Team B is awarded a goalkeeper ring. Following the whistle to start play, Team B's goalkeeper throws the ring directly into Team B's net. A1 is the closest attacking player to the net.
- g. B1 passes the ring to B2, who shoots the ring. Goalkeeper A1 makes the save. The ring rebounds to B3, who scores.
- h. B1 shoots the ring. Goalkeeper A1 makes the save and the ring comes to rest inside the goal crease. A1 passes the ring out of the goal crease. B2 intercepts the ring and scores.
- i. A1, the goalkeeper passes to A2 in the defending zone. A2 passes to A3 in the neutral zone. A3 passes back to A2 in the attacking zone who then scores.

Ruling 3:

- a. Goal by A3. Assists to A2 and A1.
- b. Goal by A2, unassisted.
- c. Goal by B3. Assists to B2 and B1.
- d. Goal by B3. Assist to B1. B2 did not contact or control the ring.
- e. Goal by A2, unassisted.
- f. Goal by A1, unassisted.
- g. Goal by B3. Assists to B2 and B1.
- h. Goal by B2, unassisted. The ring did not rebound off the goalkeeper. A1 controlled the ring after B1 and before B2.
- i. Goal by A2. Assists to A3 and A1.

– Goal Scoring Regulations

11.2 A goal is scored:

- 11.2.a if the ring is shot into the net from anywhere on the ice.
- 11.2.b if the ring is shot and is deflected by or deflected off any player or on-ice official into the net.
- 11.2.c if the ring is legally kicked or batted by an attacking player and is deflected into the net by or off any player other than the defending goalkeeper.
- 11.2.d if the ring is directed into the net by a defending player, unless it is the direct result of an illegal act by the attacking team. (See Rule 11.3)
- 11.2.e if the ring enters the net while an attacking player commits a violation that was caused by a defending player's penalty infraction.

NOTE: *A goal stands if the ring crosses the goal line as the net is being dislodged and the on-ice official can judge that the ring crossed the goal line in the area where the net would normally be. If there is any doubt, the goal is disallowed.*

Case 1: B1 shoots the ring from Team B's defending zone. The ring crosses both blue lines and enters Team A's net without being contacted by any other player.

Ruling 1: Goal.

Case 2: A1 shoots the ring through the air toward Team B's goal.
a. The ring strikes A2 on the chest and deflects into the net.
b. The ring strikes B1 on the leg and deflects into the net.

Ruling 2: Goal in both cases.

Case 3: B1 passes the ring toward B2 in front of Team A's goal.
a. The ring deflects off B2's stationary skate and into the net.
b. B2 sees the ring coming and turns a skate to redirect the ring toward the net. The skate is stationary when the ring deflects off it and into the net.
c. B2 moves their foot and deflects the ring into the net.

Ruling 3: a. Goal.
b. Goal.
c. No goal. B2 kicked the ring directly into Team A's net (Rule 11.3.a).

– Goal Scoring Regulations

- Case 4: A1 passes the ring toward A2 in front of Team B's goal. A2 bats the ring with their hand or kicks it with their skate:
- to A3, who scores.
 - toward the goal, where the ring deflects off B1, the goalkeeper, and into the net.
 - toward the goal, where the ring deflects off B2, a skater, and into the net.
 - directly into the net.
- Ruling 4:
- Goal.
 - No goal (Rule 11.3.a).
 - Goal.
 - No goal (Rule 11.3.a).
- Case 5: Team B shoots the ring toward Team A's goal. Skater A1 kicks the ring with the side of the skate blade and the ring goes into Team A's net.
- Ruling 5: Goal.
- Case 6: A1 shoots the ring toward Team B's goal. B1, the goalkeeper, catches the ring.
- B1 attempts to throw the ring into the corner, but accidentally throws it into the net.
 - As B1 winds up to throw the ring, B1's hand and the ring entirely cross the goal line, in the air.
 - B1 drops the ring and it falls entirely across the goal line.
 - B1 falls backward to the ice. B1 is lying partially in the net, with the ring entirely across the goal line.
- Ruling 6: Goal in all cases.
- Case 7: A1 skates with the ring in front of Team A's goal. A1 falls and slides into the goal crease. The ring crosses the goal line.
- Ruling 7: Goal.
- Case 8: The ring is in front of Team B's goal. B1 kicks the ring with the toe of their skate blade, into Team B's net.
- Ruling 8: Goal.
- Case 9: The ring is contacting the goal crease in front of Team A's goal. A1 bats the ring into Team A's net.
- Ruling 9: Goal.
- Case 10: The on-ice official has a delayed penalty signaled against Team A, B1 is skating in front of Team B's net and attempts to pass the ring back to the goalkeeper, the ring goes directly into the net.

– Goal Scoring Regulations

Ruling 10: Goal, and a penalty is assessed to Team A.

Case 11: A1 skates through Team B's crease to check B1 in front of the net. A1 checks B1 and the ring goes directly into the net.

- a. The check happens after A1 has left the crease.
- b. The check happens while A1 is still in the crease.

Ruling 11:

- a. Goal.
- b. No Goal, violation by A1. Play is stopped when the ring crosses the goal line, and Team B is awarded a goalkeeper ring.

Comment: *Rule 11.2.d includes cases when the defending player directs the ring into their own net by an action that would otherwise be an infraction. If a defending player commits an infraction that directs the ring toward the net, the on-ice official must determine that the ring will not go into the net before stopping play. The fact that the defending player has committed an infraction and has gained control of the ring is temporarily overridden by the potential for a goal to be scored.*

NOTE: *Once the whistle is blown to stop play, no goal can be scored.*

Case 12: A1 shoots the ring into Team B's net. B1 body contacts A2 into the goal crease as the ring is entering the net.

Ruling 12: Goal. Penalty cancellations are in accordance with Rule 21.4.

Case 13: B1 shoots the ring toward Team A's net. A1 trips B1 and B1 falls into the goal crease. The ring then enters Team A's net.

Ruling 13: Goal. Penalty cancellations are in accordance with Rule 21.4.

Case 14: A1 has control of the ring in their attacking zone. A1 is proceeding to the net and is tripped by B1. A1 falls and slides into the goal crease.

- a. A1 continues to slide through the goal crease and the ring crosses the goal line.
- b. A1, while sliding through the crease, shoots the ring into Team B's net.

Ruling 14: a. Goal.
b. No goal.

– Goal Scoring Regulations

Comment: *In order for the goal to be legal in case 14, the ring must cross the goal line as a direct result of the defending player's penalty infraction. Should the non-penalized player make a play independent of their activity resulting from the penalty infraction, play is stopped for the goal crease violation (Rule 8.7.a) and B1 is assessed a penalty.*

11.3 A goal is nullified:

11.3.a if the ring is kicked or batted by an attacking player into the net directly, off the defending goalkeeper, or off an on-ice official.

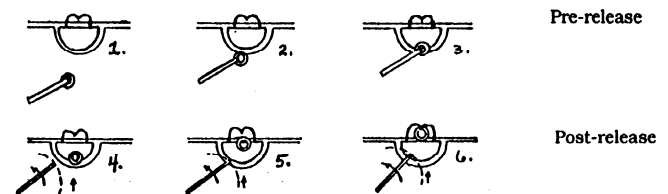
11.3.b and a violation is assessed if an attacking player commits a violation before the ring enters the net.

NOTE: *If the violation is caused by a defending player's penalty infraction (Rule 11.2.e) then the goal is not nullified.*

11.3.c and a penalty is assessed if any attacking player commits a penalty before the ring enters the net.

11.3.d if a goalkeeper throws the ring into the opposing net directly, off the defending goalkeeper, or off an on-ice official.

11.3.e if an AGK directs the ring in any manner into the opposing net directly, off the defending goalkeeper, or off an on-ice official.



Comment: *Situations 1, 4, 5, and 6 are legal shots on goal. If the ring contacts or enters the goal crease (crosses the vertical plane of the goal crease line) while the shooter's stick is in the ring, as depicted in situations 2 and 3, a goal crease violation has occurred. Play is stopped immediately, so any subsequent goal shall be nullified.*

Situations 5 and 6, provided that the ring is released before creating situations 2 or 3, are legal. Incidental stick overhang of the goal crease from which no advantage is gained shall not be considered a violation.

– Goal Scoring Regulations

- a. *If the shooter's stick makes contact with the goalkeeper in the goal crease prior to the entire ring crossing the goal line, a penalty infraction has occurred (Minor penalty for Slashing).*
- b. *If the shooter's stick impedes the goalkeeper in the goal crease prior to the entire ring crossing the goal line, a goal crease violation or penalty infraction has occurred, depending upon the severity of the effect of the stick in the crease.*

In a. and b., any goal resulting from the action is nullified (Rule 11.3.b or 11.3.c).

- Case 1: A1, in the act of shooting, releases the ring:
- a. prior to the ring contacting or entering the goal crease. A1's stick enters the goal crease but does not contact or interfere with the goalkeeper. The ring crosses the goal line.
 - b. as the ring contacts the goal crease. A1's stick enters the goal crease but does not contact or interfere with the goalkeeper. The ring crosses the goal line.
 - c. prior to the ring contacting or entering the goal crease. A1's stick enters the goal crease and contacts the goalkeeper before the ring crosses the goal line.
 - d. prior to the ring contacting or entering the goal crease. A1's stick enters the goal crease and contacts the goalkeeper after the ring crosses the goal line.
 - e. prior to the ring contacting or entering the goal crease. The goalkeeper slides out of the crease in an attempt to make a save. A1, following through on the shot, contacts the goalkeeper with the stick as the goalkeeper slides into the path of the stick. The ring crosses the goal line.

- Ruling 1:
- a. Goal.
 - b. No goal. Goal crease violation by A1 when the ring contacts the goal crease with A1's stick still in the ring.
 - c. No goal. A1 is assessed a Minor penalty for Slashing.
 - d. Goal. A1 is assessed a Minor penalty for Slashing; the penalty occurred after the goal was scored.
 - e. Goal. No penalty is assessed as the goalkeeper moved into the path of the stick and the contact occurred outside the goal crease.

- Case 2: B1 skates toward Team A's goal and takes a shot, releasing the ring before it contacts or enters the goal crease. Momentum carries B1 into the goal crease before the ring crosses the goal line.
- a. B1's presence in the goal crease impedes the goalkeeper. The ring crosses the goal line.
 - b. B1's presence in the goal crease does not impede the goalkeeper. The ring crosses the goal line.

– Goal Scoring Regulations

- Ruling 2: Play is stopped when the ring crosses the goal line. The goal is nullified and Team A is awarded the ring as B1 committed a goal crease violation.
- Case 3: After scoring, A1:
- skates through Team B's goal crease.
 - accidentally falls and slides into Team B's goal crease, making minimal contact with Team B's goalkeeper.
 - continues into Team B's goal crease and collides heavily with Team B's goalkeeper.
- Ruling 3: Goal in all cases.
- No penalty or violation has occurred.
 - No penalty or violation has occurred.
 - A1 is assessed a Minor or Major penalty for Body Contact.
- Case 4: B1 skates toward Team A's goal, takes a shot and scores. After the ring has crossed the goal line, B1 skates through the goal crease and raises their arms and stick overhead to cheer.
- Ruling 4: Goal. B1 may be assessed a Minor penalty for High Sticking depending upon the proximity of the playing end of B1's stick to other players.
- Case 5: A1 shoots the ring at Team B's net. A2 commits a penalty before the ring crosses the goal line.
- Ruling 5: Play is stopped when the ring crosses the goal line. The goal is nullified and A2 is assessed the penalty.
- Case 6: Goalkeeper A1 throws the ring outside the defending zone:
- directly into the opposing net.
 - and it deflects off Goalkeeper B1 into the opposing net.
 - and it deflects off an on-ice official into the opposing net.
- Ruling 6: The goal is nullified and a free pass is awarded to Team B in accordance with Rule 10.4.d(2)(b) in all cases.
- Case 7: AGK A1 propels the ring in any manner outside the defending zone:
- directly into the opposing net.
 - and it deflects off Goalkeeper B1 into the opposing net.
 - and it deflects off an on-ice official into the opposing net.
- Ruling 7: The goal is nullified and a free pass is awarded to Team B in accordance with Rule 10.4.d(2)(b) in all cases.

– Goal Scoring Regulations

11.4 A goal is awarded during goalkeeper substitution:

11.4.a if an attacking player is on a breakaway in the attacking zone, with the stick in the ring, and no opponents to get past; and a member of the defending team:

11.4.a (1) commits a penalty that prevents the scoring of a goal, or that prevents the attacking player from taking a clear shot on goal.

11.4.a (2) prevents the scoring of a goal by deliberately piling snow or making any obstacle on, around, or in the goal crease.

11.4.b if a skater in excess of the maximum number permitted in the defending zone restricted area deliberately enters that area and prevents the scoring of a goal by playing as the AGK.

NOTE: *After an awarded goal penalty cancellations are in accordance with Rule 21.4.*

Case 1: Team A has substituted a skater for their goalkeeper. B1 has their stick in the ring, on a breakaway in Team B's attacking zone, with no opponents to get past:
a. A1 fouls B1, preventing a clear shot on the empty net.
b. A1 throws their stick at the ring, preventing the ring from crossing the goal line.

Ruling 1: Awarded goal to Team B. Play is stopped immediately when A1 commits the penalty infraction, and the goal is signalled. B1 is credited with the (unassisted) goal.

Case 2: Team B has substituted a skater for their goalkeeper. A Team B player piles snow in or near the goal crease with the intention of making a barrier to help keep the ring out of the net. A1, on a breakaway in Team A's attacking zone with no opponents to get past, shoots the ring toward the goal with sufficient force and accuracy to score, but the ring is prevented from crossing the goal line by the barrier.

Ruling 2: Awarded goal to Team A. Play is stopped immediately and A1 is credited with the (unassisted) goal.

Case 3: Team A has legally substituted a skater for their goalkeeper. Skaters A1, A2, A3, and A4 are in Team A's defending zone restricted area. Skater A5, an ineligible player (in excess of the maximum number permitted in the defending zone restricted area), deliberately enters the restricted area and assumes the position of AGK. B1 shoots the ring at the net and A5 makes the save.

– Goal Scoring Regulations

- Ruling 3: Awarded goal to Team B. Play is stopped immediately and B1 is credited with the (unassisted) goal.
- Case 4: Team A has legally substituted a skater for their goalkeeper. Skaters A1, A2, A3, and A4 are in Team A's defending zone restricted area. Skater A5, an ineligible player (in excess of the maximum number permitted in the defending zone restricted area), deliberately enters the restricted area and assumes the position of AGK. A1 exits the restricted area. B1 then shoots the ring at the net and A5 prevents the ring from entering the net.
- Ruling 4: There were no Team A skaters in excess of the maximum number permitted in the restricted area when A5 prevented the scoring of a goal. See Rule 8.6.
- Case 5: Team A has legally substituted a skater for their goalkeeper. Skaters A1, A2, A3, and A4 are in Team A's defending zone restricted area, with A4 in the crease as AGK. Skater A5, an ineligible player (in excess of the maximum number permitted in the defending zone restricted area), deliberately enters the restricted area and enters the crease in addition to the AGK. B1 shoots the ring at the net and A5 makes the save.
- Ruling 5: Awarded goal to Team B. Play is stopped immediately and B1 is credited with the (unassisted) goal.

– Violations

Section 12 – Violations

12.1 A violation is committed if a player contravenes the rules as detailed in Sections 8 – 11.

NOTE: *Incidental stick overhang (i.e. of a secondary, minor, or casual nature) from which no advantage is gained shall not be considered a violation for goal crease, free play line, and free pass circle infractions.*

Case 1: The ring is inside the goal crease in Team A's defending zone. A2, a skater, reaches well inside the goal crease with the stick. Before contacting the ring, A2 takes the stick out of the crease.

Ruling 1: Crease violation by A2. Had the violation been minor in nature (not blatant), it may have been disregarded.

12.2 A violation is committed if a player:

- 12.2.a accidentally shoots or holds the ring out of play, is the last player to contact the ring prior to it coming to rest on the back, side or top of the net, is the last player to contact the ring prior to it leaving the playing area, or dislodges the net.**
- 12.2.b specifically the ring carrier, moves a hand onto the playing end of the stick or holds the ring against the boards to evade a checker.**
- 12.2.c checks an opponent when not eligible to play a loose ring.**
- 12.2.d kicks the ring with the point at the toe or heel of the skate blade.**
- 12.2.e wears jewellery or wears other items judged to be dangerous by an on-ice official.**
- 12.2.f wears or plays with illegal equipment, wears mandatory equipment improperly, or fails to wear mandatory equipment.**

– Violations

- Case 1: A1 shoots the ring, which leaves the playing area or becomes unplayable.
- a. The ring cleanly leaves the playing area or deflects off a Team A player and out of the playing area.
 - b. The ring deflects off a Team B player and out of the playing area.
 - c. The ring deflects off an on-ice official and out of the playing area.
 - d. The ring deflects off an on-ice official and becomes lodged under the boards or the net.
 - e. The ring accidentally contacts a player or team staff member leaning over the top of the boards at the player's bench.
 - f. A player or team staff member in the players' bench intentionally contacts the ring, while it is still in play.

- Ruling 1: Play is stopped immediately when the ring leaves the playing area or becomes unplayable.
- a. Violation. Team B is awarded a free pass in the zone in which Team A last controlled the ring, unless that position is advantageous to Team A, in which case Team B is awarded a free pass in the zone from which the ring left the playing area.
 - b. Violation. Team A is awarded a free pass in the zone in which they last controlled the ring, unless that position is advantageous to Team B, in which case Team A is awarded a free pass in the zone from which the ring left the playing area.
 - c. Violation. Team B is awarded a free pass in the zone in which Team A last controlled the ring, unless that position gives Team A a zone advantage, in which case Team B is awarded a free pass in the zone from which the ring left the playing area.
 - d. No violation. Team A is awarded a free pass in the zone in which they last controlled the ring.
 - e. Violation. The team that did not contact the ring is awarded a free pass in that zone. If that position is advantageous to the team that contacted the ring, the team that did not contact the ring is awarded a free pass in the zone in which Team A last controlled the ring.
 - f. A Minor penalty for Delay of Game is assessed to the player or team staff member who intentionally contacted the ring. The team that did not contact the ring is awarded a free pass in that zone. If that position is advantageous to the team that contacted the ring, the team that did not contact the ring is awarded a free pass in the zone in which Team A last controlled the ring.

– Violations

- Case 2: A1 shoots the ring which leaves the playing area through an open players' bench door.
- A1 shoots the ring from their defending zone through a Team A door located in the centre zone.
 - A1 shoots the ring from the centre zone through a Team A door located in the centre zone.
 - A1 shoots the ring from their defending zone through a Team B door located in the centre zone.
 - A1 shoots the ring from the centre zone through a Team B door located in the centre zone.
- Ruling 2:
- Violation by A1. Team B is awarded a free pass in their attacking zone.
 - Violation by A1. Team B is awarded a free pass in the centre zone.
 - Violation by A1. Team B is awarded a free pass in their attacking zone.
 - Violation by A1. Team B is awarded a free pass in the centre zone.
- Case 3: B1 has control of the ring in Team B's defending zone. B1 falls and lands on top of the ring, accidentally holding it out of play.
- Ruling 3: Violation by B1.
- Case 4: A1 shoots the ring at Team B's goal and the ring:
- comes to rest on the back, side or top of the goal net.
 - deflects off Team B's goalkeeper and comes to rest on the back, side or top of the goal net.
 - deflects off B1 and comes to rest on the back, side or top of the goal net.
- Ruling 4:
- Violation by A1. Team B is awarded a goalkeeper ring.
 - Violation by Team B's goalkeeper. Team A is awarded a free pass in that zone.
 - Violation by B1. Team A is awarded a free pass in that zone.
- Case 5: A1, the goalkeeper, who has control of the ring in their crease places the ring on top of the net.
- Ruling 5: Violation by A1. Team B is awarded a free pass in that zone.
- Case 6: The goal net is accidentally dislodged from its position.
- Ruling 6: Play will be stopped if the on-ice official determines that the net has moved so far from its normal position that the scoring of a goal may be affected. The ring is awarded to the team that did not dislodge the net, in the zone in which play was stopped.

– Violations

- Case 7: B1, in control of the ring, tries to skate close to the boards.
- A1 succeeds in keeping B1 close to the boards without body contact.
 - B1 moves their hand onto the playing end (lower third) of their stick to protect the ring while being checked by A1.
 - A1 places their stick into the ring and puts their hand onto the playing end (lower third) of their stick.

- Ruling 7:
- No infraction, play continues.
 - Violation by B1. Play is stopped and the ring is awarded to Team A.
 - Violation by A1. Play is stopped and the ring is awarded to Team B.

- Case 8: A1, attempting to check the ring carrier B1, takes a legal stationary position close to the boards, in order to take away B1's path. B1 skates into A1, but does not create sufficient contact to warrant a Charging penalty. A1 and B1 stay at the boards.

- Ruling 8: B1 must attempt to pass or move the ring into play. If B1 chooses not to do so, play is stopped and the ring is awarded to Team A.

- Case 9: A1, who is actively checking the ring carrier B1, takes a legal stationary position close to the boards, in order to take away B1's path. B1 skates into A1, but does not create sufficient contact to warrant a Charging penalty. A1 and B1 stay at the boards.
- A2 takes a legal position on the other side of B1, leaving B1 only a path away from the boards.
 - A2 and A3 take legal stationary positions surrounding B1, leaving sufficient room for B1 to skate away from the boards.
 - A2 and A3 take legal stationary positions surrounding B1, leaving no room for B1 to skate away from the boards.

- Ruling 9: The checking team is entitled to place players in legal stationary positions in close proximity to the ring carrier, provided that those players allow sufficient time and space for the ring carrier to avoid body contact. (See the Handbook on Body Contact.)

In cases a. and b., B1 must move or pass the ring into play. In case c., B1 must pass the ring into play. A violation is committed by B1 if the ring is not kept in play away from the boards. Play is stopped and the ring is awarded to Team A.

– Violations

- Case 10: A1 has control of the ring, skating parallel to, and a stick length from, the boards. As B1 approaches, A1 takes the ring to the boards and holds it there. B1 attempts to stick check A1 several times, but does not gain control of the ring.
- Ruling 10: Violation by A1. Play is stopped and the ring is awarded to Team B.
- Case 11: A1 deflects the ring across the blue line, then stands over the ring, waiting for an eligible player to play the ring. B1 approaches and attempts to put their stick into the ring.
- A1 checks B1's stick before B1 reaches the ring, preventing B1 from having a reasonable opportunity to play the ring.
 - A1 checks B1's stick as B1 places their stick into the ring, then A1 gains control of the ring.
- Ruling 11: a. Delayed violation by A1. The five second count commences when the stick check occurs.
b. Legal.
- Case 12: Team B is awarded a goalkeeper ring. Following the whistle to start play, goalkeeper B1 throws the ring into the corner. Seeing that no teammate is in position to gain control of the ring, B1 skates to the corner and guards the ring. As A1 approaches, B1 checks A1's stick, preventing A1 from playing the ring.
- Ruling 12: Delayed violation by B1. The five second count commences when the stick check occurs.
- Case 13: A1 shoots the ring from Team A's defending zone into their attacking zone. The ring crosses both blue lines without contacting any other player. A2, waiting in the attacking zone, stands holding their stick just above, but not contacting, the ring. Just before B1 puts their stick into the ring, A2 lifts B1's stick, preventing B1 from gaining control of the ring and then
- A2 gains immediate control of the ring.
 - A2 does not gain immediate control of the ring.
- Ruling 13: a. Play is stopped immediately. A two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.
b. The two blue line pass signal continues. When Team B contacts or controls the ring, the two blue line pass signal is dropped, a delayed violation is signalled for the stick check and a five second count commences. If Team A gains control of the ring during the five second count, play is stopped, a two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.

– Violations

- Case 14: B1 passes the ring to B2. B2 misses the ring with their stick.
- B2 stops the ring with their skate and uses the side of the skate blade to kick the ring to B3 who is in the same zone.
 - B2 stops the ring with their skate and uses the side of the skate blade to kick the ring to B3 who is entirely across the blue line, in the next zone.
 - B2 uses the toe or heel of the skate blade to kick the ring.

- Ruling 14:
- Legal.
 - Legal.
 - Violation by B2. Play is stopped immediately and the ring is awarded to Team A.

Comment: *Players are permitted to kick the ring with the side of the skate blade. If the ring is kicked with the point at the toe or heel of the skate blade, a violation is committed. Play is stopped immediately and the ring is awarded to the non-offending team.*

- Case 15: A1 reaches for a pass but falls to the ice. While on the ice, A1 bats the ring with the hand:
- to A2 within the same zone.
 - across the blue line to A3.
 - across the blue line to B1, who intercepts the ring.

Ruling 15: Legal in all cases.

Case 16: While play is in progress and Team B has control of the ring, B1's neck protector, or any other piece of mandatory equipment, falls onto the ice.

Ruling 16: Violation by B1. Play is stopped immediately and the ring is awarded to Team A.

Case 17: While play is in progress and Team B has possession of the ring, the on-ice official notices that A1's chin strap is undone.

- Ruling 17: Violation by A1. A delayed violation is signalled.
- If Team A gains control of the ring while the delayed violation is in effect, play is stopped and the ring is awarded to Team B.
 - If A1 leaves the ice or fixes the chin strap before Team A gains control of the ring, the delayed violation is nullified and play continues.

– Violations

- Case 18: Team A has control of the ring in Team B's defending zone. In attempting to stop a shot on goal, Team B's goalkeeper, B1, drops the goalkeeper's stick. The goalkeeper's stick slides into the crease. B2 retrieves the goalkeeper's stick.
- a. B2 carries the goalkeeper's stick toward the goal (i.e. B2 has two sticks during play) and hands the goalkeeper's stick to B1 outside the goal crease.
 - b. B2 carries the goalkeeper's stick toward the goal (i.e. B2 has two sticks during play). A teammate gains control of the ring before or after the goalkeeper's stick is transferred to the goalkeeper.
 - c. B2 carries the goalkeeper's stick toward the goal (i.e. B2 has two sticks during play) and hands the goalkeeper's stick to B1 inside the goal crease.
- Ruling 18:
- a. No violation. Play continues.
 - b. No violation. Play continues.
 - c. If B2 enters the crease while handing the goalkeeper's stick to B1, a goal crease violation is committed. If Team B gains control of the ring in that zone, without the ring having left the zone, within 5 seconds of B2 exiting the crease, play is stopped and Team A is awarded a free pass.

– Consequences of Violations

Section 13 – Consequences of Violations

13.1 Stoppage of Play

13.1.a If the team in control of the ring commits a violation, play is stopped immediately.

13.1.b If the team not in control of the ring commits a violation, play continues and a delayed violation is signalled. Play is stopped when that team gains control of the ring, unless the violation has been nullified.

13.1.c Play is stopped immediately if:

- (1) the ring leaves the playing area**
- (2) the ring comes to rest on the back, side or top of the net**
- (3) the net is dislodged from its normal position**
- (4) a goalkeeper fails to wear mandatory protective equipment while involved in the play.**

Case 1: A1 commits a violation and Team A
a. has control of the ring.
b. does not have control of the ring.

Ruling 1: a. Play is stopped immediately, as Team A has control of the ring.
b. A delayed violation is signalled and play continues as Team A does not have control of the ring.

Case 2: A1 passes the ring toward A2. Before any other player contacts or controls the ring, A3 commits a violation.

Ruling 2: A delayed violation is signalled and play continues as Team A does not have control of the ring.

Case 3: B1 has control of the ring for a free pass in the centre zone. Play has started when:
a. B2 commits a free pass violation.
b. the on-ice official notices that A1 is not wearing a BNQ approved neck protector.

Ruling 3: a. Play is stopped immediately when B2 commits the free pass violation. Team A is awarded a free pass in the centre zone.
b. Delayed violation by A1. Play is stopped when Team A gains control of the ring. If A1 leaves the ice or gets a BNQ approved neck protector in place before Team A gains control of the ring, the delayed violation is nullified and play continues.

– Consequences of Violations

- Case 4: A1 passes the ring toward A2. B2 and A2 skate toward the ring. On the way to the ring, B2 commits a violation then A2 slashes B2.
- Ruling 4: A delayed violation is signalled against Team B then a delayed penalty is signalled against Team A. Play continues as neither team has control of the ring.
- Case 5: The ring is in Team B's defending zone. Goalkeeper B1 is not wearing a glove while involved in the play.
- Ruling 5: Play is stopped immediately, no matter which team has possession or control of the ring.

13.2 Delayed violations, other than free play line violations or violations for wearing jewellery or for improper equipment, are nullified when the ring entirely leaves the zone in which the violation occurred.

13.2.a Delayed free play line violations are nullified when both the ring and the excess player(s) have exited the restricted area by contacting or crossing the free play line in that zone.

13.2.b Delayed violations for wearing jewellery or for improper equipment are nullified when the offending player corrects the equipment fault or leaves the ice surface.

– Minor Penalties

Section 14 – Minor Penalties

14.1 Boarding. A Minor penalty is committed if a player uses the body to force an opponent into contact with the boards.

NOTE: *If initial contact is to the head or is from behind a major penalty shall be called (Rule 17.1.c)*

Case 1: A1 has control of the ring close to the boards. B1 skates by and pushes A1, forcing A1 into the boards.

Ruling 1: Delayed Minor penalty to B1 for Boarding.

14.2 Body Contact. A Minor penalty is committed if a player uses any part of the body to contact an opponent in a forceful manner.

NOTE: *If initial contact is to the head or is from behind a major penalty shall be called (Rule 17.1.c)*

Case 1: A1 has control of the ring. B1, skating toward A1, strikes A1 forcefully with the shoulder and:
a. takes the ring away from A1.
b. does not gain control of the ring.

Ruling 1: a. Minor penalty to B1 for Body Contact.
b. Delayed Minor penalty to B1 for Body Contact.

Case 2: A1 is trying to gain control of a free ring. B1 taps the ring away using the stick. B2 then pushes A1, causing A1 to stumble and fall.

Ruling 2: Minor penalty to B2 for Body Contact.

Case 3: A1 and B1 are skating in opposite directions toward the ring. As they arrive at the ring, A1 and B1 collide heavily. No one is at fault as neither player saw the approaching contact in time to avoid it. Both players were attempting to play the ring.

Ruling 3: No infraction.

Case 4: A1 and B1 are moving in the same direction and on the same path. A1 is in front of B1.
a. A1 has the ring.
b. A1 does not have the ring.
A1 slows or stops giving B1 time and space to stop or change direction. B1 contacts A1 forcefully.

– Minor Penalties

- Ruling 4: Minor penalty to B1 for Body Contact in both a. and b. In this situation A1 allowed enough time or distance for B1 to avoid contact.
- Case 5: A1 has control of the ring. B1 skates toward A1 but stops before making contact and in time for A1 to avoid contact. B1 then comes as close as possible to A1 without making contact. B1 then:
- pushes A1 in an intentional manner.
 - holds position so that A1 cannot pass.
 - comes in contact with A1 and as A1 pushes to get by, B1 uses equal force to keep A1 from passing.
- Ruling 5:
- Delayed Minor penalty to B1 for Body Contact. If B1 uses any body part to push A1 it is considered to be Body Contact.
 - Legal.
 - Legal. It is legal for B1 to hold an established position. B1 does not have to give way just because A1 has the ring. If A1 uses unnecessary force to get by B1, A1 should be assessed a Minor penalty for Charging.
- Case 6: A1 has control of the ring and is skating parallel to the free play line, just inside the restricted area in Team B's defending zone. B1 skates alongside, between A1 and the net. B1 pushes A1 across the free play line, where B4 is waiting to check A1.
- Ruling 6: Minor penalty to B1 for Body Contact.
- Case 7: A1 and B1 are jostling for position in front of the net while B2 has control of the ring in their attacking zone. A1 then:
- bumps B1 while jostling for position causing B1 to commit a crease violation.
 - A1 adjusts their position with some contact causing B1 to commit a crease violation.
 - A1 shoves B1 causing B1 to fall into the crease.
- Ruling 7:
- Immediate stoppage for a crease violation against B1.
 - Minor Penalty against A1 for Interference. Play would be stopped immediately due to the crease violation, however the ring would be returned to Team B as the penalty caused the violation.

– **Minor Penalties**

- c. Minor Penalty against A1 for Body Contact. Play would be stopped immediately due to the crease violation. Team B would be awarded a free pass in their attacking zone.

Comment: *In a situation where one player pushes another player into a prohibited area causing a violation (for example: crease, free pass circle, free play line), an interference or body contact penalty should be called depending on the degree of force of the contact.*

14.3 Charging. A Minor penalty is committed if the ring carrier skates directly into an opponent who has taken a legal defending position.

NOTE: *If initial contact is to the head or is from behind a major penalty shall be called (Rule 17.1.c)*

NOTE: *Contact that results from the player in control of the ring forcing a path to the goal (skating either forward or backward), especially when near the goal, is the responsibility of the ring carrier provided that the defending player is in a legal defending position.*

Case 1: A1 has control of the ring in Team A's attacking zone. B1 is between A1 and Team B's goal. A1 skates directly into B1, forcing B1 aside.

Ruling 1: Minor penalty to A1 for Charging.

Case 2: A1 has control of the ring in Team A's attacking zone and is facing away from Team B's goal. B1 and B2 are in front of the goal, between it and A1. A1 skates backward toward the two defending players.

- a. B1 and B2 keep moving backward toward the goal and no contact is made. A1 gets close to the goal, shoots and scores.
- b. B1 and B2 stand still and A1 contacts them, forcing them to move by pushing them with the hips and back.

Ruling 2: a. Legal.
b. Minor penalty to A1 for Charging.

14.4 Cross Checking. A Minor penalty is committed if a player forcefully contacts an opponent with the stick while it is being held with both hands in front of the body.

NOTE: *If initial contact is to the head or is from behind a major penalty shall be called (Rule 17.1.c)*

Case 1: A1 has control of the ring.

– Minor Penalties

- a. B1 tries to prevent A1 from getting by. B1 raises the stick with two hands and holds it in front of A1, pushing A1 with the stick.
- b. B1 forces A1 to the boards by putting the stick on A1's shoulder and pushing A1 to the boards.

Ruling 1: Delayed Minor penalty to B1 for Cross Checking in both cases.

Case 2: A1, in control of the ring, sees B1 approaching. A1 uses the stick for protection by holding it in front as the two players get close together. A1 braces and pushes with the stick to try and soften the blow, knocking B1 to the ice.

Ruling 2: Minor penalty to A1 for Cross Checking.

Case 3: A1 has control of the ring and is skating parallel to the free play line, just inside the restricted area in Team B's defending zone. B1 skates alongside, between A1 and the net, bracing against A1 with the stick held with both hands between the two players. B1 then uses the stick to push A1 across the free play line.

Ruling 3: Minor penalty to B1 for Cross Checking.

14.5 Delay of Game. A Minor penalty is committed if:

14.5.a a player commits a violation after being warned for the same infraction.

Case 1: Team B has possession of the ring in Team A's defending zone.

- a. A1 accidentally falls on the ice, covering the ring.
- b. A1 falls on the ice, covering the ring for the second time this shift. A1 was previously warned not to hold the ring out of play.

Ruling 1:

- a. Violation by A1.
- b. Minor penalty to A1 for Delay of Game.

14.5.b a player intentionally shoots or holds the ring out of play. This includes but is not limited to: holding the ring with the hand, sitting on or gathering in the ring, holding the ring against the boards or the net to create a stoppage in play, and carrying the ring with the stick while both the ring and the playing end of the stick are off the ice surface.

Case 1: A1 has control of the ring. As B1 approaches to check, A1 intentionally shoots the ring over the boards.

Ruling 1: Minor penalty to A1 for Delay of Game.

– Minor Penalties

- Case 2: A1 flips the ring in the air.
- a. Skater B1 catches the ring with the hand and places it down on the ice.
 - b. Skater B1 catches the ring with the hand and immediately drops it.
 - c. Skater B1 puts a hand up and bats or deflects the ring.

- Ruling 2:
- a. Minor penalty to B1 for Delay of Game.
 - b. Minor penalty to B1 for Delay of Game.
 - c. No infraction, since B1 did not close the hand on the ring.

- Case 3: A1 takes a shot on Team B's goal. The ring rebounds out of the goal crease to the side of the net. A2 tries to play the rebound and knocks the ring to the front of the goal, still outside the goal crease.
- a. B1, a skater, falls onto the ring and covers it with both knees.
 - b. B2, the goalkeeper, dives onto the ring and covers it.

- Ruling 3: Minor penalty for Delay of Game to the offending player in both a. and b.

- Case 4: A1 has control of the ring near the boards. As B1 comes close to check, A1 holds the ring against the boards. B1 steps back, leaving A1 holding the ring against the boards.

- Ruling 4: Minor penalty to A1 for Delay of Game.

14.5.c a player becomes involved in the play while completely in a prohibited area.

NOTE: *If this infraction occurs during the last two minutes of regulation time or at any time during overtime, a Penalty Shot may be awarded (see Rule 19.4).*

- Case 1: A1 is taking a free pass. Following the whistle to start play, B1 enters the free pass circle and checks A1.

- Ruling 1: Delayed Minor penalty to B1 for Delay of Game.

- Case 2: A1 is taking a free pass in Team B's defending zone. Following the whistle to start play, B1 enters the free pass circle and intentionally positions their body between the ring and the net, or between the ring and a teammate of A1, preventing A1 from taking a shot at the net or making a pass to a teammate.

- Ruling 2: Delayed Minor penalty to B1 for Delay of Game.

14.5.d a player, other than the goalkeeper or AGK, deliberately enters the goal crease.

– **Minor Penalties**

NOTE: *If a member of the defending team prevents the scoring of a goal by committing a goal crease violation, a Penalty Shot is awarded (see Rule 19.1.c).*

Case 1: A1 shoots the ring at Team B's goal. B1, the goalkeeper, makes the save but in doing so slides out of the goal crease. A2 shoots at the open net. B2 skates into the goal crease in an attempt to stop the ring from crossing the goal line. B2 misses the ring, the shot hits the post, and the ring comes to rest in the goal crease.

Ruling 1: Minor penalty to B2 for Delay of Game.

14.5.e while the ring is in an end zone, a skater of the team not in control of the ring, in excess of the maximum number permitted in that restricted area, enters the restricted area and any skater of that team becomes involved in the play in the restricted area while there are too many skaters in that area.

NOTE: *See Rule 8.6 for cases.*

14.5.f a player throws a stick, or a stick is thrown from bench onto the ice surface to a skater or goalkeeper.

NOTE: *The term "bench" includes both the player's bench and the penalty bench.*

NOTE: *If a member of the defending team prevents the scoring of a goal by throwing a stick at the ring, a Penalty Shot is awarded (see Rule 19.1.b).*

Case 1: A1 shoots the ring at Team B's goal. Goalkeeper B1 is in the goal crease, ready to attempt a save. Skater B2 intentionally throws the stick at the ring (which has not yet reached the goal crease) and:
a. contacts the ring.
b. misses the ring.

Ruling 1: Delayed Minor penalty to B1 for Delay of Game in both cases.

Case 2: A1 shoots the ring at Team B's goal. Goalkeeper B1 makes a sliding save. The ring rebounds to A2, who shoots at the far side of the goal. A2's shot is wide of the net. B1 intentionally throws the goal stick at the ring and:
a. misses the ring.
b. contacts the ring.

Ruling 2: Minor penalty to B1 for Delay of Game. Play is stopped when Team B gains control of the ring.

– Minor Penalties

Case 3: A1 passes the ring to A2. B1 throws a stick to slow down A2.

Ruling 3: Delayed Minor penalty to B1 for Delay of Game.

Case 4: Goalkeeper A1 breaks their stick in the act of making a save and play continues with B1 controlling the ring. A goalkeeper stick is thrown along the ice to A1 from the player's bench by:

- A2.
- an unidentified person from Team A.

Ruling 4:

- Delayed Minor penalty to A2 for Delay of Game.
- Delayed Minor penalty to Team A for Delay of Game. The Team A coach shall select any skater of that team to serve the penalty.

Case 5: Skater B1 breaks their stick and play continues with A1 controlling the ring. B2 throws a stick to B1 from:

- the player's bench.
- the penalty bench.

Ruling 5: Delayed Minor penalty to B2 for Delay of Game in both cases.

Case 6: Skater B1 breaks their stick and play continues with A1 controlling the ring. An unidentified person from Team B throws a stick to B1 from:

- the player's bench.
- the penalty bench.

Ruling 6: Delayed Minor penalty to Team B for Delay of Game in both cases. The Team B coach shall select any skater of that team to serve the penalty.

Case 7: Skater B1 loses their stick behind the net and play continues with A1 controlling the ring. Skater B2 from outside the free play line:

- Throws their stick through the air to player B1.
- Slides their stick along the ice to player B1.

Ruling 7: Delayed Minor penalty to B2 for Delay of Game in both cases.

14.5.g a player intentionally dislodges the net from its normal position during play.

NOTE: *If a member of the defending team prevents the scoring of a goal by intentionally dislodging the net from its normal position, a Penalty Shot is awarded (see Rule 19.1.a).*

Case 1: A1 intentionally knocks the net from its moorings in order to cause a stoppage in play.

– **Minor Penalties**

Ruling 1: Play is stopped immediately, regardless of which team is in control of the ring. Minor penalty to A1 for Delay of Game.

14.5.h a skater, having lost a helmet or facial protector during play, fails to either immediately replace the lost equipment or to proceed directly to the players' bench.

Case 1: Team A has possession of the ring when skater B1's helmet and facial protector fall to the ice. While not involved in the play:

- B1 skates directly to the players' bench.
- B1 stops and replaces the helmet and facial protector.
- B1 continues to play without the helmet and facial protector.

Ruling 1: A delayed violation is signalled as soon as B1 loses the helmet and facial protector.

- The delayed violation is nullified once B1 leaves the ice.
- The delayed violation is nullified once B1 replaces the equipment correctly.
- Delayed Minor penalty to B1 for Delay of Game.

14.5.i a goalkeeper intentionally removes mandatory protective equipment.

NOTE: *Play shall be stopped immediately if the goalkeeper intentionally removes mandatory protective equipment while involved in the play (see Rule 13.1.c). In particular circumstances, a Penalty Shot may be awarded (Rule 19.2.b.).*

Case 1: Team A has possession of the ring in Team B's defending zone. Team B's goaltender, B1, removes their helmet or facial protector.

Ruling 1: Play is stopped immediately if a goalkeeper fails to wear mandatory protective equipment while involved in the play. Minor penalty to B1 for Delay of Game.

14.5.j a player plays with a broken or damaged stick. A broken or damaged stick must be dropped immediately and must not be removed from the ice by any player during play.

Case 1: A1 has control of the ring. B1 tries to check A1's stick. As B1 hits A1's stick, B1's stick breaks.

- B1 continues to hit A1's stick with the broken stick.
- B1 carries the broken stick to Team B's players' bench.
- B1 immediately drops the broken stick and continues to closely guard A1.

Ruling 1: a. Delayed Minor penalty to B1 for Delay of Game.

– **Minor Penalties**

- b. Delayed Minor penalty to B1 for Delay of Game.
- c. Legal.

14.5.k a skater becomes involved in the play when holding onto a goalkeeper's stick.

Case 1: Goalkeeper A1 has lost their stick and play continues with Team B controlling the ring. Skater A2 retrieves the goalkeeper stick, and while holding onto it, becomes involved in the play.

Ruling 1: Delayed Minor penalty to A2 for Delay of Game.

14.5.l a player jumps or climbs over the boards when entering or leaving the ice.

Case 1: Team A has control of the ring. A1's penalty time expires. A1 leaves the penalty bench, skates to Team A's players' bench and jumps over the boards.

Ruling 1: Play is stopped immediately, as Team A has control of the ring. Minor penalty to A1 for Delay of Game.

14.5.m a player or team staff member uses deliberate delaying tactics such as: excessive line changes, excessive requests for rule interpretations, repeated falling on the ring, faking injury, excessive adjustment of equipment, or delaying the transfer of the ring to the defending goalkeeper on a goalkeeper ring.

NOTE: *See Rule 10.2.a*

Case 1: With two minutes to play in the first period, Team A changes lines. They have a two goal lead and Team B is pressing in Team A's defending zone. Fifteen seconds later there is a stoppage in play and Team A's coach changes two players. As they get into position, Team A's coach changes two more players who skate slowly into position.

Ruling 1: If an on-ice official deems this action to be a deliberate delaying tactic, Team A should be assessed a Minor penalty for Delay of Game.

14.5.n a player refuses to leave the ice after being advised to do so by an on-ice official, or returns to the ice before play has resumed, when play has been stopped due to a suspected injury to that player.

– Minor Penalties

- 14.5.o** a penalized player, having been injured and replaced on the penalty bench, returns to the ice before the penalty time expires.
- 14.5.p** a team fails to replace an injured goalkeeper within the specified time.
- 14.5.q** a skater plays with a stick, or a goalkeeper plays with a stick, goalkeeper's pads, blocker, or catching glove, that is not within specifications.

NOTE: *See Rule 5.11 for cases.*

- 14.5.r** a team requests an equipment measurement and the equipment is within specifications.

NOTE: *See Rule 5.11 for cases.*

- 14.5.s** a team withdraws from the ice or refuses to start play for the first time and resumes play within one minute of being advised to do so by an on-ice official.

NOTE: *See Rule 7.5 and Rule 10.4.i.*

- 14.6 Elbowing.** A Minor penalty is committed if a player forcefully contacts an opponent with the elbow.

NOTE: *If initial contact is to the head or is from behind a major penalty shall be called (Rule 17.1.c)*

- Case 1:
- A1, in control of the ring, tries to get away from B1 who is guarding closely. As the players come close to the boards, B1 tries to force A1 to stop.
 - a. While doing so, B1 raises an elbow and hits A1 in the face.
 - b. B1 raises an elbow and hits A1 in the stomach.
 - c. A1 raises an elbow and hits B1 in the chest.

- Ruling 1:
- a. Delayed Major penalty to B1 for Elbowing.
 - b. Delayed Minor penalty to B1 for Elbowing.
 - c. Minor penalty to A1 for Elbowing.

- 14.7 High Sticking.** A Minor penalty is committed if a player:

- 14.7.a** intentionally or unintentionally, raises the playing end of the stick above standing shoulder height within a stick length of any other on-ice participant.

– Minor Penalties

Case 1: A1 shoots the ring but misses Team B's net. After the shot, and while the ring is still free, the playing end of A1's stick is raised above A1's standing shoulder height, following through within a stick length of:

- a. B1.
- b. an on-ice official.

Ruling 1: Delayed Minor penalty to A1 for High Sticking in both cases.

Case 2: B1 falls, unintentionally raising the playing end of the stick above standing shoulder height:

- a. while alone in the corner.
- b. while closely checking A1, the ring carrier.

Ruling 2:

- a. No penalty is assessed.
- b. Delayed Minor penalty to B1 for High Sticking.

14.7.b during play, intentionally raises any portion of the stick above standing shoulder height in order to contact the ring, whether or not contact occurs.

NOTE: *The goalkeeper, while inside the goal crease and in the act of playing the ring, may raise their stick above standing shoulder height. The goalkeeper's stick must remain entirely within the goal crease.*

Case 1: Goalkeeper A1 throws the ring toward the blue line. A2 raises the playing end of the stick above standing shoulder height in an attempt to stop the ring from crossing the blue line. A2 misses the ring.

- a. A2 is standing alone at the free play line, with no other player within a stick length.
- b. A2 is skating next to B1.

Ruling 1: Delayed Minor penalty to A2 for High Sticking in both cases.

14.8 Holding. A Minor penalty is committed if a player impedes an opponent's progress by:

14.8.a holding with the hand.

14.8.b placing the stick on top of the ring carrier's stick to prevent passing or shooting.

Case 1: Team A is in control of the ring. A1, trying to prevent B1 from getting to the ring, grabs B1's sweater.

Ruling 1: Minor penalty to A1 for Holding.

– Minor Penalties

14.9 Hooking. A Minor penalty is committed if a player impedes an opponent's progress by hooking the stick around any part of the opponent's body or stick.

Case 1: A1 has control of the ring. B1, trying to slow A1, puts the stick under A1's arm and pulls, changing A1's path.

Ruling 1: Delayed Minor penalty to B1 for Hooking.

14.10 Illegal Substitution. A Minor penalty is committed if a team has too many players on the ice during play, including:

14.10.a (1) exceeding their legal number of players on the ice during play

14.10.a (2) players leaving the penalty bench without permission prior to the expiration of their penalty

14.10.a (3) for substituting for a player whose penalty has expired but has not returned to the ice surface

14.10.a (4) for entering the game during play through a door other than the players bench, or penalty bench if they have been serving a penalty that is now expired and they are eligible to return.

14.10.b Players may be substituted at any time from the players' bench provided that the player leaving the ice is within 3.05m (10 ft.) of the players' bench gate and out of the play before any substitution is made.

14.10.c If, in the course of making a substitution, either the player leaving or the player entering the ice surface intentionally becomes involved in the play while both players are actually on the ice, a penalty shall be assessed to the player who was involved in the play.

14.10.d If, in the course of making a substitution, either the player leaving or the player entering the ice surface is struck by the ring accidentally, play is not stopped and no penalty shall be assessed.

Case 1: Team A changes players during play resulting in seven skaters on the ice at the same time.

Ruling 1: Team A is assessed a Minor penalty for Illegal Substitution. See Rule 20.8.d and Rule 20.7.

– Minor Penalties

- Case 2: Team B exchanges their goalkeeper for another goalkeeper during play.
- Ruling 2: Legal. The goalkeeper is subject to the same rules of substitution as other players with the additional stipulation that there must be no involvement, intentional or otherwise, by the goalkeeper or substitute goalkeeper beyond that team's attacking blue line (Rule 9.2).
- Case 3: B1 is in control of the ring. Skaters A1 and A2 are substituting. A1 is leaving and A2 is entering the ice surface. A1 is within 3.05m (10 ft.) of the players' bench gate when:
- A2 steps onto the ice.
 - A2 steps onto the ice and A1 gains joint control of the ring.
 - A2 steps onto the ice and checks B1 before A1 steps off the ice.
 - A2 steps onto the ice. B1 notices that both A1 and A2 are on the ice and shoots the ring, hitting A1 on the back of the leg.
- Ruling 3:
- Legal.
 - Minor penalty to A1 for Illegal Substitution.
 - Delayed Minor penalty to A2 for Illegal Substitution.
 - Legal. Play continues.
- Case 4: A1, the goalkeeper, enters the bench area at any time during the game and:
- skater A2 enters the defending crease as the AGK; or
 - a fourth Team A skater enters Team A's defending zone restricted area.
- Ruling 4: Legal in both cases.
- Case 5: Team B has three players, B1, B2, and B3, in the penalty bench, whose penalties expire in that order. Without a stoppage in play, the penalties to B1 and B2 expire. Only one penalty (B3's) is being served, so one player may return to the ice (See Rule 21.3). However, B2, rather than B1, returns to the ice at the expiration of the second penalty.
- Ruling 5: Minor penalty to B2 for Illegal Substitution.
- Comment: *Should this situation develop, the on-ice officials shall confer with the minor officials to determine the cause. If it is clear that the minor officials incorrectly directed that the wrong player return to the ice, then no penalty need be assessed.*

– Minor Penalties

Case 6: A1 is serving a Minor penalty. A1 leaves the penalty bench before that penalty expires, resulting in too many players on the ice during play. Before the on-ice officials notice this situation, Team A scores. It is then brought to the on-ice officials' attention that A1 left the penalty bench early.

Ruling 6: Refer to Table 1.

The situation must be brought to the on-ice officials' attention at a stoppage in play prior to the normal expiration of the penalty or at the first stoppage in play after the player leaves the penalty bench in order for the unserved time to be assessed.

If the minor officials allowed the player onto the ice prematurely, that player must return to the penalty bench and serve the time that remained in the penalty when the player was released from the penalty bench. If the officials are unable to determine the unserved time, the player shall serve the time remaining until the normal expiration of the penalty.

If the player returned to the ice prematurely of their own accord, that player must return to the penalty bench and serve the time that remained in the penalty when the player left the penalty bench. An additional Minor penalty for Illegal Substitution shall be assessed to that player (as well as any other penalties that may result from the player's actions while on the ice).

Goal:

If the offending team scores during the time that the player should have been still serving their penalty (prior to the normal expiration of the penalty), the goal shall be disallowed.

If the player returned to the ice prematurely of their own accord and that team scores, the goal shall be disallowed in all cases.

If the non-offending team scores, the goal shall stand and the Minor penalty that normally would have been cancelled by the goal (See Rule 21.4) shall be cancelled. This could include the penalty of the player that returned to the ice prematurely.

– Minor Penalties

Situation	Player returns to ice prematurely :	
	Timekeeper error	On own
No goal scored	Player returns to penalty bench for unserved time.	Player returns to penalty bench for unserved time, plus Illegal Substitution penalty.
Offending Team Scores before penalty time expires	No goal. Player returns to penalty bench for unserved time.	No goal. Player returns to penalty bench for unserved time, plus Illegal Substitution penalty.
Offending Team Scores after penalty would have expired	Goal. Player returns to penalty bench for unserved time.	No goal. Player returns to penalty bench for unserved time, plus Illegal Substitution penalty.
Non-offending Team :Scores (either before penalty time expires or after penalty would have expired)	Goal. Unserved time is cancelled by the goal.	Goal. Unserved time is cancelled by the goal. Player is assessed and Illegal Substitution penalty.
	<i>NOTE : The above penalty cancellations assume that the penalty of the player who returned to the ice prematurely is the Minor penalty with the most time expired on that team (Rule 21.4)</i>	

Table 1: Penalized player returns to the ice prematurely.

Case 7: Team A is playing at full strength. Player A1 goes to the player's bench during play but no player replaces A1 on the ice. While play is still going on A2 enters the game from the gate at end of the rink leading to the dressing rooms.

- a. Team A has control of the ring
- b. Team A does not have control of the ring

Ruling 7:

- a. Play is stopped immediately and a minor penalty is assessed to A2 for Illegal Substitution.
- b. Delayed penalty is signaled for Illegal Substitution against A2.

– Minor Penalties

14.11 Interference. A Minor penalty is committed if a player impedes the progress of an opponent who may or may not be in possession of the ring by:

14.11.a using the stick or body to physically block the movement of an opponent.

NOTE: *It is interference if a teammate of the ring carrier, in setting a screen or pick, takes up an “unnatural” position (i.e. arms, legs, or stick extended) in close proximity to a defender and this position results in either contact or obstruction of that defender’s attempt to play the ring or ring carrier.*

Case 1: A1 and A2 are skating toward Team B’s goal with A2 in control of the ring. B1 and B2 are standing shoulder to shoulder in front of the goal. In an attempt to clear the way for A2, A1 skates between B1 and B2, pushing them aside.

Ruling 1: Depending upon the degree of contact, a Minor penalty is assessed to A1 for Interference or Body Contact.

Case 2: A1 has control of the ring. B1 forces A1 toward the boards by close guarding. As they reach the boards:

- a. B1 places the stick horizontally in front of A1 and holds it against the boards.
- b. B1 blocks A1 with the body so that it is impossible for A1 to move.

Ruling 2: Delayed Minor penalty to B1 for Interference in both cases.

Case 3: A1, the ring carrier, and A2 are inside their attacking zone skating side by side toward Team B’s goal. B1, approaching from the side closest to A2, tries to get past A2 to check A1.

- a. A2 continues to skate in a straight line beside A1.
- b. A2 slows down, staying between B1 and A1, changing speed and direction to keep B1 away.
- c. A2 hits B1’s stick to keep B1 from checking A1.

Ruling 3:

- a. Legal.
- b. Minor penalty to A2 for Interference.
- c. Minor penalty to A2 for Interference.

Case 4: A1 is trying to get into the open to receive a pass. B1 is closely guarding A1. As the pass comes toward A1:

- a. B1 puts an arm out to prevent A1 from getting to the ring.
- b. A1 pushes B1 away just as the ring gets to them.

Ruling 4:

- a. Delayed Minor penalty to B1 for Interference.
- b. Delayed Minor penalty to A1 for Interference.

– **Minor Penalties**

14.11.b as the ring carrier, using an arm to ward off an opponent.

14.11.c checking an opponent before both players are in a position to gain possession of the ring.

Case 1: A1 and B1 are skating toward the loose ring. A1 checks B1's stick:

- a. three strides before the players arrive at the ring.
- b. as B1 puts their stick into the ring.

Ruling 1:

- a. Delayed Minor penalty to A1 for Interference.
- b. Legal.

14.11.d as an ineligible player, reaching into a restricted or prohibited area to check an opponent.

Case 1: A1 has control of the ring in the restricted area in Team A's attacking zone. Team B's goalkeeper and skaters B1, B2, and B3 are inside the restricted area. A1 moves the ring toward the free play line where B4, outside the restricted area, checks A1:

- a. inside the free play line.
- b. by reaching across the free play line as A1 moves the ring onto the free play line.
- c. as A1 moves the ring onto the free play line. B4 does not cross the free play line.

Ruling 1:

- a. Delayed Minor penalty to B4 for Interference.
- b. Delayed Minor penalty to B4 for Interference.
- c. Legal.

14.11.e moving with the opposing goalkeeper, attempting to screen the goalkeeper's vision.

Comment: *It is interference if an attacking player, not in control of the ring, moves with the defending goalkeeper, checks the goalkeeper's position and adjusts accordingly to maintain a "screening" position, or takes up a stationary position in which the upper body is extended "unnaturally" into the line of vision of the goalkeeper in order to screen or play the goalkeeper. It is legal for that player to move with the ring.*

14.11.f preventing an opponent from retrieving a lost stick or mandatory equipment.

Case 1: A2 has control of the ring in Team A's attacking zone. A1 sees that B1's stick has been dropped. A1 skates by and knocks B1's stick into the corner.

Ruling 1: Minor penalty to A1 for Interference.

– Minor Penalties

14.12 Slashing. A Minor penalty is committed if a player:

14.12.a makes forceful stick contact with any part of the body of an opponent.

14.12.b swings the stick directly towards an opponent in a forceful manner.

NOTE: “Sweep checking” (sideways movement of the stick in a checking manner) is legal providing the check is made on the playing end of the ring carrier’s stick and no contact is made with the ring carrier’s body.

14.12.c contacts an opponent, including the goalkeeper, on the follow through of a shot when the opposing player has an established position.

14.12.d contacts the opposing goalkeeper with their stick when the goalkeeper is entirely inside the goal crease.

NOTE: Unintentional stick contact with the goalkeeper, who has slid out of the goal crease and into the path of the follow through of the stick in the act of making a save, does not constitute a Slashing penalty. However, the fact that a goalkeeper is out of the goal crease does not give license to intentionally make stick contact following a shot.

Case 1: A1 has control of the ring and is skating directly at B1, a skater, who is defending Team B’s goal. B1, with one hand on the stick, attempts to check A1. B1 forcefully swings the stick at A1 at waist height:

- contacting A1’s lower hand.
- contacting A1’s stick between A1’s hands.
- missing A1 altogether.

Ruling 1: Delayed Minor penalty to B1 for Slashing in all cases.

Case 2: A1 has control of the ring. B1, in trying to take control of the ring:

- forcefully hits A1’s stick from underneath and places their stick into the ring.
- attempts to tap A1’s stick from underneath but instead strikes A1 on the lower hand which is above the playing end of the stick.

Ruling 2:

- Legal, as long as the check is made on the playing end of the stick.
- Delayed Minor penalty to B1 for Slashing.

– **Minor Penalties**

- Case 3: A1 has control of the ring and shoots the ring at the Goalkeeper B1 who is entirely in their goal crease.
- a. A1's stick makes forceful contact with B1.
 - b. A1's stick makes non-forceful contact with B1.

Ruling 3: Delayed Minor penalty to A1 for Slashing in both cases.

14.13 Tripping. A Minor penalty is committed if a player:

14.13.a places the stick or any part of the body in such a manner that it causes an opponent to trip or fall, unless the player falls as a result of losing joint control of the ring.

14.13.b slides along the ice causing an opponent to trip or fall.

- Case 1: A1 has control of the ring. B1 tries to take the ring away from A1. B1 places a skate into A1's path. A1 falls as a result of B1's action. A1 maintains control of the ring.

Ruling 1: Delayed Minor penalty to B1 for Tripping.

- Case 2: A1 has control of the ring. B1, trying to check A1, dives toward A1. B1 slides along the ice:
- a. placing the stick out in front of A1 and causing A1 to fall over the stick.
 - b. reaching out and pulling A1's legs, causing A1 to fall.
 - c. into A1's path, not giving A1 a chance to stop or change direction. A1 falls over B1.
 - d. playing the ring and then sliding into A1's feet, causing A1 to fall.

Ruling 2: Minor penalty to B1 for Tripping in all cases.

- Case 3: A1 has control of the ring. B1 takes joint control of the ring by placing the stick into the ring. As A1 tries to pull the ring away:
- a. A1 falls over B1's stick or skate.
 - b. B1 is placed off balance and falls hard to the ice.
 - c. B1's strength in holding the ring combined with A1's speed causes A1 to fall to the ice.
 - d. B1 places a skate into A1's path, causing A1 to fall to the ice.

- Ruling 3:
- a. Legal.
 - b. Legal.
 - c. Legal.
 - d. Minor penalty to B1 for Tripping.

– Unsportsmanlike Conduct Penalties

Section 15 – Unsportsmanlike Conduct Penalties

15.1 An Unsportsmanlike Conduct penalty is committed if a player or team staff member dissents with an on-ice official or displays conduct unbecoming a sportsman by:

15.1.a making remarks or gestures that denote or depict dissension with on-ice officials, opposing players, or spectators.

15.1.b continuing to harass an on-ice official after a warning.

15.1.c throwing the stick into the penalty bench, players' bench, or stands.

15.1.d as a player, refusing to leave the on-ice officials' crease after being instructed to do so by an on-ice official.

15.1.e committing any action construed by an on-ice official to be unsportsmanlike in nature.

Case 1: A1 receives a Minor penalty. On the way to the penalty bench, A1 throws the stick on the ice and kicks the stick.

Ruling 1: A1 is assessed an Unsportsmanlike Conduct penalty, in addition to the Minor penalty.

Case 2: Team B scores. A1, the goalkeeper, throws the goal stick into the corner, the ring down the ice and in a loud voice tells off the other members of the team.

Ruling 2: A1 is assessed an Unsportsmanlike Conduct penalty.

Case 3: A1 receives a Minor penalty for High Sticking. A2, the captain, immediately goes to an on-ice official to request an interpretation. The on-ice official explains the rule.

- A2 disagrees and continues to argue.
- A2 turns away from the on-ice official and makes a very unsportsmanlike gesture.
- A2 tells the on-ice official, "I don't agree, but thank you for your explanation".

Ruling 3: Although as a captain A2 is permitted to talk to on-ice officials, players are not permitted to argue with the on-ice officials nor to display unsportsmanlike behaviour.

- A2 is assessed an Unsportsmanlike Conduct penalty.
- A2 is assessed an Unsportsmanlike Conduct penalty for dissension with an on-ice official.
- No infraction.

– Unsportsmanlike Conduct Penalties

Case 4: During a stoppage in play, the timekeeper signals to an on-ice official to come to the penalty bench to sort out a problem involving the timing of penalties to Team A. A1, on the ice near the penalty bench, follows the on-ice official into the on-ice officials' crease. The on-ice official instructs A1 to leave the area of the on-ice officials' crease. A1 refuses.

Ruling 4: A1 is assessed an Unsportsmanlike Conduct penalty and must immediately enter the penalty bench.

Case 5: Play is stopped and a skirmish occurs. Player A1 intentionally leaves:

- a. the players' bench, but does not become involved in the altercation.
- b. the penalty bench, but does not become involved in the altercation.

Ruling 5: A1 is assessed an Unsportsmanlike Conduct penalty in both cases.

– Misconduct Penalties

Section 16 – Misconduct Penalties

16.1 A Misconduct penalty is committed if:

- 16.1.a a player or team staff member uses language or makes gestures that are obscene, profane, or abusive toward any person.**
- 16.1.b a player or team staff member persists in disputing, or shows disrespect for, the ruling of an on-ice official.**
- 16.1.c a team staff member steps onto the ice during the game, except in the case of player injury.**

NOTE: *A team staff member who steps onto the ice to attend to an injured player, must proceed directly to that player and may not discuss the play with the on-ice officials while still on the ice surface. If the team staff member does not proceed immediately to assist the injured player after stepping on the ice, but instead attempts to dispute the on-ice official's ruling, a Misconduct penalty shall be assessed.*

Case 1: A1 is in control of the ring in Team B's defending zone. A1 swears at B1 who is checking closely.

Ruling 1: A1 is assessed a Misconduct penalty.

Case 2: A1 takes a shot on goal and scores. B1 slashes A1 after the goal is scored. A1 swears at B1.

Ruling 2: Goal stands. B1 is assessed a Minor penalty for Slashing. A1 is assessed a Misconduct penalty.

Case 3: A1 misses a shot at Team B's goal. A1, disappointed with the shot, says in a low voice, and not directed at anyone, "Aw ... (profanity)".

Ruling 3: A Misconduct penalty would not likely be assessed to A1 since the comment was quiet and not directed at any person. However, depending upon the circumstances and the volume of the profane language, the on-ice official may rule A1's action as Unsportsmanlike Conduct. If it was very low key, the on-ice official may use discretion and just warn the player that further instances will result in a penalty.

– Misconduct Penalties

- Case 4: A1 commits a Charging infraction. The on-ice official blows the whistle and proceeds to administer the penalty. The coach of Team A tells the team captain, A2, to ask the on-ice official for an interpretation of the call. The on-ice official gives the captain the interpretation and A2 returns to the coach. The coach still does not agree and calls the on-ice official to the players' bench. The on-ice official blows the whistle to resume play. Team B is in possession of the ring. The coach of Team A steps onto the ice.
- Ruling 4: A delayed penalty is signalled. When play is stopped (Rule 20.2 and subsequent Note), the coach is assessed a Misconduct penalty.
- Case 5: A1 falls heavily against the boards behind the play. Neither on-ice official notices that A1 has remained down on the ice. The coach of Team A yells to the on-ice officials to stop play but neither on-ice official hears the coach. The Team A coach opens the players' bench door and runs out to attend to the injured player. The on-ice officials notice this and stop the play.
- Ruling 5: No Misconduct penalty would be assessed as the coach was attending to the injured player.

NOTE: *See Rule 20.3.c and Rule 20.9.b.*

– Major Penalties

Section 17 – Major Penalties

A Major penalty is committed if:

17.1.a a player commits a Minor penalty in an intentional and aggressive manner,

NOTE: *Major penalties are intended to serve as a severe penalty against Minor penalty infractions that are intentional and aggressive, but that are not (in the on-ice official's opinion) intended to injure. A Major penalty does not apply to Delay of Game, Illegal Substitution, Interference or Unsportsmanlike Conduct penalties.*

17.1.b a player engages in rough play.

NOTE: *Rough play is an act of unnecessary aggression that is not considered severe enough to warrant the assessment of a Match penalty. Such actions include, but are not limited to, a single one-handed push into the face of an opponent or the "face wash" of an opponent with an open glove.*

17.1.c a player commits a boarding, body contact, charging, cross checking or elbowing infraction that includes initial contact to the head or contact from behind. Should the on-ice official deem this contact was as a result of any intent to injure a Match Penalty shall be assessed.

Case 1: A1 has control of the ring between the free play line and the blue line in Team A's attacking zone. Seeing no room to manoeuvre past the defenders, A1 turns sharply and skates directly at the closest stationary Team B defender. A1 drops a shoulder and intentionally and forcefully contacts B1.

Ruling 1: Major penalty to A1 for Charging.

Case 2: B1 is closely checking A1 along the boards. A1 stops and holds the ring firmly but keeps it in play. B1 places their stick across A1's legs and intentionally pushes the feet and legs out from under A1, causing A1 to fall to the ice.

Ruling 2: Delayed Major penalty to B1 for Tripping.

Case 3: A1 shoves or pushes B1, or attempts to hit B1 but misses or lands a glancing blow.

– Major Penalties

- Ruling 3: A1 is assessed a Major penalty for Rough Play. If the infraction occurs during play and Team A did not have control of the ring, play may continue until Team A gains control of the ring. However, the on-ice official may immediately stop play and assess the penalty to prevent the situation from escalating.
- Case 4: A1 has control of the ring and is skating towards the boards. As A1 slows, B1, who is attempting to check A1, makes initial contact to A1 from behind causing A1 to fall to the ice.
- Ruling 4: A delayed penalty is signalled against B1. Once Team B gains control of the ring, play is stopped and a major penalty for body contact would be assessed.
- Case 5: B1 is in control of the ring skating towards Team A's net. A1 is skating at a high rate of speed to catch B1. B1 stops to take a shot and A1's momentum continues to take them towards B1. A1 puts up their arm, and contacts B1 in the back of the head with their elbow.
- Ruling 5: A delayed penalty is signalled against A1. Once Team A gains control of the ring, play is stopped and A1 is assessed a Major penalty for Elbowing.
- Case 6: B1 has control of the ring against the boards and is being closely checked by A1. B1 pushes their arm backwards to evade A1 and:
- B1's elbow makes initial contact with A1's facemask.
 - B1's elbow makes contact with A1's chest and the momentum then causes B1's elbow to make minimal contact with the head.
- Ruling 6: Play would be stopped as Team B is in control of the ring, and:
- a major penalty for elbowing would be assessed to B1.
 - a minor penalty for elbowing would be assessed to B1.

NOTE: *See Rule 20.3.d*

– Match Penalties

Section 18 – Match Penalties

18.1 A Match penalty is committed if a player or team staff member:

18.1.a commits a penalty infraction with intent to injure.

18.1.b fights.

18.1.c spears, butt-ends, or kicks an opponent.

NOTE: *Kicking an opponent is the action of a player intentionally using their skates with a kicking motion to contact the opponent with no intent to play the ring.*

18.1.d excessively abuses an on-ice official before, during, or immediately after a game. Such actions against on-ice officials include, but are not limited to:

18.1.d (1) intentionally touching, holding, or pushing.

18.1.d (2) intentionally striking, tripping, or body checking.

18.1.d (3) threatening or attempting to strike.

18.1.d (4) persisting in actions for which a Misconduct penalty has been assessed.

NOTE: *Any Match penalty infraction must be dealt with strictly and quickly. Although the rules specify ejection from the game and a (minimum) one game suspension, infractions of this nature should be investigated quickly by league or team officials and, if necessary, further suspensions should be levied. In order to facilitate this, it is extremely important that the on-ice officials provide a full report (on the back of the Official Game Report) of the details of any such incidents.*

Case 1: A1 has control of the ring. B1 legally checks A1. In anger and frustration, A1 swings their stick in a full two handed slashing motion at B1.
a. A1 hits B1 on the leg.
b. A1 misses B1 altogether.

Ruling 1: The on-ice official must rule on the action and intent, not contact alone, in this situation. In both cases, A1 intentionally attempted to injure B1 by swinging the stick in that manner. A1 is assessed a Match penalty in both cases.

– Match Penalties

- Case 2: B1 takes the ring away from A1. Trying to regain control of the ring, A1 trips B1. B1 gets back up and starts to fight with A1.
- A1 trades punches with B1.
 - A1 does not attempt to fight back.
- Ruling 2: Play is stopped immediately, no matter which team has control of the ring.
- A1 is assessed a Match penalty and a Minor penalty for Tripping (in that order). B1 is assessed a Match penalty.
 - A1 is assessed a Minor penalty for Tripping. B1 is assessed a Match penalty.
- Case 3: B1 falls so that the ring is under B1's thighs. A1, despite seeing that the ring is clearly not playable, forcefully stabs the stick at the legs of B1, spearing B1.
- Ruling 3: A1 is assessed a Match penalty. Since B1 is covering the ring, A1 cannot play the ring. A1 should have waited for the violation to be called on B1 (for accidentally holding the ring out of play) or for B1 to clear the ring, rather than jeopardizing the safety of B1.
- Case 4: A1 commits a violation by accidentally shooting the ring out of play. On the way to the players' bench, A1 says to the on-ice official:
- "That's wrong, I didn't mean to."
 - "You're stupid, that's crazy. You just want the other team to win."
 - "You ... (profanity), that's brutal!"
 - All three of the above in succession, followed by arguing with the on-ice official instead of leaving the ice.
- Ruling 4:
- No infraction. The player is entitled to an opinion, even if it does not concur with the on-ice official's.
 - A1 is assessed an Unsportsmanlike Conduct penalty.
 - A1 is assessed a Misconduct penalty.
 - A1 is assessed an Unsportsmanlike Conduct penalty, a Misconduct penalty, and Match penalty.
- Case 5: After the game is over, the on-ice officials skate to the penalty bench to verify and sign the Official Game Report. A1, who was assessed a penalty in the first period, approaches the officials to discuss the call. The on-ice officials explain the call out of courtesy, but A1 refuses to accept the explanation and says, "Well, the game is over so I can tell you what I really think of you." A1 explodes into a torrent of abuse at the on-ice officials.

– **Match Penalties**

Ruling 5: A1 is assessed a Match penalty. Even though the game is over, the team staff and players are still under the on-ice officials' jurisdiction.

Case 6: After the game is over, a team staff member accosts the on-ice officials in the hallway, as they are making their way to their dressing room. Unhappy with the result of the game and wanting to vent their opinion, the team staff member grabs an on-ice official by the arm to make them stop.

Ruling 6: The team staff member is assessed a Match penalty.

Case 7: Play is stopped and a skirmish occurs. Player A1 intentionally leaves:

- a. the players' bench and becomes involved in the altercation.
- b. the penalty bench and becomes involved in the altercation.

Ruling 7: A1 is assessed a Match penalty in both cases.

NOTE: *See Rule 20.3.e and Rule 20.9.b*

– Penalty Shot Award

Section 19 – Penalty Shot Award

A Penalty Shot compensates a player or team for a scoring opportunity lost as a result of (specific) infractions committed by their opponent. A Penalty Shot is awarded as a result of infractions committed during play, although the actual Penalty Shot takes place outside of play.

A goal scored during the delayed calling of a Penalty Shot cancels the award of the Penalty Shot. The appropriate penalty may be assessed instead, depending upon the current penalty situation (See Rule 21.4).

A goal scored on a Penalty Shot cancels any subsequent Penalty Shots that may have been awarded at the same stoppage in play. The appropriate penalties are assessed instead.

19.1 A Penalty Shot is awarded if a member of the defending team prevents the scoring of a goal by:

19.1.a intentionally dislodging the net from its normal position.

19.1.b throwing a stick at the ring.

19.1.c committing a goal crease violation.

NOTE: If the defending skater commits a crease violation but the ring would have missed the net anyway, a Minor penalty for Delay of Game may be assessed (Rule 14.5.d).

Case 1: A1 has control of the ring in the attacking zone. A1 dekes and draws Team B's goalkeeper out of position. Seeing that A1 has an empty net at which to shoot, skater B2, in an effort to prevent a sure goal, intentionally dislodges the net:

- a. before A1 has the opportunity to shoot.
- b. as A1 shoots the ring into the net.

Ruling 1: In order to award a Penalty Shot, the on-ice official must judge that the defending player intentionally dislodged the net in order to prevent a goal from being scored. Otherwise, a Minor penalty for Delay of Game would be assessed (Rule 14.5.g).

- a. Play stops immediately when B2 dislodges the net and Team A is awarded a Penalty Shot.
- b. The goal stands if the ring crosses the goal line as the net is being dislodged and the on-ice official can judge that the ring crossed the goal line in the area where the net would normally be. If there is any doubt, the goal is disallowed and Team A is awarded a Penalty Shot.

– Penalty Shot Award

Case 2: A1 has control of the ring in the attacking zone. A1 dekes and draws Team B's goalkeeper, B1, out of position. As A1 shoots at the empty net, B1 throws the goalkeeper's stick across the goal crease and:

- deflects the ring away from the net.
- misses the ring. The ring hits the goal post and comes to rest in the goal crease.

Ruling 2: In order to award a Penalty Shot, the thrown stick must prevent the ring from crossing the goal line. If the defending player throws their stick but does not redirect the ring or if the ring would have missed the net anyway, a Minor penalty for Delay of Game would be assessed (Rule 14.5.f).

- Team A is awarded a Penalty Shot.
- Minor penalty to B1 for Delay of Game.

Case 3: A1 has control of the ring in the attacking zone. A1 dekes and draws Team B's goalkeeper out of position, then passes the ring to A2 who shoots at the open net. Skater B2 enters the crease and blocks the shot.

- The shot would have gone into the net.
- The shot would have been over the net.

Ruling 3:

- Team A is awarded a Penalty Shot.
- Minor penalty to B2 for Delay of Game.

Case 4: Skater B1 cuts through Team B's goal crease from behind the goal line. The ring is prevented from entering the net when it strikes B1:

- inside the goal crease.
- just after B1 has cleared the goal crease.

Ruling 4: Team A is awarded a Penalty Shot in both a. and b.

Comment: *B1's goal crease violation must directly prevent the ring from entering the net in order for a Penalty Shot to be awarded. If B1 skates through the goal crease and four seconds later prevents the ring from entering the net, then no Penalty Shot would be awarded.*

19.2 A Penalty Shot is awarded if an attacking player is on a breakaway in the attacking zone, with the stick in the ring, and no opponents to get past other than the goalkeeper:

19.2.a and a member of the defending team commits a penalty that prevents the attacking player from taking a clear shot on goal.

– Penalty Shot Award

19.2.b and the defending goalkeeper intentionally dislodges the net from its normal position, or intentionally removes mandatory protective equipment.

- Case 1: B1 is on a breakaway in the attacking zone, with the stick in the ring. A1 catches up to and pulls B1 to the ice. B1 then:
- a. loses control of the ring to A1.
 - b. loses control of the ring to teammate B2, who shoots and:
 - (1) does not score.
 - (2) scores.
 - c. completes a clear shot on Team A's net and:
 - (1) does not score.
 - (2) scores.

- Ruling 1: A delayed penalty is signalled against A1. In all cases, play continues until Team A gains control of the ring, Team B scores, or Team B commits an infraction.
- a. B1 is awarded a Penalty Shot.
 - b. (1) B1 is awarded a Penalty Shot.
(2) B1 is not awarded a Penalty Shot since Team B scored on the play.
 - c. B1 is not awarded a Penalty Shot since that player completed a clear shot on goal.
 - (1) A1 is assessed the appropriate penalty.
 - (2) The goal is counted and a Team A penalty may be cancelled in accordance with Rule 21.4.

- Case 2: B1 is on a breakaway in the attacking zone, with the stick in the ring. Goalkeeper A1 dives out of the goal crease, knocking B1 to the ice. B1 then:
- a. loses control of the ring to A2.
 - b. loses control of the ring, then regains control of the ring and takes a clear shot on goal, but does not score.

- Ruling 2: A delayed penalty is signalled against A1.
- a. B1 is awarded a Penalty Shot.
 - b. B1 is not awarded a Penalty Shot since that player completed a clear shot on goal.

Comment: *“Clear shot on goal” means that no defending skater is between B1 and the net, or in a position to impede B1’s scoring opportunity, when B1 regains control of the ring and shoots.*

- Case 3: B1 is on a breakaway in the attacking zone, with the stick in the ring. Goalkeeper A1 intentionally dislodges the net from its normal position, or removes any mandatory protective equipment.

- Ruling 3: Play is stopped immediately. B1 is awarded a Penalty Shot.

– Penalty Shot Award

- Case 4: B1 is on a breakaway in the attacking zone, with the stick in the ring. Skater A1 catches up to and pulls B1 to the ice. B1 loses control of the ring and teammate B2 gains control of it. Team A's goalkeeper intentionally dislodges the net from its normal position
- a. while B2 is on a breakaway with the stick in the ring.
 - b. while B2 does not have a breakaway (A1 is between B2 and Team A's net). The goalkeeper's action does not prevent the scoring of a goal.
- Ruling 4: Play is stopped immediately when the goalkeeper dislodges the net and B1 is awarded a Penalty Shot (for the infraction committed by skater A1).
- a. B2 may also be awarded a Penalty Shot (for the infraction committed by Team A's goalkeeper).
 - (1) If B1 does not score on their Penalty Shot attempt, B2 is awarded a Penalty Shot also.
 - (2) If B1 scores on their Penalty Shot attempt, B2's Penalty Shot attempt is cancelled and Team A's goalkeeper is assessed a Minor penalty for Delay of Game instead.
 - b. Team A's goalkeeper is assessed a Minor penalty for Delay of Game.

19.3 A Penalty Shot is awarded during goalkeeper substitution:

19.3.a if an attacking player is on a breakaway in the attacking zone, with the stick in the ring, and only a single opponent to get past; and a member of the defending team:

- 19.3.a (1) commits a penalty that prevents the attacking player from taking a clear shot on goal.**
- 19.3.a (2) intentionally dislodges the net from its normal position.**
- 19.3.a (3) prevents the scoring of a goal by deliberately piling snow or making any obstacle on, around, or in the goal crease.**
- 19.3.b if a member of the defending team, in addition to the AGK, enters the goal crease and any of the defenders in the goal crease prevents the scoring of a goal.**

- Case 1: Team A has substituted a skater for their goalkeeper. B1 is on a breakaway in the attacking zone, with the stick in the ring and only one defending skater to get past. A1 catches up to and pulls B1 to the ice. B1 then:
- a. loses control of the ring to A1.

– Penalty Shot Award

- b. loses control of the ring to teammate B2, who shoots and:
 - (1) does not score.
 - (2) scores.
- c. completes a clear shot on Team A's net.
 - (1) does not score.
 - (2) scores.

Ruling 1: A delayed penalty is signalled against A1. In all cases, play continues until Team A gains control of the ring, Team B scores, or Team B commits an infraction.

- a. B1 is awarded a Penalty Shot.
- b.
 - (1) B1 is awarded a Penalty Shot.
 - (2) B1 is not awarded a Penalty Shot since Team B scored on the play.
- c. B1 is not awarded a Penalty Shot since that player completed a clear shot on goal.
 - (1) A1 is assessed the appropriate penalty.
 - (2) The goal is counted and a Team A penalty may be cancelled in accordance with Rule 21.4.

Case 2: Team A has substituted a skater for their goalkeeper. B1 is on a breakaway in the attacking zone, with the stick in the ring and only one defending skater, A1 (the AGK), to get past. A1 dives out of the goal crease, knocking B1 to the ice. B1 then:

- a. loses control of the ring to A2.
- b. loses control of the ring, then regains control of the ring and takes a clear shot on goal, but does not score.

Ruling 2: A delayed penalty is signalled against A1.

- a. B1 is awarded a Penalty Shot.
- b. B1 is not awarded a Penalty Shot since that player completed a clear shot on goal.

Case 3: Team A has substituted a skater for their goalkeeper. B1 is on a breakaway in the attacking zone, with the stick in the ring and only one defending skater to get past. A1, the AGK, intentionally dislodges the net from its normal position.

Ruling 3: Play is stopped immediately. B1 is awarded a Penalty Shot.

Case 4: Team B has substituted a skater for their goalkeeper. B1 is playing as AGK when B2 enters the goal crease as well. A1 shoots the ring and:

- a. B1 prevents the ring from entering the net.
- b. B2 prevents the ring from entering the net.
- c. the ring hits the goal post and comes to rest inside the goal crease.

– Penalty Shot Award

Ruling 4: A delayed penalty is signalled as soon as B2 deliberately enters the goal crease.

- Team A is awarded a Penalty Shot.
- Team A is awarded a Penalty Shot.
- B2 is assessed a Minor penalty for Delay of Game (Rule 14.5.d).

Case 5: Team B has substituted a skater for their goalkeeper. A1 shoots the ring toward the goal with sufficient force and accuracy to score, but the ring is prevented from entering the goal by a barrier of snow deliberately piled up by a Team B player.

Ruling 5: Team A is awarded a Penalty Shot.

19.4 A Penalty Shot is awarded, during the last two minutes of regulation time or at any time during overtime:

19.4.a if the ring is in an end zone and a skater, in excess of the maximum number permitted in that defending zone restricted area deliberately enters that area and becomes involved in the play while there are too many skaters in that area.

19.4.b if an attacking player is taking a free pass and a member of the defending team deliberately enters that defending zone free pass circle and becomes involved in the play.

NOTE: *In 19.4.b, “Enters” includes any encroachment into the prohibited area, whether or not the offending player is entirely inside the prohibited area. “Involved in the play” includes checking the skater who has possession of the ring, or taking a defending position within the prohibited area that cuts off a passing or shooting opportunity.*

Case 1: In the second period, Team B has possession of the ring in the restricted area in Team A’s defending zone. Goalkeeper A1 and skaters A2, A3, and A4 have established defensive positions inside the restricted area. A5, standing outside the defending zone free play line, enters the restricted area at 1:22.

- No Team A skater is involved in the play in the restricted area.
- A2 becomes involved in the play, while there are too many Team A skaters (A2, A3, A4, and A5) in the restricted area.
- A5 becomes involved in the play, while there are too many Team A skaters in the restricted area.
- A5 and A4 become involved in the play while there are too many Team A skaters in the restricted area.

– Penalty Shot Award

- e. Realizing that there are too many skaters in the restricted area, A3 leaves that area before any Team A skater becomes involved in the play in the restricted area.

- Ruling 1: A5 was standing outside the free play line while skaters A2, A3, and A4 had sufficient time to take up defensive positions inside the restricted area. Therefore, the on-ice official can determine that A5 knew that the maximum number of skaters permitted in the restricted area would be exceeded if A5 entered that area and that A5 did so deliberately. See also Rule 8.6.g.
- a. Delayed free play line violation.
 - b. Delayed Minor penalty to A5 for Delay of Game.
 - c. A delayed penalty is signalled. Team B is awarded a Penalty Shot at the stoppage in play.
 - d. A delayed penalty is signalled. Team B is awarded a Penalty Shot at the stoppage in play. A Delay of Game penalty (because A4 was also involved in the play) is not assessed, as the Penalty Shot replaces the Minor penalty. The single illegal act by A5 results in only one penalty, no matter how many teammates become involved in the play.
 - e. Delayed free play line violation, that is nullified if Team A does not gain control of the ring before it exits the restricted area and within five seconds of A3 exiting the area.

- Case 2: In the second period, Team B has possession of the ring in the restricted area in Team A's defending zone. Goalkeeper A1 and skaters A2, A3, and A4 have established defensive positions inside the restricted area. A5, standing outside the defending zone free play line, enters the restricted area at 1:22.
- a. While there are too many Team A skaters in the restricted area, A5 becomes involved in the play by tripping B1. Team A gains control of the ring.
 - b. A6 follows A5 across the free play line into the restricted area. Both A5 and A6 become involved in the play while there are too many Team A skaters in the restricted area. Team A gains control of the ring.

- Ruling 2:
- a. A5 has committed two infractions. Team B is awarded a Penalty Shot and A5 is assessed a Minor penalty for Tripping.
 - b. A5 and A6 have committed two infractions (one each). Team B may be awarded two Penalty Shots.
 - (1) If Team B does not score on the first Penalty Shot attempt, the second Penalty Shot is awarded.
 - (2) If Team B scores on the first Penalty Shot attempt, the second Penalty Shot award is nullified and A6 is assessed a Minor penalty for Delay of Game.

– Penalty Shot Award

Case 3: In the second period, Team B has possession of the ring in Team A's defending zone. Goalkeeper A1 and skaters A2 and A3 are inside the restricted area. At 1:22, A4 and A5 both rush into the restricted area to check the ring carrier. Team A gains control of the ring.

Ruling 3: No Penalty Shot award. Minor penalty to A4 or A5, whichever was the fourth Team A skater to enter the restricted area, for Delay of Game.

Comment: *Either A4 or A5 is an excess skater. However the situation was fluid and it is likely that neither A4 nor A5 knew that the maximum number of skaters permitted in the restricted area would be exceeded if they entered that area, since both could have assumed that their teammate would stop at the free play line. If it is not apparent that the skater entered the restricted area deliberately, knowing that was illegal, then a Penalty Shot award is not appropriate. Once it is obvious that there are too many skaters in that area, if the excess skater deliberately remains in the restricted area and becomes involved in the play, then a Penalty Shot may be awarded.*

NOTE: *In Rule 19.2.a and Rule 19.3.a (1), any action by a defending player who is illegally in the game (i.e. as a result of leaving the penalty bench prematurely) that prevents a clear shot on goal would result in a Penalty Shot being awarded. This includes actions, such as checking the ring carrier, which would be legal if committed by a teammate.*

Case 4: In the second period, Team B is awarded a free pass in Team A's defending zone. After the whistle is blown to restart play and before the ring is passed out of the free pass circle, A1 deliberately enters the free pass circle and becomes involved in the play at 1:22.

Ruling 4: A delayed penalty is signalled. Team B is awarded a Penalty Shot at the stoppage in play.

NOTE: a. *Once the Team B skater passes the ring entirely out of the free pass circle, the free pass is complete and the free pass circle is no longer a prohibited area to other players. If A1 deliberately enters the free pass circle but becomes involved in the play only after the ring is passed entirely out of the free pass circle, a Penalty Shot would not be awarded.*
b. *If A1 enters the free pass circle at 2:01 and is involved in the play at 1:58, before the ring is passed entirely out of the free pass circle, a Penalty Shot would be awarded.*

– Consequences of Penalties

Section 20 – Consequences of Penalties

20.1 Penalties may be assessed at any time before, during, or after a game, whether or not play is in progress.

20.2 Stoppage of Play

20.2.a If the team in control of the ring commits a penalty, play is stopped immediately.

20.2.b If the team not in control of the ring commits a penalty, play continues and a delayed penalty is signalled. Play is stopped:

20.2.b (1) when the team being assessed the penalty gains control of the ring.

20.2.b (2) when the team in control of the ring commits an infraction.

NOTE: For circumstances consisting of a delayed violation to one team and a delayed penalty to the other team, see subsection 13.1 Case 4.

20.2.b (3) if the ring travels untouched from one end zone to the other end zone, when the ring comes to rest entirely across the second blue line.

NOTE: Play may be stopped immediately when a member of the team not in control of the ring commits a blatant Misconduct, Major, or Match penalty.

20.2.c If neither team is in control of the ring and both teams have a delayed penalty, play is stopped when the penalty is committed by the second team.

Case 1: Team A has control of the ring. A1 commits a penalty.

Ruling 1: The on-ice official blows the whistle and play is stopped immediately. A1 is assessed the penalty.

Case 2: A1 passes the ring toward A2. B2 and A2 skate toward the ring. On the way to the ring, B2 slashes A2 then A2 retaliates by elbowing B2.

Ruling 2: Play is stopped when A2 elbows B2. The penalties are assessed and Team B is awarded the free pass in accordance with Rule 10.4.b.

– Consequences of Penalties

- Case 3: A1 shoots the ring at Team B's net. A2 commits a penalty before the ring crosses the goal line.
- Ruling 3: Play is stopped when the ring crosses the goal line. The goal is nullified and A2 is assessed the penalty. (see Rule 11.3.c)
- Case 4: Team A has possession of the ring. B1 commits a penalty.
- Ruling 4: The on-ice official signals a delayed penalty. When a Team B player gains control of the ring, the on-ice official blows the whistle and play is stopped. B1 is assessed the penalty.
- Case 5: Team A has possession of the ring. B1 commits a penalty. A1 shoots the ring at Team B's net. The ring is:
- deflected by the goalkeeper over the goal line and into the net.
 - deflected by the goalkeeper away from the net and back into play.
- Ruling 5: The on-ice official signals a delayed penalty. If a shot on net is taken during the delayed calling of a penalty and the goalkeeper redirects the ring, the on-ice official must wait to see if the ring is deflected by or off the goalkeeper and into the net. Deflection by or off a goalkeeper does not constitute control.
- Goal. B1's penalty may be cancelled (Rule 21.4).
 - Play continues.

20.3 Penalties, in increasing order of severity, are as follows:

20.3.a **Minor penalty:** two minutes.

20.3.b **Unsportsmanlike Conduct penalty:** two minutes, fully served.

20.3.c **Misconduct penalty:** game ejection and a teammate serves an Unsportsmanlike Conduct penalty.

20.3.d **Major penalty:** four minutes, fully served.

20.3.e **Match penalty:** game ejection, suspension from the next game, and a teammate serves a Major penalty.

20.3.f **Penalty Shot:** See Section 22.

Comment: *If a player or team staff member commits an ejection (Misconduct or Match) penalty infraction after the game is over or after they have already been ejected from the game, the game ejection penalty shall be served during their next game. Any accompanying suspensions shall be served during subsequent games.*

– Consequences of Penalties

- Case 1: A1 commits a Misconduct penalty:
- that is assessed during the game.
 - that is signalled during the game. The game ends before the penalty is assessed.
 - after the game is over.
- Ruling 1:
- A1 is ejected from that game, and a teammate serves the accompanying Unsportsmanlike Conduct penalty.
 - A1 is considered to have been ejected from that game, as the infraction for which the Misconduct penalty was assessed occurred during the game. An additional one game suspension is not mandatory.
 - A1 is suspended from the next game, as the infraction for which the Misconduct penalty was assessed occurred after the game was over. The accompanying Unsportsmanlike Conduct penalty is not served by a teammate.
- Case 2: Team A's coach is assessed a Misconduct penalty during the game. Before departing, the coach commits a Match penalty infraction.
- Ruling 2: The coach is ejected from that game (Misconduct penalty). Since the Match penalty infraction occurred after the coach was already ejected from the game, the coach is suspended from the next two games: one game for the "ejection" and one game for the mandatory accompanying "suspension".

20.4 Penalty time shall be served in the penalty bench and is actual playing time. A player serving a penalty may not be replaced on the ice.

NOTE: *If the game is being played running time, the timing of the penalty starts when the on-ice official blows the whistle to resume play.*

- Case 1: During the first period, play is stopped and A1 is assessed a Minor penalty.
- Ruling 1: A1 enters the penalty bench and remains there until the penalty expires (See Section 21). While play is in progress and A1 is serving the penalty, Team A is permitted no more than five players on the ice at one time.

20.5 Players must enter or leave the penalty bench by way of the ice surface. Penalized players may leave the penalty bench between periods, but must return to it prior to the start of the next period. Penalized players are not permitted to leave the penalty bench during a timeout.

– Consequences of Penalties

- Case 1: A1 is serving a penalty in the penalty bench, which is beside Team A's players' bench. When the penalty expires, A1:
- remains in the penalty bench, while A2 leaves the players' bench to take A1's place on the ice.
 - returns to the players' bench by jumping over the divider between the penalty bench and the players' bench.
- Ruling 1:
- Minor penalty to A2 for Illegal Substitution. To substitute legally, A1 must be on the ice and within 3.05m (10 ft.) of the players' bench gate before A2 enters the ice surface.
 - Minor penalty to A1 for Delay of Game.
- Case 2: During Team A's 30 second timeout:
- A1, who is still serving a penalty, leaves the penalty bench to join the conference at Team A's bench.
 - A2, who was assessed a penalty at the stoppage in play during which the timeout was requested, joins the conference at Team A's bench prior to heading to the penalty bench.
- Ruling 2: Penalized players may not participate in the game and are not permitted to join the conference at their players' bench during a timeout. If either player fails to return / report to the penalty bench immediately, they will be assessed a Delay of Game penalty.

20.6 Multiple Penalties

20.6.a **All penalties assessed to a participant at the same stoppage in play shall be served consecutively, in decreasing order of severity, in the order in which the penalties occurred, and without interruption by penalties to teammates.**

- Case 1: Team B is assessed multiple penalties at the same stoppage in play. The penalties occurred in the following order during play:
- B1 committed a Tripping penalty, followed by a Slashing penalty.
 - B1 committed a Tripping penalty, B2 committed a Body Contact penalty, B1 committed a Slashing penalty, and B3 committed a Hooking penalty followed by a Major penalty for rough play.
- Ruling 1:
- B1 serves the Tripping penalty, followed by the Slashing penalty.
 - The penalties are recorded and served in the following order:
 - (1) B1 – Tripping, then Slashing.
 - (2) B2 – Body Contact.

– Consequences of Penalties

(3) B3 – Major, then Hooking.

A maximum of two players can serve penalties simultaneously. B3 must proceed to the penalty bench, but cannot begin serving the Major penalty until either B1's or B2's penalties expire (see Section 21).

Case 2: B1 is assessed a Minor penalty. Before play resumes, B1 is assessed an Unsportsmanlike Conduct penalty as well.

Ruling 2: B1 serves both the Unsportsmanlike Conduct and Minor penalties, in that order.

Case 3: B1 is assessed a Minor, Major, Unsportsmanlike Conduct, and Misconduct penalty at the same stoppage in play.

Ruling 3: B1 is ejected from the game (Rule 20.9) and a teammate serves the penalties in the following order:

- a. Major penalty (four minutes fully served).
- b. Misconduct penalty (two minutes fully served).
- c. Unsportsmanlike Conduct penalty (two minutes fully served).
- d. Minor penalty.

20.6.b If a penalized player is assessed additional penalties at a subsequent stoppage in play, the additional penalties shall be served immediately after the player's remaining penalties.

Case 1: B1 has been assessed a Minor penalty. Following the resumption of play, B1 is assessed an Unsportsmanlike Conduct penalty as well.

Ruling 1: The Unsportsmanlike Conduct penalty is assessed at the next stoppage in play. The Minor penalty expires normally (two minutes expire or a goal is scored), then B1 serves the Unsportsmanlike Conduct penalty.

Case 2: B1 is assessed two penalties at the same stoppage in play. On the next stoppage in play, B2 and B3 are also penalized. On a subsequent stoppage in play, before both of B1's penalties have expired, B1 is assessed another penalty.

Ruling 2: B1 serves all three penalties consecutively. B1's consecutive penalties are not interrupted by penalties assessed to teammates.

Case 3: B1, B2, and B3 have been assessed Minor penalties and are in the penalty bench. B1 and B2 begin serving their penalties, while B3 waits to serve their penalty. At the next stoppage in play, B3 is assessed an Unsportsmanlike Conduct penalty.

– Consequences of Penalties

Ruling 3: B3's Unsportsmanlike Conduct penalty is recorded and served after B3's Minor penalty.

20.7 Selection of Substitute

20.7.a Where the rules state that a penalty shall be served by a teammate, the coach shall select any skater of that team to serve the penalty. If the coach refuses to select a player, an on-ice official shall designate any skater of that team to serve the penalty.

20.7.b Players with unexpired penalties are not eligible to serve penalties for teammates or team staff members.

Case 1: A1 is, or has already been, assessed a Minor penalty. Team A's coach is assessed a Minor or Unsportsmanlike Conduct penalty.

Ruling 1: A skater, other than A1, must serve the coach's penalty time.

20.7.c When substitution is required, one player serves all penalties assessed to the teammate or team staff member at a stoppage in play. Penalties assessed to the same teammate or team staff member at a subsequent stoppage in play shall be served by a different teammate and may be served concurrently with the previously assessed penalties.

Case 1: Team A's goalkeeper, A1, is assessed two Minor penalties at the same stoppage in play. Skater A2 is designated to serve the penalties (see Rule 20.8.b). After those penalties are assessed, A1 is assessed an additional Unsportsmanlike Conduct penalty:

- before the whistle is blown to restart play.
- at the next stoppage in play.

Ruling 1:

- A2 serves the Unsportsmanlike Conduct penalty, then the two Minor penalties sequentially.
- A2 serves the two Minor penalties sequentially. A different Team A skater serves the Unsportsmanlike Conduct penalty, concurrently with the Minor penalties being served by A2.

Case 2: Team A's coach is assessed a Delay of Game penalty. The coach is also assessed an Unsportsmanlike Conduct penalty:

- during the same stoppage in play.
- after the whistle is blown and play resumes.

Ruling 2:

- The same Team A skater serves both the Unsportsmanlike Conduct and Delay of Game penalties, in that order.

– **Consequences of Penalties**

- b. The Unsportsmanlike Conduct penalty is assessed at the next stoppage in play. A different Team A skater serves this penalty, concurrently with the skater serving the Delay of Game penalty.

20.8 Substitution: Minor, Unsportsmanlike Conduct, and Major Penalties

20.8.a Skater. A penalty assessed to a skater shall be served by that player.

- Case 1: B1 commits a Minor, Unsportsmanlike Conduct, or Major penalty. When play is stopped and the penalty assessed:
- a. B1 is on the ice.
 - b. B2 has substituted for B1. B1 is not on the ice.

Ruling 1: In both cases, B1 serves the penalty.

- Case 2: Team A has possession of the ring. B1 commits a penalty. While play continues, B1 leaves the ice and is replaced by B2, who also commits a penalty. Team B gains control of the ring and play is stopped.

Ruling 2: B1 and B2 are both assessed their penalties, in that order. The penalties may be served concurrently.

20.8.b Goalkeeper. A penalty assessed to a goalkeeper shall be served by a teammate.

20.8.c AGK. A penalty assessed to an AGK shall be served by that player.

- Case 1: A1, the AGK, commits a penalty infraction. When play is stopped and the penalty assessed:
- a. A1 is still playing as AGK.
 - b. A1 has exited the goal crease and is playing as a skater, while A2 is playing as AGK.
 - c. A1 has exited the goal crease and is playing as a skater. The goalkeeper has returned to the ice.

Ruling 1: In all cases, A1 serves the penalty.

20.8.d Team. A penalty assessed to a team, to a team staff member, or to an unidentified player on the players' bench shall be served by a teammate.

20.8.e Injured Player. A penalty assessed to a player who is injured and unable to serve the penalty shall be served by a teammate.

– Consequences of Penalties

- 20.8.e (1)** The injured player for whom the substitution has been made may not participate in the play until the penalty has expired and the substitute has returned to the ice.
- 20.8.e (2)** A penalized player who recovers from injury prior to the expiration of their penalty shall replace the substitute on the penalty bench at the next stoppage in play.
- 20.8.f** **Delay of Game Penalty.** A Delay of Game penalty assessed for exceeding the maximum number of skaters permitted in the restricted area shall be served by the player creating the infraction. If the on-ice officials cannot identify that player, the coach of that team shall select a skater to serve the penalty, from those in the restricted area at the time of the infraction. If the on-ice officials cannot identify those players, the coach of that team shall select a skater to serve the penalty, from those on the ice at the time of the stoppage in play.

- Case 1: Team A is assessed a Delay of Game penalty for exceeding the maximum number of skaters permitted in the restricted area (Rule 14.5.e). Skaters A1, A2, A3, and A4 were inside the restricted area when A1 became involved in the play. When play is stopped:
- The on-ice official identifies A4 as the ineligible skater that entered the restricted area.
 - The on-ice official knows that A1, A2, A3, and A4 were inside the restricted area at the time of the infraction, but cannot determine which player was the ineligible skater that entered the restricted area.
 - The on-ice official is unable to determine which skaters were inside the restricted area at the time of the infraction. Team A substituted some players during play and skaters A1, A4, A5, A6, and A7 are on the ice.

- Ruling 1:
- A4 is assessed the penalty.
 - Team A's coach selects one of A1, A2, A3, or A4 to serve the penalty.
 - Team A's coach selects one of A1, A4, A5, A6, or A7 to serve the penalty.

NOTE: *In cases b. and c., the penalty is recorded on the Official Game Report as a team staff penalty, served by the player selected by the coach and does not count as penalty minutes to that player.*

– Consequences of Penalties

20.9 Substitution: Game Ejection

20.9.a Excess Penalty Minutes. A player assessed a total of ten minutes of penalty time during a game, including overtime, shall be ejected from the game. The ejected player's remaining penalty time shall be served by a teammate.

Case 1: B1, having previously been assessed four Minor penalties, is assessed a fifth Minor penalty in the same game for a total penalty time of 10 minutes.

Ruling 1: B1 is ejected from the game. A teammate serves the Minor penalty.

Case 2: A Minor penalty is assessed to B1.

- a. B1 has previously been assessed four Minor penalties in the same game, but only served 7 minutes in the penalty bench as part of one penalty was cancelled by a goal.
- b. B1 has served 8 minutes in the penalty bench: 6 minutes for three Minor penalties previously assessed to B1, and the 2 minute Unsportsmanlike Conduct penalty that accompanied a Misconduct penalty assessed to B2. B1 was selected to serve that penalty by Team B's coach.
- c. B1 has served 8 minutes in the penalty bench: 6 minutes for three Minor penalties previously assessed to B1, and 2 minutes for an Illegal Substitution penalty assessed to Team B for having seven players on the ice. B1 was selected to serve that penalty by Team B's coach.

Ruling 2: Ejection for excess penalty minutes is based on the penalty time assessed to a player, not penalty time actually served.

- a. B1 is ejected from the game and a teammate serves the Minor penalty.
- b. B1 is not ejected from the game, as only 8 minutes of penalty time have been assessed to B1. The Unsportsmanlike Conduct penalty was assessed to B2.
- c. B1 is not ejected from the game, as only 8 minutes of penalty time have been assessed to B1. The Illegal Substitution penalty was assessed to the team and only served by B1.

Case 3: B1 has been assessed and has served four Minor penalties. B1 commits a penalty infraction and a delayed Minor penalty is signalled, but Team A scores and the delayed penalty is cancelled.

Ruling 3: B1 is not ejected from the game as only 8 minutes of penalty time have been assessed to B1.

– Consequences of Penalties

- Case 4: B1 has been assessed and has served four Minor penalties. B1 is assessed a fifth Minor penalty. The scorekeeper fails to inform the on-ice officials of the fact that B1 has now been assessed 10 minutes of penalty time, and B1 serves the penalty. After the penalty expires, B1 returns to the ice and:
- contributes to the scoring of a goal (by scoring or assisting on the goal, or by being on the ice at the time of the goal).
 - commits a penalty infraction.
 - commits a Minor penalty infraction resulting in the award of a Penalty Shot.
 - commits a Major or Match penalty infraction resulting in the award of a Penalty Shot.
 - is tripped by A1.

- Ruling 4: If the on-ice officials are made aware of B1's ineligibility at the first stoppage in play after B1 returns to the ice, B1 is immediately ejected from the game and:
- Team B's goal is nullified.
 - a teammate serves the penalty time.
 - since the Penalty Shot replaces the Minor penalty (Rule 22.2.a), no teammate serves penalty time for B1.
 - a teammate serves the fully served penalty time (Rule 22.2.b).
 - the penalty is assessed to A1. If A1's penalty infraction would normally result in the award of a Penalty Shot (or awarded goal) to B1, the Penalty Shot (or awarded goal) will not be awarded since B1 cannot legally score a goal. If the Penalty Shot takes place but the on-ice officials are made aware of B1's ineligibility before play resumes, then the Penalty Shot award (and result) is nullified and A1 is assessed the penalty.

NOTE: *If the on-ice officials are not made aware of B1's ineligibility until after the first stoppage in play following B1's return to the ice, B1 is still ejected from the game. However, the results of all play up to the time that the on-ice officials are made aware of B1's ineligibility stand.*

20.9.b Misconduct and Match Penalties

- 20.9.b (1) A player assessed a Misconduct penalty or Match penalty shall be ejected from the game. The accompanying fully served penalty shall be served by a teammate.**
- 20.9.b (2) A team staff member assessed a Misconduct penalty or Match penalty shall be ejected from the game. No player shall serve any penalty because of the team staff ejection.**

– Consequences of Penalties

- Case 1: A1 is serving a Minor penalty. After play resumes, A1 commits a Misconduct penalty infraction.
- Ruling 1: At the next stoppage in play, A1 is ejected from the game. A teammate serves the remaining Minor penalty time, followed by the Unsportsmanlike Conduct penalty that accompanies A1's Misconduct penalty.
- Case 2: Goalkeeper A1 is ejected from the game.
- Ruling 2: A teammate serves the appropriate penalty time.
- If Team A's alternate goalkeeper is dressed, that player must immediately replace A1 on the ice. No warm up time is allowed.
 - If Team A's alternate goalkeeper is not dressed, that player will be granted up to five minutes to dress and warm up. Team A will be assessed an additional Minor penalty for Delay of Game (which must be served by a different teammate and may be served concurrently with A1's penalty time).
 - Team A may substitute a skater for A1.
- Case 3: Team A's coach is assessed an Unsportsmanlike Conduct penalty. A1 is serving the penalty. Team A's coach is subsequently assessed a Misconduct penalty.
- Ruling 3: A1 continues to serve the original Unsportsmanlike Conduct penalty. No additional penalty is served due to the coach's ejection.

20.9.c After being ejected from the game, the player or team staff member must leave the enclosed playing and seating area of the rink so as not to have any influence on the game. Refusal to do so will result in forfeiture of the game by that team.

- Case 1: Team B's coach is assessed a Misconduct or Match penalty and:
- refuses to leave the players' bench.
 - leaves the players' bench and sits in the spectator's bleachers.
 - leaves the players' bench but returns during the same game.
 - leaves the players' bench and watches the game through the windows of the arena lobby.
- Ruling 1:
- Team B forfeits the game.
 - Team B forfeits the game.
 - Team B forfeits the game.
 - Legal.

– Consequences of Penalties

Comment: *Since the behaviour of the individual ejected from the game may not be typical of that team's behaviour, the on-ice officials may permit the remaining team staff or players to attempt to convince the coach to leave the enclosed playing and seating area before the game is forfeited. The coach may be subject to further suspension by the league or governing body. The on-ice officials must ensure that all details of the infraction and subsequent actions are recorded on the Official Game Report.*

– Team Penalty Regulations

Section 21 – Team Penalty Regulations

- 21.1 A maximum of two players per team can serve penalties simultaneously. Additional penalized players must proceed to the penalty bench and remain there until their penalties are served.**
- 21.2 When a team has two players serving penalties and additional penalized players in the penalty bench:**
- 21.2.a the additional penalized players will serve their penalties only after a teammate’s penalties have expired.**
- 21.2.b the additional penalized players will serve their penalties in turn, in the order that their penalties were assessed.**
- 21.2.c players who have finished serving their penalties must remain in the penalty bench until play is stopped.**

Case 1: A1, A2, and A3 are assessed penalties, in that order.

Ruling 1: All three players must proceed to the penalty bench. When play resumes, A1 and A2 will serve their penalties (the penalties to A1 and A2 will be timed). A3’s penalty will not begin to be served (the penalty will not be timed) until either A1’s or A2’s penalties expire or are cancelled.

Case 2: A1, A2, and A3 are assessed penalties, in that order, at different times. All three players are in the penalty bench and Team A has a goalkeeper and three skaters on the ice.

a. A1 and A2 are serving their penalties.

b. A1’s penalty expires.

Ruling 2: a. A3 waits to serve their penalty.

b. A3 begins to serve their penalty. A1 may not return to the ice until play is stopped, as Team A is serving two penalties (A2’s and A3’s). If A1 returned to the ice then Team A would have too many players on the ice.

NOTE: *If play is stopped and a goalkeeper ring is awarded, players who have finished serving their penalties and are waiting to return to the ice at a stoppage in play may do so. However, the on-ice officials will not delay the resumption of play to permit the team to complete their line change. The players are not obligated to return to the ice during a goalkeeper ring award and may choose to wait for a subsequent stoppage in play and free pass award.*

– Team Penalty Regulations

21.3 When a team has players serving penalties and no additional players in the penalty bench waiting to serve penalties:

21.3.a upon the expiration of a player’s penalties, the player whose penalties expired first may return to the ice.

21.3.b players who have finished serving their penalties but who cannot be released from the penalty bench because their team is already at its maximum permissible strength on the ice must remain in the penalty bench until play is stopped.

Case 1: A1, A2, and A3 were assessed penalties, in that order, at different times. All three players are in the penalty bench. A1’s penalty has expired, and A2 and A3 are serving their penalties. Team A has a goalkeeper and three skaters on the ice.

- a. A2’s penalty expires.
- b. A3’s penalty expires.

Ruling 1: “First expired, first out”.

- a. A1 is released from the penalty bench. Team A now has a goalkeeper and four skaters on the ice. A2 may not return to the ice until play is stopped, as A3 is still serving a penalty. If A2 returned to the ice then Team A would have too many players on the ice.
- b. A2 is released from the penalty bench. Team A now has a goalkeeper and five skaters on the ice. A3 may not return to the ice until play is stopped.

21.4 Cancellation of a Minor Penalty by a Goal. If the team scored against has more penalized players, including delayed penalties, than the team that scored, a Minor penalty may be cancelled or nullified. Fully served penalties are never cancelled or nullified by goals scored.

Case 1: A1 is serving a Minor penalty. No other player is serving a penalty. Team A scores.

Ruling 1: No change to A1’s penalty.

Case 2: A1 is serving an Unsportsmanlike Conduct penalty. No other player is serving a penalty. Team B scores.

Ruling 2: No change to A1’s penalty.

Case 3: A1 is serving a Minor penalty. B1 is serving the first of two consecutive Minor penalties. Team A scores.

Ruling 3: No change to the penalties, since Team A and Team B each have one penalized player.

– Team Penalty Regulations

Case 4: A1, B1, and B2 are serving Minor penalties. A delayed Minor penalty is signalled on A2. Team B scores.

Ruling 4: Each team has two penalized players (B1 and B2, A1 and A2). Therefore, no penalties are cancelled or nullified. A2's penalty is assessed.

21.4.a If no penalties are being served, a delayed Minor penalty may be nullified.

21.4.a (1) If there is one delayed Minor penalty, then it is nullified.

21.4.a (2) If there is more than one delayed penalty, then the first delayed Minor penalty is nullified, with the following exceptions.

21.4.a (2) (a) If the first delayed penalty is a fully served penalty, then all subsequent penalties to that participant are assessed.

21.4.a (2) (b) If the first two delayed penalties are fully served penalties to different participants, then no penalty is nullified.

Case 1: A delayed Minor penalty is signalled on A1. No other player is serving a penalty. Team B scores.

Ruling 1: A1's penalty is not assessed as it is nullified by the goal.

Case 2: B1 is serving a Minor penalty. A delayed Minor penalty is signalled on A1. Team B scores.

Ruling 2: Each team has one penalized player (B1 and A1). Therefore, no penalties are cancelled or nullified. A1's penalty is assessed.

Case 3: Delayed Minor penalties are signalled on A1 and A2, in that order. No other player is serving a penalty. Team B scores.

Ruling 3: A1's penalty is nullified by the goal. A2's penalty is assessed.

Case 4: A delayed Major penalty is signalled on A1. Team B scores.

Ruling 4: A1's fully served penalty is assessed.

– Team Penalty Regulations

- Case 5: A delayed fully served penalty and a delayed Minor penalty are signalled on A1. No other player is serving a penalty. Team B scores.
- The Minor penalty occurred before the fully served penalty.
 - The fully served penalty occurred before the Minor penalty.
- Ruling 5: The fully served penalty will always be assessed. The Minor penalty may be nullified by the goal, depending upon the order of occurrence of the penalties.
- The Minor penalty is nullified. The fully served penalty is assessed.
 - Both penalties are assessed.
- Case 6: Delayed penalties are signalled in the following order: A1, fully served penalty; A2, Minor penalty; and A3, fully served penalty. No other player is serving a penalty. Team B scores.
- Ruling 6: A2's penalty is nullified by the goal. The fully served penalties to A1 and A3 are assessed.
- Case 7: Delayed Unsportsmanlike Conduct penalties are signalled on A1 and A2. A3 commits a Minor penalty. No other player is serving a penalty. Team B scores.
- Ruling 7: No penalty is nullified. The penalties to A1, A2, and A3 are assessed. Since A1 and A2 each had a fully served penalty on delay before A3's Minor penalty infraction, there is no penalty to cancel or exchange (with A3) on the goal. A3's penalty is assessed in addition to the fully served penalties assessed to A1 and A2.

21.4.b If one Minor penalty is being served, then it is cancelled. Any delayed penalties would be assessed.

- Case 1: A1 is serving a Minor penalty. No other player is serving a penalty. Team B scores.
- Ruling 1: A1's penalty is cancelled.
- Case 2: A1 is serving a Minor penalty. B3, whose penalty has expired, is in the penalty bench waiting for a stoppage in play in order to return to the ice (Rule 21.3). Team B scores.
- Ruling 2: A1's penalty is cancelled.

– Team Penalty Regulations

- Case 3: A1 is assessed two Minor penalties, for Hooking and Tripping (in that order), with 10 minutes remaining in the first period. No other player is serving a penalty. Team B scores:
- at 9:30.
 - at 8:00.
 - at 7:21.
- Ruling 3: A1 serves the penalties consecutively (Rule 20.6), so only one Minor penalty is being served at a time.
- A1's Hooking penalty is cancelled. A1 begins to serve the Tripping penalty when play resumes.
 - A1's Hooking penalty has expired. The goal cancels A1's Tripping penalty.
 - A1's Tripping penalty is cancelled.
- Case 4: A1 and A2 are serving Minor penalties. No other player is serving a penalty. A1's penalty expires at 6:52. Team B scores at 6:52, before A1 steps back onto the ice.
- Ruling 4: A1's penalty has expired. The goal cancels A2's penalty.
- Case 5: A1 is serving a Minor penalty. A delayed Minor penalty is signalled on A2. No other player is serving a penalty. Team B scores.
- Ruling 5: A1's penalty is cancelled by the goal. A2's penalty is assessed.
- Case 6: A1 and B1 are serving Minor penalties. A delayed Minor penalty is signalled on A2. Team B scores.
- Ruling 6: Team A has two penalized players (A1 and A2), while Team B has one penalized player (B1). A1's penalty is cancelled by the goal. A2's penalty is assessed.

21.4.c If two Minor penalties are being served, then the Minor penalty with the most time expired is cancelled. Any delayed penalties would be assessed.

- Case 1: A1 is serving a Minor penalty that has 40 seconds remaining. A2 is serving a Minor penalty that has 1:10 remaining. No other player is serving a penalty. Team B scores.
- Ruling 1: A1's penalty is cancelled.
- Case 2: A1 is assessed two Minor penalties at 9:45. A2 is assessed a Minor penalty at 9:15. No other player is serving a penalty. Team B scores:
- at 8:30.
 - at 7:45.
 - at 7:30.

– Team Penalty Regulations

- Ruling 2: A1's penalties are served consecutively. A2's penalty is served concurrently.
- A1's first penalty has 45 seconds remaining. A2's penalty has 1:15 remaining. A1's first penalty is cancelled. Neither player leaves the penalty bench, since A1 begins to serve their second penalty when play resumes.
 - A1's first penalty has expired. A2's penalty has 30 seconds remaining. A1's second penalty has 2:00 remaining. A2's penalty is cancelled.
 - A2's penalty has 15 seconds remaining. A1's second penalty has 1:45 remaining. A2's penalty is cancelled.
- Case 3: A1, A2, and A3 are in the penalty bench with unexpired Minor penalties. A1's penalty has 30 seconds remaining, A2's penalty has 1:40 remaining, and A3 is waiting to serve their penalty. Team B scores.
- Team B has no penalized players.
 - Team B has one penalized player.
 - Team B has two penalized players (both teams have three skaters on the ice).
 - Team B has three penalized players. B1 and B2 are serving penalties, while B3 waits to serve their penalty (both teams have three skaters on the ice).
- Ruling 3: A Minor penalty may be cancelled if the team scored against has more penalized players than the team that scored. The number of players on the ice is not a factor.
- A1's penalty is cancelled.
 - A1's penalty is cancelled.
 - A1's penalty is cancelled.
 - No change to the penalties.
- Case 4: A1 and A2 are serving Minor penalties. A delayed Minor penalty is signalled on A3. Team B scores.
- Team B has no penalized players.
 - Team B has one penalized player.
 - Team B has two penalized players (both teams have three skaters on the ice).
 - Team B has three penalized players. B1 and B2 are serving penalties, while B3 waits to serve their penalty (both teams have three skaters on the ice).
- Ruling 4: A3's penalty is assessed in all cases. As in the case above, the Team A Minor penalty with the most time expired may be cancelled if Team A has more penalized players than Team B.
- A1's penalty is cancelled.
 - A1's penalty is cancelled.
 - A1's penalty is cancelled.
 - No change to the penalties.

– **Team Penalty Regulations**

21.4.d If a Minor penalty and a fully served penalty are being served, then the Minor penalty is cancelled. Any delayed penalties would be assessed.

Case 1: A1 is serving a Major penalty and A2 is serving a Minor penalty. No other player is serving a penalty. Team B scores.

Ruling 1: A2's penalty is cancelled.

Case 2: A1 is serving a Major penalty and A2 is serving a Minor penalty. B1 and B2 are each serving penalties. Team B scores.

Ruling 2: No change to the penalties, since the teams have the same number of penalized players.

Case 3: A1 is serving a Major penalty and A2 is serving a Minor penalty. A delayed Minor penalty is signalled on A3. No other player is serving a penalty. Team B scores.

Ruling 3: A2's penalty is cancelled. A3's penalty is assessed.

21.4.e If only one fully served penalty is being served, and:

21.4.e (1) there is no delayed penalty, no penalty is cancelled.

21.4.e (2) the first delayed penalty is a Minor penalty, it is nullified.

21.4.e (3) the first delayed penalty is also a fully served penalty, no penalty is cancelled or nullified.

Case 1: A1 is serving an Unsportsmanlike Conduct penalty. No other player is serving a penalty. Team B scores.

Ruling 1: No change to the penalty.

Case 2: A1 is serving an Unsportsmanlike Conduct penalty. A delayed Minor penalty is signalled on A2. No other player is serving a penalty. Team B scores.

Ruling 2: The Unsportsmanlike Conduct penalty must be fully served. A2's Minor penalty is nullified by the goal.

Case 3: A1 is serving an Unsportsmanlike Conduct penalty. A delayed Major penalty is signalled on A2. Team B scores.

Ruling 3: A2's penalty is assessed.

Case 4: A1 is assessed a Minor penalty and an Unsportsmanlike Conduct penalty at 9:03. No other player is serving a penalty. Team B scores at 8:45.

– Team Penalty Regulations

Ruling 4: No change to the penalties. A fully served penalty is being served and there is no delayed penalty. The Minor penalty, which was already assessed, will not begin to be served until after the Unsportsmanlike Conduct penalty has expired at 7:03.

21.4.f If two fully served penalties are being served, then no penalty is cancelled or nullified.

Case 1: A1 is serving a Major penalty and A2 is serving an Unsportsmanlike Conduct penalty. Team B scores.

Ruling 1: No change to the penalties.

Case 2: A1 and A2 are serving Unsportsmanlike Conduct penalties. A delayed Minor penalty is signalled on A3. Team B scores.
a. Team B has no players serving penalties.
b. Team B has two players serving penalties.

Ruling 2: A3's penalty is assessed in both cases.

– **Penalty Shot Procedure**

Section 22 – Penalty Shot Procedure

NOTE: *See Rule 10.4.c for free pass award to resume play following a Penalty Shot.*

22.1 If playing time expires during the delayed calling of a Penalty Shot, the Penalty Shot shall take place at the conclusion of that period of play.

Case 1: Team A has possession of the ring. Team B commits a penalty infraction that would result in Team A being awarded a Penalty Shot. Before Team B gains control of the ring, time expires and the final buzzer sounds.

Ruling 1: The Penalty Shot is awarded to Team A at the stoppage in play (when the buzzer sounds) and is conducted even if time has expired.

22.2 If the penalty infraction for which a Penalty Shot is awarded is one that would normally incur a:

22.2.a Minor penalty, then the Penalty Shot replaces that penalty.

22.2.b fully served penalty, then that penalty is assessed as well.

Case 1: A1 is awarded a Penalty Shot due to B1's penalty infraction. If not for the special circumstances that caused a Penalty Shot to be awarded:

- a. B1 would have been assessed a Minor penalty.
- b. B1 would have been assessed a Major penalty.

Ruling 1:

- a. The Penalty Shot award nullifies B1's penalty, whether or not A1 scores on the Penalty Shot. B1's penalty is not assessed, so it does not contribute B1's total penalty time (See Rule 20.9.a).
- b. The Penalty Shot is awarded and B1 is assessed the Major penalty.

22.3 Selection of Shooter

22.3.a If a Penalty Shot is awarded to a player on a breakaway, that player shall take the Penalty Shot.

22.3.a (1) If the player awarded a Penalty Shot commits a penalty during the same play, that player shall take the Penalty Shot prior to serving the penalty, unless that player is ejected from the game.

– **Penalty Shot Procedure**

22.3.a (2) If the player awarded a Penalty Shot is injured or is ejected from the game, the coach shall select any skater of that team who was on the ice at the time of the infraction to take the Penalty Shot.

22.3.b For all other Penalty Shot awards, the coach shall select any skater of that team who was on the ice at the time of the infraction to take the Penalty Shot.

Case 1: Team A has possession of the ring in Team B's defending zone. Skaters A1, A2, A3, A4, and A5 are on the ice. With 1:32 remaining in the second period, skater B4 (the fourth skater) deliberately enters the restricted area and becomes involved in the play while there are too many skaters in that area. The on-ice official immediately signals a delayed penalty. A5 leaves the ice and is replaced by A6. Team B gains control of the ring and play is stopped. Team A is awarded a Penalty shot. Team A's coach selects:

- A1 to take the Penalty Shot.
- A5 to take the Penalty Shot.
- A6 to take the Penalty Shot.

Ruling 1:

- Legal.
- Legal. A5 was not on the ice when play was stopped, but A5 was on the ice at the time the infraction occurred.
- Not permitted. A6 was not on the ice at the time the infraction occurred. The player chosen to take the Penalty Shot must have been on the ice at the time of the infraction, not the stoppage in play.

22.4 Selection of Goalkeeper

22.4.a The goalkeeper on the ice at the time of the infraction must tend goal during the Penalty Shot. If that goalkeeper is injured or is ejected from the game, the alternate goalkeeper must tend goal during the Penalty Shot.

22.4.b If a Penalty Shot is awarded during goalkeeper substitution, the goalkeeper must return to the ice to tend goal during the Penalty Shot.

Case 1: Team A has been awarded a Penalty Shot. Goalkeeper B1 was:

- on the ice at the time of the infraction.
- injured.
- assessed an Unsportsmanlike Conduct penalty.
- assessed a Match penalty.
- off the ice. Skater B7 had substituted for the goalkeeper and was playing as AGK.

– Penalty Shot Procedure

- Ruling 1:
- a. B1 must tend goal during the Penalty Shot.
 - b. Team B may replace B1 and have the alternate goalkeeper tend goal during the Penalty Shot. No warm up is allowed.
 - c. B1 must tend goal during the Penalty Shot. The penalty shall be served by a teammate.
 - d. B1 is ejected from the game. The accompanying fully served penalty shall be served by a teammate. The alternate goalkeeper must tend goal during the Penalty Shot. No warm up is allowed.
 - e. B1 must tend goal during the Penalty Shot.
- Case 2: Team A's goalkeeper was injured. Skater A7 substituted for the goalkeeper and play continued until Team B was awarded a Penalty Shot. Team A's goalkeeper is unable to play.
- Ruling 2: If Team A has no goalkeeper or alternate goalkeeper available, a skater may play as AGK and tend goal during the Penalty Shot.
- Case 3: Due to an injury to their goalkeeper, Team A has skater A1 assume the position of AGK to defend a penalty shot. Once the penalty shot commences, A1 leaves the goal crease. B1, the shooter, takes a shot on goal and:
- a. scores.
 - b. does not score.
- Ruling 3:
- a. The goal stands.
 - b. A1 is awarded another Penalty Shot.

22.5 Conduct

22.5.a The game time remains stopped during the Penalty Shot.

22.5.b With the exception of the two players involved in the Penalty Shot, all other players must leave the ice surface or move to the side boards near their players' benches, behind where the ring is placed to begin the Penalty Shot. If, during the Penalty Shot, an opposing player or team staff member intentionally distracts:

22.5.b (1) the shooter and the shooter fails to score, the Penalty Shot shall be taken again.

22.5.b (2) the goalkeeper, the Penalty Shot shall be nullified.

- Case 1: A Team B player or team staff member intentionally distracts A1, the player taking the Penalty Shot. A1 shoots and:
- a. scores.
 - b. does not score.

– Penalty Shot Procedure

- Ruling 1: a. The goal stands.
 b. A1 is awarded another Penalty Shot.
- Case 2: While A1 is taking a Penalty Shot, a Team A player or team staff member intentionally distracts the defending goalkeeper. A1 shoots and scores.
- Ruling 2: The Penalty Shot ends when the intentional distraction occurs. A1's goal is nullified.

22.5.c The ring is placed in the centre of the half of the centre zone free pass circle closer to the goal area defended by the goalkeeper.

22.5.d Shooter

22.5.d (1) When the whistle is blown to begin the Penalty Shot, the shooter must skate directly to the ring, or begin with the stick in the ring, and move the ring toward the opponent's goal.

22.5.d (2) The shooter's body and the ring must always move forward toward the goal line.

22.5.d (3) The blue line violation does not apply.

22.5.d (4) Goal crease violations and penalties for contacting the goalkeeper apply.

- Case 1: A1 is taking a Penalty Shot. A1 skates toward Team B's goal and:
- a. loses control of the ring, overskates it, and goes back to retrieve the ring.
 - b. stops in front of the goal and shoots the ring into the net.
 - c. commits a goal crease violation before the ring enters the net.
 - d. shoots the ring into the net, then commits a goal crease violation (but does not interfere with or contact the goalkeeper in the goal crease).
 - e. does a 180° spin with the ring, moving the ring from the forehand to the backhand prior to the shot.
 - f. shoots, following through and contacting the goalkeeper with the stick:
 - (1) before the ring enters the net.
 - (2) after the ring enters the net.

– Penalty Shot Procedure

- Ruling 1:
- a. The Penalty Shot is stopped immediately when the forward motion of the shooter, or of the ring outside the goal crease, ceases.
 - b. The Penalty Shot is stopped immediately. No goal.
 - c. The Penalty Shot is stopped immediately. If the ring enters the net, the goal is nullified.
 - d. The goal stands.
 - e. Providing that the forward motion of the shooter and the ring toward the goal line continues, this move is legal.
 - f.
 - (1) No goal. A1 is assessed a Minor penalty for Slashing.
 - (2) The goal stands. A1 is assessed a Minor penalty for Slashing.

22.5.e Goalkeeper

22.5.e (1) The goalkeeper must start inside the goal crease and remain there until the whistle is blown to begin the Penalty Shot. If the goalkeeper leaves the goal crease before the whistle and the shooter fails to score, the Penalty Shot shall be taken again.

22.5.e (2) If the goalkeeper commits a penalty that prevents the shooter from taking a clear shot on goal, a goal shall be awarded and the penalty shall be assessed.

22.5.e (3) If the goalkeeper commits a penalty during or after the Penalty Shot that does not prevent the shooter from taking a clear shot on goal, the outcome of the Penalty Shot shall stand and the penalty shall be assessed.

Case 1: During a Penalty Shot by A1, Team B's goalkeeper prevents a clear shot on goal by:

- a. throwing the goal stick at the ring or the ring carrier before the shot is released.
- b. deliberately dislodging the net from its normal position.
- c. committing a Body Contact penalty.

Ruling 1: In all cases, play is stopped immediately, a goal is awarded to Team A, and the appropriate penalty is assessed.

Case 2: During a Penalty Shot by A1, goalkeeper B1 commits a Minor penalty infraction against A1.

- a. A1 scores.
- b. A1 takes a clear shot on goal but does not score.

– Penalty Shot Procedure

- Ruling 2: In both cases, B1 is assessed the appropriate penalty, which is served by a teammate (Rule 20.8.b).
- a. Goal stands.
 - b. No goal.

22.5.f The Penalty Shot ends when:

- 22.5.f (1) a goal is scored.**
- 22.5.f (2) the ring crosses the goal line.**
- 22.5.f (3) the ring comes to rest after the shot.**
- 22.5.f (4) the forward motion of the shooter or of the ring outside the goal crease ceases.**
- 22.5.f (5) the shooter commits a goal crease violation or a penalty.**

22.5.g No goal shall be scored on a rebound off the side or end boards, or off the shooter.

- Case 1: A1 is taking a Penalty Shot. A1 shoots at Team B's goal. The ring:
- a. hits the goalpost or the goalkeeper and deflects into the net.
 - b. rebounds into the net off the side boards.
 - c. is deflected by the goalkeeper back toward the shooter and rebounds off the shooter into the net.
 - d. deflects off the on-ice official into the net.

- Ruling 1:
- a. Goal stands.
 - b. No goal.
 - c. No goal.
 - d. Goal stands.

22.6 A goal scored on a Penalty Shot does not cancel or nullify any penalties.

- Case 1: B1 is serving a Minor penalty. Team A is awarded a Penalty Shot. A1 scores on the Penalty Shot.

- Ruling 1: The goal has no effect on B1's penalty.

– Injured Players

Section 23 – Injured Players

23.1 Play is stopped immediately when an injury occurs.

NOTE: *The safety of the participants is paramount. If an injury occurs play is stopped immediately, regardless of which team is in possession of the ring. The injured player is attended to and replaced. See Rule 10.4.f for ring award to resume play.*

23.2 If play is stopped due to a suspected injury to a skater, that player must leave the ice and may not return until play has resumed.

23.3 If play is stopped due to a suspected injury to a goalkeeper, that player is allowed up to five minutes to recuperate from the injury or to leave the ice.

23.3.a If the injured goalkeeper is replaced, that player may not return to the ice until play has resumed.

23.3.b If an alternate goalkeeper is dressed, that player must immediately replace the injured goalkeeper. No warm up is allowed.

23.3.c If no alternate goalkeeper is dressed, an additional five minutes is allowed to dress and warm up a replacement goalkeeper.

NOTE: *Rings are not permitted on the ice to facilitate this warm up.*

Case 1: Goalkeeper A1 is injured. Team A has an alternate goalkeeper dressed.

Ruling 1: The alternate goalkeeper may enter the ice surface and proceed to warm up while it is determined whether A1 can continue. Once it is determined that A1 cannot continue, Team A must choose to resume play with the alternate goalkeeper or an AGK and they must be ready to resume play without delay. No further warm up of the alternate goalkeeper may take place after A1 leaves the ice.

Case 2: Goalkeeper A1 is injured. Team A does not have an alternate goalkeeper dressed.

Ruling 2: Once it is determined that A1 cannot continue, Team A can:
a. dress a replacement goalkeeper which must be ready to resume play within five minutes.
b. commence play immediately utilizing an AGK.

– Injured Players

NOTE: *Should the replacement goalkeeper not be ready to resume play within five minutes, see Rule 14.5.p*

Case 3: Goalkeeper A1 is injured and cannot continue play. Team A is dressing a replacement goalkeeper to resume play. Prior to the expiration of the five minutes allowed for the replacement goalkeeper to dress and warm-up, Team A decides to utilize and AGK instead.

Ruling 3: Legal. Team A must commence play immediately with an AGK.

– Shot Clock

Section 24 – Shot Clock

24.1 Shot On Goal. A shot on goal is taken when the team in possession of the ring legally propels the ring toward the other team's goal and:

24.1.a the ring enters the net.

24.1.b the ring contacts a goal post or the cross bar.

24.1.c the ring contacts the goalkeeper or AGK within the goal crease.

24.1.d the ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net

24.2 Signal and Timing Device

24.2.a Shot Clock. The rink shall have a separate clock, in addition to the game clock, that counts down time in seconds. Two identical display units are required, one in each end zone. The display unit shall be mounted behind and above the end boards, no higher than the top of the glass, between the centre of the goal and the beginning of the arc of the corner to the goalkeeper's left. The position of the display units relative to the goal must be identical in each end zone

24.3 Playing Rule

24.3.a The shot clock shall be set to 30 seconds at the beginning of each period.

24.3.b The shot clock shall be set to 30 seconds after the scoring of a goal.

24.3.c The shot clock shall count down only when the game clock counts down. The shot clock shall be started when play is started and stopped when play is stopped.

Case 1: Team A is awarded a free pass to begin the game. The whistle is blown to start play.

Ruling 1: The shot clock begins counting down from 30 seconds.

Case 2: Play is stopped.

Ruling 2: The shot clock is stopped. It is not necessarily reset. (Rule 23.3.c)

– Shot Clock

24.3.d The shot clock shall be reset to 30 seconds when:

- 24.3.d (1) **the team in possession of the ring takes a shot on goal.**
 - 24.3.d (2) **control of the ring changes from one team to the other team.**
 - 24.3.d (3) **a delayed penalty is signalled. If additional delayed penalties are signalled before play is stopped, the shot clock shall not be reset again.**
 - 24.3.d (4) **a penalty causes the non-penalized team to commit a violation, and play is stopped as a result.**
 - 24.3.d (5) **a player on the team not in control of the ring commits a violation, and play is stopped as a result**
 - 24.3.d (6) **a player on the team not in possession of the ring is injured, and play is stopped as a result.**
- Case 1: A1 shoots the ring toward Team B's goal and the ring legally enters the net.
- a. Play is stopped when a goal is scored. (Team B is awarded a free pass in the centre zone.) The shot clock is reset and starts when the whistle is blown to start play.
- Case 2: A1 shoots the ring toward Team B's goal and the ring enters the net. The goal is nullified.
- a. Play is stopped when the entire ring crosses the goal line. The shot clock is reset and starts when the whistle is blown to start play.
- Case 3: A1 shoots the ring toward Team B's goal and the ring hits a goal post.
- a. The shot clock is reset when the ring contacts the goal post. The shot clock immediately begins to count down. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.

– Shot Clock

- Case 4: A1 shoots the ring toward Team B's goal. Team B's goalkeeper is inside the goal crease. The ring:
- would have missed the net anyway. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease.
 - would have gone into the net, but the ring is deflected off Team B's goalkeeper and back into play outside the goal crease.
 - is passed by Team B's goalkeeper back into play outside the goal crease.
 - is caught by Team B's goalkeeper and is returned into play where it is picked up by player B2.
- Ruling 4: The shot clock is reset when the ring contacts the goalkeeper inside the goal crease. The shot clock immediately begins to count down.
- Ruling 4: a. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.
- Ruling 4: b. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.
- Ruling 4: c. Team B last controlled the ring (when Team B's goalkeeper propelled the ring with the stick) so Team B has up to 30 seconds to take a shot.
- Ruling 4: d. Team B last controlled the ring (when Team B's goalkeeper caught the ring) so Team B has up to 30 seconds to take a shot.
- Case 5: A1 shoots the ring toward Team B's goal. The ring would have gone into the net, but while the ring is outside the goal crease:
- the ring deflects off Team B's goalkeeper, away from the goal crease and into play.
 - Team B's goalkeeper bats the ring, away from the goal crease and into play.
- Ruling 5: The shot clock is reset when the ring contacts the goalkeeper. The shot clock immediately begins to count down.
- Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.
 - Team B last controlled the ring (when Team B's goalkeeper batted the ring) so Team B has up to 30 seconds to take a shot.
- Case 6: Team A has a delayed penalty. Team B passes the ring through the goal crease and it deflects off goalkeeper A1 back out into play. Had the ring continued unobstructed, the ring would NOT have entered the net.

– Shot Clock

- Ruling 6: Play continues as Team A has not gained control of the ring. The shot clock is reset as Team B has taken a shot on goal by having the ring contact the goalkeeper while within the goal crease.
- Case 7: A1 shoots the ring toward Team B's goal. The ring deflects off skater B2.
- Ruling 7: The shot clock is not reset and the count down continues, as control of the ring has not changed. B2 has possession of the ring, but B2 has not yet gained control of the ring.
- Case 8: A1 shoots the ring toward Team B's goal. Skater B2 hits the ring with the stick, redirecting the ring.
- Ruling 8: The shot clock is reset and immediately begins to count down. Team B last controlled the ring (when B2 propelled the ring with the stick) so Team B has up to 30 seconds to take a shot.
- Case 9: A1 shoots the ring toward Team B's goal. The ring hits a goal post and comes to rest inside the goal crease.
- Ruling 9: The shot clock is reset when the ring hits the goal post and the shot clock immediately begins to count down. (Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.) The shot clock is reset again when the ring comes to rest inside the goal crease and the shot clock immediately begins to count down. (Team B has gained control of the ring, so that team has up to 30 seconds to take a shot.)
- Case 10: Play is stopped. To resume play, the ring is awarded to the team that had control of the ring when play was stopped.
- Ruling 10: The shot clock is stopped when play stops. The shot clock is not reset, as control of the ring remains with the same team. The shot clock continues the count down when play is resumed.
- Case 11: Team A has control of the ring. A penalty by B1 causes A1 to enter the goal crease. Play is stopped, the penalty is assessed, and Team A is awarded a free pass to resume play.
- Ruling 11: The shot clock is stopped when play stops. The shot clock is reset, even though control of the ring remains with Team A, as the Team B penalty caused the violation by Team A that resulted in the stoppage of play. The shot clock begins to count down when play is resumed.
- Case 12: Play is stopped. Team A has control of the ring. To resume play, the ring is awarded to Team B.

– Shot Clock

- Ruling 12: The shot clock is stopped when play stops. The shot clock is reset, as control of the ring has changed from Team A to Team B. The shot clock begins to count down when play is resumed.
- Case 13: A1 has the stick in the ring. Skater B1 enters the goal crease and a delayed violation is signalled. A1 passes the ring, but B2 intercepts the pass before the delayed violation is nullified.
- Ruling 13: Play is stopped when Team B gains control of the ring. The ring is awarded to Team A to resume play. The shot clock is reset and begins to count down when play is resumed.
- Case 14: A1 passes the ring toward A2. B1 intercepts the pass.
- Ruling 14: The shot clock is reset and immediately begins to count down. Team B has up to 30 seconds to take a shot.
- Case 15: Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled.
- Ruling 15: The shot clock is reset and immediately begins to count down. Team A has up to 30 seconds to take a shot.
- Case 16: Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled. Before play is stopped, Skater B2 trips A1 causing a second delayed penalty to be signalled.
- Ruling 16: When the first delayed penalty is signalled, the shot clock is reset and immediately begins to count down. The shot clock is not reset after signalling the second delayed penalty.
- Case 17: A1 commits a penalty infraction by tripping B2 who, as a result of the infraction, falls and moves the ring from the centre zone into Team B's attacking zone.
- Ruling 17: Play is stopped immediately. The shot clock is reset and Team B is awarded a centre zone free pass.
- Case 18: Team A has control of the ring. Goalkeeper B1 stumbles and dislodges the net from its normal position.
- Ruling 18: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 19: Team A has control of the ring. Skater A1 and skater B1 come together resulting in B1 falling and sliding into the net such that it is dislodged from its normal position.
- Ruling 19: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.

– Shot Clock

- Case 20: A1 shoots the ring toward Team B's goal. The ring deflects off skater B1 and proceeds out of play.
- Ruling 20: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 21: A1 shoots the ring toward Team B's goal. The ring completely misses the net and the goalkeeper and continues into the corner. Skaters A1 and B1 proceed directly to the ring. In attempting to establish position over A1, B1 stumbles and falls on top of the ring holding it out of play.
- Ruling 21: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 22: A1 shoots the ring, which leaves the playing area.
- a. The ring deflects off a Team A player and out of the playing area.
 - b. The ring deflects off a Team B player and out of the playing area.
- Ruling 22: a. Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play.
b. Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 23: A1 shoots the ring and it becomes lodged under the boards or the net.
- Ruling 23: Play is stopped immediately. The shot clock is not reset and Team A is awarded a free pass to resume play.
- Case 24: Team B has control of the ring and:
- a. A1 is injured
 - b. B1 is injured
- Ruling 24: a. Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play.
b. Play is stopped immediately. The shot clock is not reset and Team A is awarded a free pass to resume play.
- Case 25: The on ice official notices one shot clock is displaying 24 seconds remaining while the other is showing 21 seconds:
- a. While play is going on.
 - b. During a stoppage in play

– Shot Clock

- Ruling 25: a. The official shall allow play to continue and allow the opportunity for a reset during the normal course of play. Should one of the clocks reach zero while they are out of sync play shall be stopped, and the ring will be returned to the team last in control in the zone in which play was stopped.
- b. The on ice official shall signal for a reset before starting play.

24.3.e When the shot clock reaches zero seconds, an audible signal will sound:

- 24.3.e (1) **play is stopped, as the team last in control of the ring has committed a violation.**
- 24.3.e (2) **the shot clock is reset to 30 seconds.**
- 24.3.e (3) **the ring is awarded to the non-offending team, in the nearest circle within the zone in which the ring was last contacted or controlled.**

NOTE: *A Goalkeeper Ring may be awarded in place of a defensive free pass.*

Case 1: A1 has the stick in the ring. The shot clock reaches zero seconds (the audible signal sounds).

Ruling 1: Play is stopped immediately. Team A has committed a violation, so Team B is awarded the ring to resume play in the same zone. The shot clock is reset and begins to count down when play is resumed.

Case 2: A1 shoots the ring toward Team B's goal. The shot clock reaches zero seconds (the audible signal sounds) before the entire ring crosses the goal line.

Ruling 2: No goal. Play is stopped when the shot clock reaches zero seconds. Team A has committed a violation, so Team B is awarded a goalkeeper ring. The shot clock is reset and begins to count down when play is resumed.

Case 3: A1 has control of the ring in the attacking zone. The shot clock reaches zero seconds (the audible signal sounds) however, the on-ice officials are not aware of it and play continues. A1 continues to the net, shoots the ring and scores a goal. At the request of Team B:

a. The on-ice officials confer with the minor officials and determine the goal was scored after the shot clock reached zero seconds.

– **Shot Clock**

- b. The on-ice officials confer with the minor officials and cannot determine with any certainty that the goal was scored after the shot clock reached zero seconds.

- Ruling 3:
- a. The goal is nullified.
 - b. The goal stands.

Case 4: A1 passes the ring from the centre zone across the blue line into Team B's defending zone. The shot clock reaches zero seconds, before any other player contacts or controls the ring.

- Ruling 4: Play is stopped immediately. Team A has committed a violation, so Team B is awarded a free pass in the centre zone (the zone in which the ring was last contacted or controlled).

Case 5: A1 passes the ring from the centre zone across the blue line into Team B's defending zone where the ring deflects off another player's skate. The shot clock reaches zero seconds.

- Ruling 5: Play is stopped immediately. Team A has committed a violation, so Team B is awarded a goalkeeper ring. (Team B is awarded the ring in the zone in which the ring was last contacted or controlled.)

24.3.f If the shot clock's audible signal sounds in error:

- 24.3.f(1) **play is stopped.**
- 24.3.f(2) **the shot clock is reset to 30 seconds.**
- 24.3.f(3) **the ring is awarded to the team last in control of the ring, in the nearest circle within the zone in which play was stopped.**

NOTE: *A Goalkeeper Ring may be awarded in place of a defensive free pass.*

Case 1: A1 takes a shot on goal and goalkeeper B1 catches the ring. The shot clock is not reset. Although the on-ice official signals for the shot clock to be reset, the shot clock reaches zero seconds.

- Ruling 1: Play is stopped. The shot clock is reset. Team B is awarded a goalkeeper ring to resume play.

Case 2: A1 passes the ring and B1 intercepts the ring. The shot clock is not reset immediately

- Ruling 2: Play continues.

– Shot Clock

Case 3: A1 shoots the ring toward Team B's goal. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease. The shot clock is not reset. Team A regains control of the ring. Although the on-ice official signals for the shot clock to be reset, the shot clock reaches zero seconds.

Ruling 3: Play is stopped. The shot clock is reset. Team A is awarded a free pass.

Case 4: A1 shoots the ring toward Team B's goal. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease. The shot clock is not reset. Although the on-ice official signals for the shot clock to be reset, the shot clock reaches zero seconds before either team gains control of the ring.

Ruling 4: Play is stopped. The shot clock is reset. Team A is awarded a free pass as they were the team last in control of the ring.

24.3.g If the shot clock is reset in error, play continues.

Case 1: A1 shoots the ring toward Team B's net, but misses. Team B has not gained control of the ring, but the shot clock is reset (in error).

Ruling 1: Play continues.

24.3.h The shot clock display units shall be turned off when there is less time remaining in the period than there is on the shot clock. If the display units cannot be turned off, then the shot clock shall be reset to 30 seconds and stopped.

Case 1: A violation by Team A results in Team B being awarded a free pass with 0:25 seconds left in the period.

Ruling 1: The shot clock is turned off as there is less time remaining in the period than on the shot clock.

Annex A – Officials

1. **Appointment of Officials.** For all play directly under the jurisdiction of Ringette Canada, the National Director of Officials / Officiating Committee Chair, or designate, shall appoint up to four and not less than two on-ice officials and as many substitutes as deemed necessary to referee each game, as well as a scorekeeper and a timekeeper. The National Director of Officials/Officiating Committee Chair, or designate, may also appoint a Shot Clock Operator (as outlined in Annex A) if appropriate for the level of play.
2. **Authority of the On-Ice Officials.** The on-ice officials have full authority throughout the entire game and, in case of any disputes, their decisions are final. The on-ice officials shall assess all penalties as prescribed by the official rules for infractions thereof and shall make the final decision on all disputed goals.
3. **Duties of the On-Ice Officials.** It is the responsibility of the on-ice officials to see that:
 - 3.a the game starts at the correct time.
 - 3.b the Timekeeper and Scorekeeper are in position and prepared to carry out their duties.
 - 3.c the goal nets are in proper condition.
 - 3.d the playing area and rink markings are in accordance with the Official Rules.
 - 3.e the scorekeeper has obtained and verified the lineup of each competing team (including number of players, designation of captains and alternates, and the like).
 - 3.f the scorekeeper is informed which player scores each goal and to whom assists are to be credited.
 - 3.g the scorekeeper is informed which player is penalized and for what infraction the penalty was assessed.
 - 3.h all misconduct and match penalties are reported in detail on the Official Game Report.
 - 3.i at the end of the game, the on-ice officials check and sign the Official Game Report and return it to the scorekeeper.

Annex A

NOTE: *The on-ice officials shall not, at any time, comment upon the length of suspension that a player or team staff member may receive as a result of penalties assessed during or following a game.*

4. Duties of the Scorekeeper

- 4.a The scorekeeper is responsible to record on the Official Game Report:
- 4.a (1) goals scored, the scorers, and to whom assists have been credited.
 - 4.a (2) penalties, the numbers of the penalized players, the times that penalties are assessed, started, ended, and the times that penalized players return to the ice.
 - 4.a (3) the use of team timeouts during the game.
- 4.b The scorekeeper shall inform penalized players:
- 4.b (1) upon request, the time remaining in a penalty.
 - 4.b (2) when their penalty has expired, and release the player from the penalty bench at the correct time.
- 4.c If a player leaves the penalty bench before their penalty time has expired, the scorekeeper shall note the time and inform an on-ice official.
- 4.d At the end of the game, the scorekeeper shall ensure that the Official Game Report is signed by the timekeeper and the on-ice officials, sign it themselves, and forward it to the person responsible for said reports.

5. Duties of the Timekeeper

- 5.a The timekeeper is responsible for the operation of the game clock, displaying the time remaining in the game. If the scoreboard is capable, the timekeeper shall display the score, period, and time remaining in penalties being served.
- 5.b If the rink is not equipped with an automatic buzzer or siren, or if such device fails to function, the timekeeper shall signal the end of each period.

Annex A

- 5.c **If the game clock malfunctions, the timekeeper shall track the time remaining in the game using a stopwatch, if available, or an ordinary wristwatch.**
- 5.d **The timekeeper shall time the 30 seconds allocated for team timeouts.**
- 5.e **At the end of the game, the timekeeper shall sign the Official Game Report and return it to the scorekeeper.**
- 5.f **The on-ice officials shall decide any dispute regarding the time remaining in the game. Adjustments to the game time shall be made only with the sanction of the on-ice officials.**
- 6. **Shot Clock Operator**
- 6.a **The shot clock operator is a minor official, responsible for the operation of the shot clock. The shot clock operator shall be positioned so that they can see the rink and follow play, while being protected from interference or distraction by spectators or team staff. The on-ice officials must be able to communicate easily with the shot clock operator. At the end of the game, the shot clock operator shall sign the Official Game Report.**

Annex B – Mechanics

NOTE: *The descriptions of on-ice officials' signals below should be read in conjunction with the illustrations contained in the Official Rules.*

- M1: Signals: Free Pass. Prior to starting play with a free pass, only the lead official (the one not starting play by blowing the whistle) uses the “hold” and “all clear” signals. Both on-ice officials are responsible for the playing area, including the bench doors, that they are facing. The lead official signals the “all clear” when ready for play to start. The back official blows the whistle to start play.
- The “hold” signal is used by the lead official either to prevent play from starting after the “all clear” has been given, or to communicate an exceptionally long delay in starting play. The on-ice official holds up the non-whistle hand above shoulder height, palm out and arm extended forward, with the thumb and fingers extended and together.
- M2: Signal: Violation. The team in control of the ring commits:
- a goal crease violation.
 - a free pass violation.
 - a blue line violation.
 - a free play line violation.
- Mechanic 2: The on-ice official blows the whistle to stop play and points to:
- the goal crease,
 - the free pass circle,
 - the blue line,
 - the free play line,
- with the non-whistle hand. The arm and hand should be fully extended, with the fingers together, and pointed downward at a 45° angle.
- M3: Signal: Free Play Line Violation: Too Many Skaters. The on-ice official stops play. The on-ice official then holds up the non-whistle hand at shoulder height, palm out and arm relaxed, indicating with outstretched fingers the total number of skaters in the restricted area that caused the violation (normally four, but could be three in a multiple penalty situation or five if the goalkeeper has been substituted).
- M4: Signal: Kicked Ring. The on-ice official stops play, then signals the violation by lifting the toe of one skate up (while leaving both skate blades in contact with the ice) and pointing to it with the non-whistle hand. The arm and hand should be fully extended, with the fingers together, and pointed downward.

Annex B

- M5: Signal: Time Count Violation. Should the goalkeeper in control of the ring in the goal crease or the player taking the free pass fail to put the ring into play within the allotted five seconds, the on-ice official counting the time stops play. The on-ice official then holds up the non-whistle hand at shoulder height, palm out and arm relaxed, with the fingers and thumb extended and spread, indicating “five seconds”.
- M6: Signal: Goalkeeper Ring. The on-ice official blows the whistle to stop play, signals goalkeeper ring and verbalizes “goalkeeper ring”.

If the official at the free play line stopped play, that official signals and verbalizes “goalkeeper ring”. The official at the net repeats the goalkeeper ring signal and also verbalizes “goalkeeper ring”.
- M7: Ring Transfer; Goalkeeper Ring. The team that is awarded a goalkeeper ring has primary responsibility to deliver the ring to the goalkeeper. If the ring comes to rest near the free play line official and no defending team player is nearby to pass the ring to the goalkeeper, the official may carry the ring to the goal crease (the ring is never thrown or kicked). The two officials will switch positions, so as to be ready to resume play without delay. The Official that is now at the net must ensure that the free play line official is in position before they blow the whistle to start play.
- M8: Penalty Assessment Mechanics. The following actions should be taken by the on-ice official when assessing a penalty.
- a. If a penalty is committed:
 - (1) by the team in control of the ring, stop play immediately by blowing the whistle.
 - (2) by the team not in control of the ring, signal the delayed penalty and stop play in accordance with Rule 20.2.b.
 - b. Come to a complete stop.
 - c. Identify the penalized player by signalling (gesturing with an open hand) and verbally indicating the player's number and team sweater colour.
 - d. Signal and verbally indicate the penalty infraction.

Annex B

- e. Skate to the penalty bench and report:
 - (1) the team sweater colour;
 - (2) the player's number; and
 - (3) the penalty infraction.
- f. Signal the penalty infraction again while at the penalty bench.
- g. Skate quickly back to position to resume play.

- M9: Delayed Penalty, Stoppage in Play Caused by non-Penalized Team. When an official is signalling a delayed penalty and the stoppage in play is a result of a violation by the non-penalized team the official stopping play shall :
- a. *Blow the whistle to stop play*
 - b. *Signal the violation*
 - c. *Give the direction signal for which play will resume*
- The official signalling the delayed penalty will then signal the penalty*
- M10: Communication: Touched Ring. When a goalkeeper throws the ring from the goal crease out into play toward the blue line if the ring contacts another player before reaching the blue line the official that sees the contact should brush the fingers of the non-whistle hand over the fingers of the whistle hand and verbalize "touch".
- M11: Communication: Touched Ring. When the ring is passed through the centre zone where it contacts another player, changing direction slightly the official that sees the contact should brush the fingers of the non-whistle hand over the fingers of the whistle had and verbalize "touch". The jersey color of the team that contacted the ring should also be verbalized.
- M12: Clock Mechanics. The back official (starting play) is responsible to verify that the clock starts when the whistle is blown to start or resume play. If the clock fails to start with the whistle, the back official blows the whistle a second time, to stop play, has the clock reset (as necessary) to the time at the start of the free pass or goalkeeper ring, and resumes play with a free pass.

In instances where the game clock is not visible by the official that is starting play the other official is responsible to verify that the clock starts when the whistle is blown to start or resume play. This can also apply to attacking zone free passes when the game clock is at the far end of the arena and the official starting play may need to focus their attention on the player taking the free pass as the dynamic of the free pass may be that a shot on goal may be taken.

Annex B

Should the on-ice officials fail to notice that the clock did not start, play continues until the next stoppage in play. At that time the clock is adjusted at the direction of the on-ice officials, in consultation with the minor officials.

All goals scored in legal time stand. If the whistle was blown to start play and the clock did not start, a goal stands if it was scored before the time remaining in the period would have expired (had the clock started correctly).

All penalties assessed, whether in legal time are not, are recorded (and served if appropriate).

- M13: Clock Mechanics. Team A is awarded a free pass in their attacking zone with 8 seconds remaining in the second period. Team B is ahead by one goal. The on-ice official blows the whistle to start play, but the clock fails to start.
- a. The back official notices immediately that the clock did not start and blows the whistle to stop play.
 - b. The back official fails to notice that the clock did not start and play continues.
 - (1) Approximately 8 seconds later, Team A scores.
 - (2) Approximately 10 seconds later, the on-ice official realizes that the final buzzer should have sounded by now and stops play.

Mechanic 13:

- a. The clock is reset to 8 seconds and Team A is awarded another free pass in the same circle. Effectively, the play that was aborted due to the clock error is disregarded.
- b. This situation should not occur, as the back official (especially in a critical end-of-game situation) is responsible to watch the clock to ensure that it has started.
 - (1) If the officials are certain that the goal was scored within 8 seconds of the whistle to start play (before the final buzzer would have sounded, had the clock started), the goal stands.

If the officials are certain that the goal was not scored within 8 seconds of the whistle to start play, the goal is not counted.

If the officials cannot determine whether the goal was scored in legal time or not, then the clock is reset to 8 seconds and Team A is awarded another free pass in the same circle.
 - (2) The game is over. The on-ice officials instruct the timekeeper to set the clock to 0:00, to indicate the situation.

Annex B

- M14: Stick check by ineligible player (single blue line). Player A1 is ineligible to play the ring due to a single blue line violation. A1 stick checks a player from Team B preventing them from playing the loose ring and:
- gains immediate control of the ring.
 - does not gain control of the ring.

Mechanic 14: The mechanics of the officials are:

- Play is stopped immediately. A blue line violation is signalled and a free pass is awarded to Team B in the zone giving them territorial advantage.
- A delayed violation is signalled and a full five second count will commence when the stick check occurs. If Team A gains control of the ring during the five second count, play is stopped, a blue line violation is signalled and a free pass is awarded to Team B in the zone giving them territorial advantage.

Comment: *The above mechanics are also applied to other stick check violations such as:*

- stick check by a goalkeeper/AGK while they are ineligible to play the ring after a goalkeeper ring.*
- stick check by a player while they are ineligible to play the ring after a free pass.*

M15: Stick check by ineligible player (two blue line pass). Team A is ineligible to play a ring due to a two blue line pass violation. A1 stick checks a player from Team B preventing them from playing the loose ring and:

- gains immediate control of the ring.
- does not gain immediate control of the ring.

Mechanic 15: The mechanics of the officials are:

- Play is stopped immediately. A two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.
- The two blue line pass signal continues. When Team B contacts or controls the ring, the two blue line pass signal is dropped, a delayed violation is signalled for the stick check and a full five second count commences. If Team A gains control of the ring during the five second count, play is stopped, a two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.

Annex B

Comment: *Regardless of the stick check, the team that is eligible to play the ring must still proceed to the ring without delay and play it within a reasonable time. Should the officials determine that this has not occurred, all violations are washed out and the ring is playable by either team.*

- M16: Single blue line violation. A1 passes the ring across a blue line and then:
- b. Team B contacts or controls the ring.
 - c. any other Team A player contacts or controls the ring.
 - d. A1 gains control of the ring.
 - e. A1 contacts the ring and then:
 - (1) Team B contacts or controls the ring.
 - (2) Team A gains control of the ring.
 - (3) Team A contacts the ring.

- Mechanic 16: The mechanics of the officials are:
- a. Play continues.
 - b. Play continues
 - c. Play is stopped immediately. A blue line violation is signalled and a free pass is awarded to Team B in the zone giving them territorial advantage.
 - d. A delayed violation is signalled, a five second count commences when A1 contacts the ring and then:
 - (1) the violation is over and play continues.
 - (2) play is stopped when Team A gains control of the ring. A blue line violation is signalled and a free pass is awarded to Team B in the zone giving them territorial advantage.
 - (3) the delayed violation continues and the five second count is restarted when Team A contacts the ring.

Comment:

- *for play that occurs during a five second delayed violation, all rulings fall under item d. above.*
- *after a five second count is complete, A1 remains ineligible to play the ring but all other Team A players may again legally play the ring.*

- M17: Two blue line pass violation. Team A shoots the ring from one end zone to the other end zone, without it contacting any other player, and:
- a. B1 contacts or controls the ring.
 - b. A1 gains control of the ring.
 - c. A1 contacts the ring.

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- Mechanic 17: The mechanics of the officials are a two blue line pass violation is signalled when the ring completely crosses the second blue line and:
- a: the two blue line pass violation is dropped when Team B contacts or controls the ring.
 - b: play is stopped. A two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.
 - c: the two blue line pass violation continues.
- Comment: *The team that is eligible to play the ring must still proceed to the ring without delay and play it within a reasonable time. Should the officials determine that this has not occurred, all violations are washed out and the ring is playable by either team.*
- M18: Goalkeeper throwing the ring across the blue line.
Goalkeeper A1 throws the ring across the blue line and Team A:
- a. gains immediate control of the ring.
 - b. does not gain immediate control of the ring and then
 - (1) Team B contacts or controls the ring.
 - (2) Team A gains controls of the ring.
 - (3) Team A contacts the ring.
- Mechanics 18: The mechanics of the officials are:
- a. Play is stopped immediately. A blue line violation is signalled and a free pass is awarded to Team B in the zone giving them territorial advantage.
 - b. A delayed violation is signalled, a five second count commences when the ring completely crosses the blue line and then:
 - (1) the delayed violation and the five second count continues to its completion.
 - (2) play is stopped when Team A gains control of the ring. A blue line violation is signalled and a free pass is awarded to Team B in the zone giving them territorial advantage.
 - (3) the delayed violation continues and the five second count is restarted when Team A contacts the ring.
- Comment: *The above mechanics are also applied to other violation situations in which specific player(s) are ineligible to play the ring which include:*
- *as a result of a goalkeeper ring, the AGK puts the ring into play outside of the defending zone, regardless of what method is used to move the ring.*
 - *as a result of a goalkeeper ring, the goalkeeper is the first to contact (not control) the ring once it is entirely outside the goal crease.*

Annex B

- *as a result of a free pass, the player taking the free pass is the first to contact (not control) the ring after it leaves the free pass circle.*

- M19: Free Pass Award for Overtime. The free pass award to begin overtime is determined by the tossing of a coin by the on-ice officials. A captain from each team meets at the on-ice officials' crease. The on-ice officials will explain the overtime rules to the captains. The on-ice official tosses the coin and the captain of the home team calls "heads" or "tails" while the coin is in the air. The team that wins the coin toss is awarded the free pass in the centre zone to start play. The other team has the choice of ends to defend. If additional overtime periods are required, the teams will exchange ends for each overtime period and the free pass award will alternate between teams.
- M20: Time Out. When a time out is requested the on-ice officials will:
- a. signal the time out.
 - b. Proceed to the bench of the team that did not call the time out and inform the bench staff of the time out
 - c. Proceed to the timekeeper's bench and inform the scorekeeper and timekeeper of any timeout granted.
 - d. Ensure that The scorekeeper records the timeout on the Official Game Report
 - e. Request that the shot clock operator start the 30 second shot clock to time the timeout. If the shot clock was not to be reset to 30 seconds as a result in the stoppage in play then the timekeeper should be requested to time the 30 seconds allocated for the timeout.
- M21: Wash Out of Potential Two Blue Line Pass. In a potential two blue line pass situation, if the eligible team has been afforded reasonable time to play the ring and the ring is now playable by either team, the on-ice official shall nullify the potential violation by giving the "wash out" signal and by verbalizing "play".
- M22: Penalty Shot. When a penalty shot is awarded the details of the Penalty Shot must be recorded on the Official Game Report, including the player designated to take the shot and whether or not a goal is scored on the play.
- The Net Official: The net on-ice official is responsible to inform the goalkeeper of the rules of the Penalty Shot, including Rule 22.5.e (2) [awarded goal]. This on-ice official takes a position to the goalkeeper's right, slightly in front of the goal line and 3.05m to 4.58m (10 ft. to 15 ft.) from the closest goal post.

Annex B

The Back Official: The back on-ice official is responsible to inform the shooter of the rules of the Penalty Shot and to place the ring to begin the Penalty Shot. This on-ice official takes a position along the centre line of the centre zone free pass circle, 3.05m to 4.58m (10 ft. to 15 ft.) outside the circle and facing the players' benches to ensure that no distraction of the shooter or goalkeeper takes place).

Starting and Stopping Play: The net official shall give the all clear signal to indicate that they and the goalkeeper are ready for the penalty shot to begin. The back on-ice official starts the Penalty Shot by blowing the whistle.

The net on-ice official blows the whistle to end the Penalty Shot and signals "goal" or "no goal", as well as any violations or penalties committed by the players involved in the Penalty Shot. The back official can also blow the whistle to end the Penalty Shot if the team awarded the penalty shot distracts the goalkeeper defending the Penalty Shot.

Annex C – On Ice Officials Signals General

ALL CLEAR

Extend both arms horizontally from the body, palms down.



DELAYED PENALTY

Extend arm straight up (hand without whistle) and point to the player to be penalized with the other hand once, if required, before the stoppage of play.



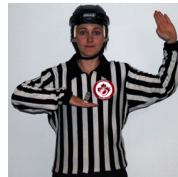
DELAYED VIOLATION

Bend arm so that forearm and hand are upright with the palm facing forward



DELAYED CALLING OF A VIOLATION WITH A FIVE SECOND COUNT

Bend arm so that forearm and hand are upright. Move the other arm from the chest to the side. One stroke of the arm equals one second.



FIVE SECOND COUNT

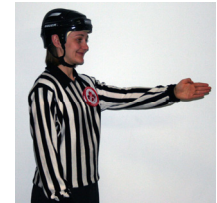
Move arm from the chest to the side, counting five times. One stroke of the arm equals one second. This signal is used to count:

- a) free pass five second possession.
- b) goalkeeper five second possession.



GOAL

Extend arm and point at the net.



GOALKEEPER RING

Raise both arms above the head at a 45° angle.



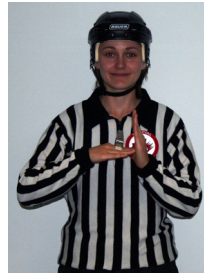
HAND ON LOWER THIRD

Clench both fists and bring together and apart once at the thumbs.



TIMEOUT

Use both hands to form a horizontal 'T' in front of the chest.



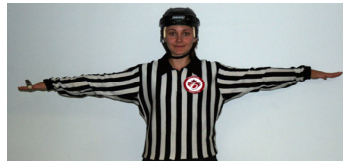
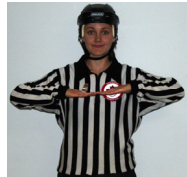
TWO BLUE LINE PASS

Fully extend one arm at a 45° angle to the body with two fingers extended.



WASH OUT

Sweep sideways with both arms across the front of the body in opposite directions with the palms down. This signal is used to indicate “no goal”.



SHOT CLOCK RESET

Bend arm so that forearm and hand are upright with forefinger extended and making a circular motion with that finger.



MINOR PENALTIES

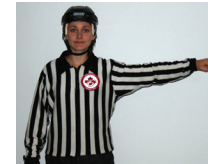
BOARDING

Strike the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



BODY CONTACT

Clench the fist and extend the arm to the side of the body.



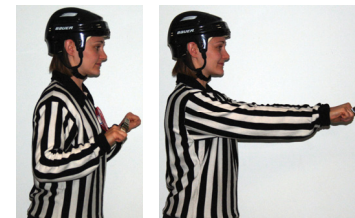
CHARGING

Rotate clenched fists around one another in front of the chest.



CROSS CHECKING

Clench both fists and extend from the chest a distance of about one foot.



DELAY OF GAME

Clench fist, bend arm at a 45° angle, and place across chest to the opposite shoulder.



Annex C

ELBOWING

Tap either elbow once with the opposite hand.



HIGH STICKING

Hold both fists clenched, one immediately above the other, at the height of the forehead.



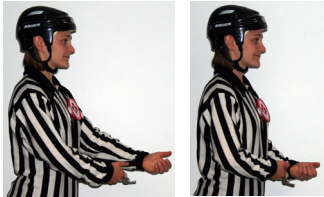
HOLDING

Clasp either wrist with the other hand in front of the chest.



HOOKING

Clench both fists and pull toward the stomach about belt height.



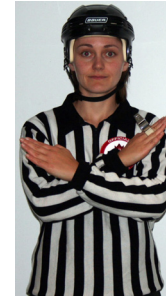
ILLEGAL SUBSTITUTION

Pat the palm of the hand on the top of the helmet.



INTERFERENCE

Bend both arms at a 45° angle and place in front of the chest.



SLASHING

Chop the edge of one hand on the opposite forearm.



TRIPPING

Keeping both skates on the ice, strike the leg below the knee with the edge of the hand .



PENALTY SHOT

PENALTY SHOT

Clench both fists and cross wrists above the head.



**FULLY SERVED
AND EJECTION PENALTIES**

**UNSPORTSMANLIKE
CONDUCT**

Bend the arm at a 90° angle and place behind the back.



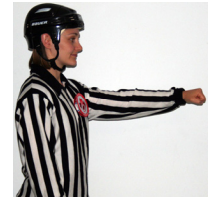
MAJOR PENALTY

Use both hands to form a vertical "T" in front of the chest. Follow "T" with the Minor penalty signal for which the Major was assessed.



ROUGH PLAY

Following the Major Penalty signal, clench the fist and extend the arm to the front of the body.



**MISCONDUCT /MATCH
PENALTY**

Place both hands on the hips, then point with an open hand to the penalized player.



Annex D – Canadian Ringette Championships Tie Breaking Format

Breaking of Ties in Games

All games will be played until a winner is declared.

If the score of a game is tied at the end of regulation time, there will be one overtime period, stop time, which will be sudden victory (i.e. the first team to score will be declared the winner).

If neither team scores during the first overtime period, there will be successive sudden victory overtime periods until a goal is scored to break the tie.

Possession to start the first overtime period will be decided by the tossing of a coin by an on-ice official. The home team will clearly call the toss of the coin prior to it landing. The team winning the toss will get the free pass. The other team will get the choice of ends.

If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also exchange ends for each overtime period.

Point Structure

Teams receive two (2) points for a win and zero (0) points for a loss. The team with the most points in each division will be declared the top team in that division. The second place team is the team having the second highest number of points, etc.

Breaking of Ties in Standings

When two or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games.

- i) the winner of more game(s) between each other during the round robin will be declared the highest position.
- ii) if still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.

Annex D

- iii) if still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.
- iv) if still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- v) if still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.
- vi) if still tied, a coin toss will be used to break the tie.

Important Notes:

1. This procedure shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (i).
2. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped from the tie breaking procedure (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams that remain tied.
3. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".
4. Following the completion of round robin play, should one (or more) team(s) be eliminated from medal round play as a result of the application of the normal tie breaking procedure (as outlined in i) - vi) above) to ties within any of the medal round positions, one or more "mini-games" will be played in order to advance the required number of teams to the medal round.

Consult the current Canadian Ringette Championships Technical Package for further information on the conduct of mini-games.

Annex E

Annex E – Canadian Ringette Championships Gold Medalists and Sportsmanship Champions

The Canadian Ringette Championships began in 1979, with the first being held in Winnipeg, Manitoba.

Sportsmanship winners are presented with the Fair Play Awards plaque.

First Canadian Ringette Championships - 1979

HOST: Winnipeg, Manitoba

	Champions	Sportsmanship
Junior Belle	Ontario (Oshawa)	Nova Scotia
Belle	Ontario (Ajax)	Saskatchewan
Deb	Ontario (Kitchener)	Ontario

Second Canadian Ringette Championships - 1980

HOST: Waterloo, Ontario

	Champions	Sportsmanship
Junior Belle	Ontario (Sudbury)	British Columbia
Belle	Ontario (Waterloo)	Saskatchewan
Deb	Ontario (Etobicoke)	New Brunswick

Third Canadian Ringette Championships - 1981

HOST: Sudbury, Ontario

	Champions	Sportsmanship
Junior Belle	Ontario (Kitchener)	Québec
Belle	Ontario (Gloucester)	New Brunswick
Deb	Manitoba (Richmond)	British Columbia

Fourth Canadian Ringette Championships - 1982

HOST: Dartmouth, Nova Scotia

	Champions	Sportsmanship
Junior Belle	Ontario (Sudbury)	British Columbia
Belle	Ontario (Gloucester)	Québec
Deb	Manitoba (Kilcona)	New Brunswick

Fifth Canadian Ringette Championships - 1983

HOST: Sherwood Park, Alberta

	Champions	Sportsmanship
Junior Belle	Ontario (Waterloo)	British Columbia
Belle	Manitoba (Transcona)	Newfoundland
Deb	Manitoba (Kilcona)	Québec

Sixth Canadian Ringette Championships - 1984

HOST: Port Coquitlam, British Columbia

	Champions	Sportsmanship
Junior Belle	Ontario (Waterloo)	Québec
Belle	Ontario (Kitchener)	Newfoundland
Deb	Québec (Pierrefonds)	Nova Scotia

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Seventh Canadian Ringette Championships - 1985

HOST: Dollard Des Ormeaux, Québec

	Champions	Sportsmanship
Junior Belle	Ontario (Kitchener)	Newfoundland
Belle	Manitoba (River East)	Newfoundland
Deb	Manitoba (Transcona)	British Columbia

Eighth Canadian Ringette Championships - 1986

HOST: Regina, Saskatchewan

	Champions	Sportsmanship
Junior Belle	Québec (Beaconsfield)	New Brunswick
Belle	Manitoba (River East)	Newfoundland
Deb	Manitoba (Transcona)	Nova Scotia

Ninth Canadian Ringette Championships - 1987

HOST: Kitchener, Ontario

	Champions	Sportsmanship
Junior	Ontario (Gloucester)	Prince Edward Island
Belle	Ontario (Cambridge)	Nova Scotia
Deb	Manitoba (River East)	Nova Scotia

Tenth Canadian Ringette Championships, for the Air Canada Cups - 1988

HOST: Winnipeg, Manitoba

	Champions	Sportsmanship
Junior	Saskatchewan (Regina)	Prince Edward Island
Belle	Alberta (Edmonton)	New Brunswick
Deb	Ontario (Etobicoke)	Nova Scotia

Eleventh Canadian Ringette Championships, for the Air Canada Cups - 1989

HOST: Fredericton, New Brunswick

	Champions	Sportsmanship
Junior	Québec (Beaconsfield)	Northwest Territories
Belle	Ontario (Gloucester)	Ontario
Deb	Ontario (Etobicoke)	Nova Scotia

Twelfth Canadian Ringette Championships, for the Air Canada Cups - 1990

HOST: Calgary, Alberta

	Champions	Sportsmanship
Junior	Alberta (Calgary)	New Brunswick
Belle	Calgary (Host)	Northwest Territories
Deb	Calgary (Host)	Manitoba

Thirteenth Canadian Ringette Championships, for the Air Canada Cups - 1991

HOST: Hull, Québec

	Champions	Sportsmanship
Junior	Ontario (Walden)	New Brunswick
Belle	Alberta (Calgary)	Host
Deb	Ontario (Scarborough)	British Columbia

Fourteenth Canadian Ringette Championships, for the Air Canada Cups - 1992

HOST: Port Coquitlam, British Columbia

	Champions	Sportsmanship
Junior	Ontario (Kitchener)	Manitoba
Belle	Ontario (Walden)	Alberta
Deb	Alberta (Calgary)	Host

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Fifteenth Canadian Ringette Championships - 1993

HOST: Kitchener, Ontario

	Champions	Sportsmanship
Junior	Manitoba (St. Boniface/St. Vital)	New Brunswick
Belle	Manitoba (Assiniboine Park/Fort Gary)	Prince Edward Island
Deb	Manitoba (St. Boniface/St. Vital)	Ontario
Intermediate	Alberta (Calgary)	Northwest Territories

Sixteenth Canadian Ringette Championships - 1994

HOST: Saskatoon, Saskatchewan

	Champions	Sportsmanship
Junior	Alberta (Edmonton)	New Brunswick
Belle	Ontario (Gloucester)	New Brunswick
Deb	Ontario (Gloucester)	British Columbia
Intermediate	Alberta (Calgary)	Host

Seventeenth Canadian Ringette Championships - 1995

HOST: Winnipeg, Manitoba

	Champions	Sportsmanship
Junior	Alberta (Edmonton)	Prince Edward Island
Belle	Quebec	British Columbia
Deb	Manitoba	Saskatchewan
Intermediate	Alberta (Calgary)	Ontario

Eighteenth Canadian Ringette Championships - 1996

HOST: Gloucester, Ontario

	Champions	Sportsmanship
Junior	Ontario (Cambridge)	Northwest Territories
Belle	Alberta (Edmonton)	British Columbia
Deb	Alberta (Edmonton)	New Brunswick
Intermediate	Alberta (Calgary)	Host (Pickering)

Nineteenth Canadian Ringette Championships - 1997

HOST: Montréal, Québec

	Champions	Sportsmanship
Junior	Manitoba (Eastman)	Nova Scotia
Belle	Alberta (Edmonton)	Northwest Territories
Deb	Ontario (Waterloo)	Saskatchewan
Intermediate	Alberta (Calgary)	Manitoba

Twentieth Canadian Ringette Championships - 1998

HOST: Edmonton, Alberta

	Champions	Sportsmanship
Junior	Ontario (Gloucester)	New Brunswick
Belle	Ontario (Cambridge)	Northwest Territories
Deb	Alberta (Edmonton)	Saskatchewan
Intermediate	Ontario (Gloucester)	Northwest Territories

Twenty-First Canadian Ringette Championships - 1999

HOST: Halifax, Nova Scotia

	Champions	Sportsmanship
Junior	Alberta (Sherwood Park)	Prince Edward Island
Belle	Ontario (Gloucester)	Host
Deb	Ontario (Waterloo)	Host
Intermediate	Alberta (Edmonton)	Nova Scotia

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Twenty-Second Canadian Ringette Championships - 2000

HOST: Prince George, British Columbia

	Champions	Sportsmanship
Junior	Alberta (Calgary)	New Brunswick
Belle	Alberta (Calgary)	Northwest Territories
Deb	Ontario (Cambridge)	Saskatchewan
Intermediate	Alberta (Edmonton)	Manitoba

Twenty-Third Canadian Ringette Championships - 2001

HOST: Moncton, New Brunswick

	Champions	Sportsmanship
Junior	Manitoba (Winnipeg)	Prince Edward Island
Belle	Alberta (Calgary)	New Brunswick
Open	Alberta (Calgary)	Host

Twenty-Fourth Canadian Ringette Championships - 2002

HOST: Regina, Saskatchewan

	Champions	Sportsmanship
Junior	Alberta (Calgary)	New Brunswick
Belle	Manitoba (Winnipeg)	Prince Edward Island
Open	Ontario (Gloucester)	Ontario

Twenty-Fifth Canadian Ringette Championships - 2003

HOST: Waterloo, Ontario

	Champions	Sportsmanship
Junior	Manitoba (Winnipeg)	Nova Scotia
Belle	Ontario (Ottawa)	Prince Edward Island/New Brunswick
Open	Alberta (Edmonton)	British Columbia

Twenty-Sixth Canadian Ringette Championships - 2004

HOST: Calgary, Alberta

	Champions	Sportsmanship
Junior	Alberta (Calgary)	Prince Edward Island
Belle	Ontario (Ottawa)	New Brunswick
Open	Alberta (Edmonton)	Saskatchewan

Twenty-Seventh Canadian Ringette Championships - 2005

HOST: Winnipeg, Manitoba

	Champions	Sportsmanship
Junior	Quebec (Lac Saint Louis)	Nova Scotia
Belle	Alberta (Calgary)	Alberta
Open	Alberta (Edmonton)	Ontario

Twenty-Eight Canadian Ringette Championships - 2006

HOST: Longueuil, Quebec

	Champions	Sportsmanship
Junior	Quebec (Rive-Sud)	Prince Edward Island
Belle	Manitoba (Winnipeg)	Prince Edward Island
Open	Ontario (Cambridge)	British Columbia

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Twenty-Ninth Canadian Ringette Championships – 2007

HOST: Halifax, Nova Scotia

	Champions	Sportsmanship
Junior	Saskatchewan (Regina)	Prince Edward Island
Belle	Quebec	Host
Open	Alberta (Edmonton)	Ontario Wild Card (Ottawa)

Thirtieth Canadian Ringette Championships – 2008

HOST: St. Albert, Alberta

	Champions	Sportsmanship
Junior	Host (St. Albert)	Prince Edward Island
Belle	Ontario (Nepean)	New Brunswick
NRL	Cambridge Turbos	Atlantic Sixers

Thirty-First Canadian Ringette Championships – 2009

HOST: Charlottetown, Prince Edward Island

	Champions	Sportsmanship
Junior (U16)	Ontario (St. Clements)	Ontario
Belle (U19)	Alberta (Calgary)	British Columbia
NRL	Cambridge Turbos	Atlantic Attack

Thirty-Second Canadian Ringette Championships – 2010

HOST: Saskatoon, Saskatchewan

	Champions	Sportsmanship
U16	Alberta (Calgary)	Ontario
U19	Ontario (Nepean)	Host
NRL	Edmonton WAM!	Atlantic Sixers

Thirty-Third Canadian Ringette Championships – 2011

HOST: Cambridge, Ontario

	Champions	Sportsmanship
U16	Alberta (Calgary)	British Columbia
U19	Quebec	New Brunswick
NRL	Edmonton WAM!	Atlantic Attack

Thirty-Fourth Canadian Ringette Championships – 2012

HOST: Burnaby, British Columbia

	Champions	Consolation Round	Sportsmanship
U16	South East Stingers (NB)	LMRL Thunder (BC)	Calgary Pursuit
U19	St. Clements Rockets (ON)	BLL (QC)	Nova Scotia
NRL	LMRL Thunder	-----	Manitoba Jets

Thirty-Fifth Canadian Ringette Championships – 2013

HOST: Fredericton, New Brunswick

	Champions	Consolation Round	Sportsmanship
U16	BC (LMRL)	-----	Capital Area Thunder (NB)
U19	Nepean Ravens (ON)	Waterloo (ON)	Calgary Strive (AB)
NRL	Calgary RATH	-----	Atlantic Attack

Thirty-Sixth Canadian Ringette Championships – 2014

HOST: Regina, Saskatchewan

	Champions	Consolation Round	Sportsmanship
U16	Team Ontario	Team Saskatchewan	Team Nova Scotia
U19	Team Manitoba	Zone 5 GRIT (AB4)	Team Alberta
NRL	Ottawa Ice	-----	Waterloo Wildfire

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Thirty-Seventh Canadian Ringette Championships – 2015

HOST: Wood Buffalo, Alberta

	Champions	Consolation Round	Sportsmanship
U16	Team Manitoba		Team Alberta
U19	Nepean Ravens (ON2)	Regina Bandit (SK2)	Team Manitoba
NRL	Cambridge Turbos	-----	Calgary RATH

**FUTURE HOSTS OF THE
CANADIAN RINGETTE CHAMPIONSHIPS**

2016 – London, Ontario

2017 – Leduc, Alberta

Annex F – Resources

1) **Official Rules and Case Book**

This book is an extension of the Official Rules. It contains clarifications of the rules, details official rule interpretations, and explains on-ice officials' procedures through case examples.

2) **Handbook on Body Contact**

No intentional body contact is one of the rules that makes ringette unique to other ice sports. Body contact, interference and charging are the most difficult rules to interpret. This handbook provides a clearer understanding of how body contact is interpreted in ringette.

3) **Minor Official's Handbook**

This is a must for every timekeeper, scorekeeper and referee. It describes the duties of the Minor Officials and presents a detailed explanation of the responsibilities and methods of recording and performing all of their duties.

4) **NOCP Crest**

This crest is part of each official's uniform. It serves to distinguish an official and is unique to the Program. It is worn on the left chest of the black and white official's jersey.

5) **Stick Gauge**

This is used to measure the playing end of the player's stick to determine its legality. It is an essential item for every official. Coaches and players are also making good use of them to avoid having sticks ruled illegal for play.

6) **Official Game Reports (Game Sheets)**

These are used at all levels of play. They are constantly being evaluated and upgraded to reflect the changing needs of the users.

7) **Official's Journal**

This spiral bound book serves as a notebook for officials to gather input from officiating peers and evaluators. It is to be used to record informal feedback when complete evaluations are not feasible. Continual feedback and suggestions are very important for the continuous development of officials' performance.