



Professional Inline Hockey Association

2025-2026

**The Official Rules of the
Professional Inline Hockey
Association**

2025-2026 RULEBOOK

Effective September 2025

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Section I: The Rink

Rule 1 – Rink

- (a) PIHA games shall be played on a plastic surface designed for inline hockey.
- (b) Recommended rink size is 180 feet long and 80 feet wide. The minimum size for a rink shall not be less than 165 feet long, nor 65 feet wide. The maximum size for a rink shall not be more than 200 feet long, nor 100 feet wide
- (c) Rinks must have hockey boards approximately 4' high completely surrounding the playing surface to keep the puck in play. The entire rink must also be enclosed with safety glass or fencing designed to separate players from spectators.
- (d) Rinks must be approved by the PIHA for league play.

Rule 2 — Goal Posts and Nets

- (a) The goals shall consist of metal, cylindrical shaped and assembled into a single piece, with the pipes a minimum diameter of 2". They must be covered with a net strong enough to withstand any shot. Goal nets are 6' wide and 4' tall. The goal posts shall be set 6 feet apart from the inside of the posts and the crossbar shall extend horizontally 4 feet above the playing surface, connecting the top of the goal posts.
- (b) Goal posts and crossbars shall be painted red and all other interior and exterior surfaces of the goal net shall be painted white.

Rule 3 — Goal Line, Goalkeeper's Crease and Goalkeeper's Privileged Area

- (a) A red line, 2 inches wide, known as the "GOAL LINE" shall be painted extending completely across the rink and continuing vertically up the side boards. The goal line shall be a minimum of 12 feet to a maximum of 15 feet from each end of the rink.
- (b) The goal shall be centered on the goal line and shall be fixed in such a manner as to remain stationary during the progress of the game. The goal posts shall be anchored in such a manner as to permit a goal post to become dislodged when hit by a player with a significant degree of force.
- (c) Play shall be allowed to continue when the goal post has been displaced from its normal position, unless in the opinion of the referee he cannot safely reset the net during play or, in the judgment of the referee, the attacking team has an immediate scoring opportunity and the goal frame has been displaced in such a way as to create an unnatural opportunity for the puck to enter the goal.
- (d) In front of each goal shall be an area known as the "GOAL CREASE," and shall be laid out as follows: A red semicircle 6' radius and 2" in width shall be drawn using the center of the goal line as the center point. The space defined as the goal crease is defined as this semi-circle and extending vertically 48" off of the floor, including the goal crease lines.
- (e) The goalkeeper's "Privileged Area" is an area bounded in the rear by the goal line, in front by an imaginary line connecting the end zone face-off spots and on

the sides by imaginary lines extending perpendicular from the end boards to the end zone face-off spots.

Rule 4 — Division of Playing Surface

- (a) The playing surface shall be divided into two halves by a “Center Red Line” 12 inches wide, extending completely across the rink and continuing vertically up the sideboards. The center red line shall be considered part of the zone in which the puck is located.
- (b) The half of the playing surface in which the goal is located shall be called the “DEFENDING ZONE” of the team defending that goal. The half of the playing surface furthest away from the defending team’s goal shall be known as the “ATTACKING ZONE.”

Rule 5 — Face-off Spots and Circles

- (a) The “CENTER FACE-OFF SPOT” shall be a 12-24” diameter face-off spot at the exact center of the rink, on the center red line, and shall be of a contrasting color to the center red line. With this spot as a center, a 13-15’ radius circle shall be marked with a line 2” wide.
- (b) The “END ZONE FACE-OFF SPOTS” shall be marked on the playing surface in both zones, and on both sides of each goal.
 - (1) The end zone face-off spots shall be colored red and 2 feet in diameter, and located equidistant from the sideboards, 20’ from each goal line. It is recommended that there be a 44’ distance between end zone face-off spots.
 - (2) With this spot as a center, a circle with a radius of not less than 13’ nor more than 15’ shall be marked with a line 2” wide.
 - (3) On both sides of the circle there shall be two lines 2’ long, 2” wide and 4’ apart, known as “HASH MARKS.”
 - (4) Within each face-off spot draw two parallel lines 4 inches from the top and bottom of the spot. The area between the two lines shall be painted red, creating matching crescents of contrasting color on either side of the face-off spot.

Rule 6 — Player Benches

- (a) Each rink shall have separate benches for the use of each team. Each player bench shall accommodate at least 14 people and shall be placed immediately alongside the playing surface in the neutral zone as near as possible to the center of the rink and convenient to the dressing room. All doors opening to the playing surface shall swing away from the playing surface.
- (b) Player benches must be equal for each team.
- (c) Only players in uniform, the coach, assistant coach(es), trainer, and medical staff shall be permitted to occupy the player benches. Injured and suspended players are not permitted on the benches.
- (d) During a game (including warm-ups), coaches and trainers shall be confined to the players’ bench.

- (e) Any Team Official who steps onto the playing surface during a stoppage of play, except to attend to an injured player when called to do so by the referee, after a warning by the referee, shall be assessed a Bench Minor penalty.
- (f) Any Team Official who steps onto the playing surface during the any intermission or official time-out, after a warning by the referee, shall be assessed a Bench Minor penalty.
- (g) Any Team Official who steps onto the playing surface to dispute a call shall be assessed a Bench Minor plus a Game Ejection in accordance with Rule 37(i).
- (h) Any team official who steps onto the playing surface during play shall be assessed a Disqualification penalty and the circumstances shall be reported to the League Office.
- (i) Any team official who steps onto the playing surface during an altercation shall be assessed a Disqualification penalty and the circumstances shall be reported to the League Office.
- (j) Teams shall maintain the same bench for the entire game.
- (k) The use of tobacco products (cigarettes, smokeless products, e-cigarettes, vaping devices, or dipping) on or near the player's bench, penalty bench area, timekeeper area, or on the playing surface is strictly prohibited. For the first offense, a minor penalty shall be assessed. Thereafter, a Game Ejection penalty shall be assessed.
- (l) The use of alcohol and illegal drugs on or near the players' bench, penalty bench area, timekeeper area, or on the playing surface is strictly prohibited. For a violation of this rule, a Disqualification penalty shall be assessed and the circumstances shall be reported to the League Office.

Rule 7 — Penalty Bench, Referees' Crease and Signaling and Timing Devices

- (a) Each rink shall have seats or benches to be used for the seating of penalized player(s), the Game Timekeeper, and the Official Scorer.
- (b) Ideally, the penalty bench should be located on the opposite side of the rink as the player benches, but at a minimum a substantial distance from the players' benches, and be equal for each team.
- (c) The "REFEREE'S CREASE" shall be a 10' radius semi-circle, marked with a 2" wide line and located immediately in front of the Game Timekeeper's seat. No player shall enter the Referees Privileged Area during a stoppage of play unless directly requested to do so by a Referee.
- (d) Each rink shall provide some form of electrical clock for the purpose of keeping spectators, players and Game Officials accurately informed as to all the time elements at all stages of the game, including the time remaining to be played. Penalty time clocks shall show the time remaining to be served in each penalty.
- (e) Each rink shall provide a siren, or other suitable sound device to signify the end of playing time in each half and Overtime periods.
- (f) When Goal Judges are used, electric lights, or other similar devices shall be provided so that the Goal Judge may signify the scoring of a goal.

END OF SECTION I

Section II: The Game

Rule 8 — Game Time, Time-Outs and Standings

(a) Game Time:

- (1) Semi-Pro League – Two 12 minute, stop-time halves.
- (2) Pro League – Two 12 minute, stop-time halves.
- (3) **ALL** PIHA games and periods (including Overtime) are played with stop-time.

(b) Overtime – For games that are tied at the end of Regulation Time:

- (1) There shall be a one minute intermission
- (2) Teams switch ends and skate **3 on 3 for 3 minutes**. If still tied:
- (3) Teams will switch ends and skate **2 on 2 for 2 minutes**. If still tied:
- (4) Teams will switch ends and skate **1 on 1 for 1 minute**. **There will be NO goalie substitutions in overtime unless a delayed penalty call is in effect. Penalties will be called in the usual manner with the exception of 1 on 1 play where all penalties are deemed a Penalty Shot. If no winner is declared:**
- (5) There shall be a **Sudden Death Shoot Out**. Home team chooses to shoot first or second.
- (6) Teams shall alternate shooters until a differential is realized after each team has a chance to shoot. No player may shoot again until all eligible players, not including goalkeepers, have had a chance to shoot. *Note: players on both teams may receive another opportunity to shoot once the team with the fewest number of eligible players (shortest bench) has exhausted their eligible shooters, and shall 'reset' again each time this occurs until there is a winner.*
- (7) Players serving a penalty at the end of the overtime period are not eligible to take part in the shoot-out, unless the penalty they are serving was assessed to a different player.

(c) Playoff Overtime – For games that are tied at the end of Regulation Time during a Playoff game:

- (1) There shall be a one-minute intermission.
- (2) Teams change ends and 12 minutes shall be placed on the game clock for both Pro and Semi-pro games.
- (3) Teams shall play with four players each, plus a goalkeeper. Overtime is played with a “sudden victory” format. The first team to score shall be declared the winner.
- (4) If no team scores during the first Overtime period, subsequent periods shall be played until a winner is declared. Teams change ends after each Overtime period.

(d) Time-outs:

- (1) Each team shall have one 60-second time-out per game.
- (2) A time out must be requested prior to the conclusion of the line change procedure. The whistle of the referee conducting the ensuing faceoff shall signal the conclusion of the line change procedure.
- (3) A team that is requesting its time-out during the same stoppage as its opponent's time-out is taken must make such request prior to the conclusion of the first time-out.

(e) Standings (Regular Season):

- (1) Teams shall be awarded three (3) points for a win in Regulation, two (2) points for an Overtime or Shoot-out win. An overtime loss awards (1) point.
- (2) Teams shall not be awarded any points for a loss in Regulation.
- (3) Teams shall be awarded one (1) point for a loss in Overtime or Shoot-out.

Rule 9 — Start of Game and Halves

- (a) Each team shall begin the game defending the opposite zone from their respective player benches. The teams shall change ends at the end of the 1st half.
- (b) The game shall be commenced at the scheduled game time by a face-off at the center face-off spot when signaled by the Referee, and shall be renewed promptly at the conclusion of each intermission in the same manner.
- (c) No delay shall be permitted by reason of any ceremony, exhibition, demonstration, or presentation unless approved in writing by the PIHA League Office at least 24 hours in advance of the scheduled game time, or consented to at least one hour in advance of the scheduled game time by the Visiting Team.
- (d) If a team fails to appear on the floor promptly at the commencement of the game without proper justification, a Bench Minor penalty shall be assessed and a fine may be assessed against the offending team, with the amount to be determined by the PIHA League Office.
- (e) At the end of the game the Home Team players shall proceed directly to their locker rooms. The Visiting Team players must wait for a signal from the Referee to proceed only if they have to go on the floor to reach their dressing room and/or use a common exit. Failure to comply with this regulation shall result in a Bench Minor penalty.
- (f) If the Visiting Team players' bench is closer to the locker rooms, they shall proceed first and the Home Team shall proceed when signaled to do so by the Referee.
- (g) At the beginning of the second half, both teams must be on the floor or player's bench before the intermission time on the game clock expires. For failure to comply, a Bench Minor penalty for Delaying the Game shall be assessed.

Rule 10 — Composition of Team

- (a) A team shall consist of a maximum of 16 skaters and a maximum of 3 goalkeepers. Total number of players on a team is 19.
- (b) Each team shall be allowed one player-assistant coach. Any head coach who wishes to play for his respective team must get prior approval from the PIHA President.
- (c) When a coach has been suspended he or she may not have contact with any team members, including assistant coaches for four hours prior to the starting time of the game(s), during the game(s), or for 30 minutes after the game(s) for which he or she is to be suspended.

Rule 11 — Starting Lineup

- (a) Prior to the start of the game, the head coach of each team is required to provide a roster of players to the Official Scorer to be included on the Official PIHA Score Sheet. This roster shall also designate the starting lineup to the Referees and the Official Scorer. The Visiting Team shall always be the first to declare its starting lineup and this information shall be made available to the head coach of the Home Team at least 30 minutes before the scheduled game time. The head coach of the Home Team shall then submit their roster and starting lineup to the Official Scorer at least 15 minutes before the scheduled game time.
- (b) A team shall be comprised of four players on the playing surface, plus a goalkeeper.
- (c) Players listed as goalkeepers on the Game Roster are allowed to play the position of goalkeeper only.
- (d) If at any time a team does not have at least three eligible players, due to penalties or injuries, to place on the surface, the game shall be declared a forfeit.
- (e) At the start of a game, each team must have four skaters and a player listed on the game roster as a goalkeeper on the floor. If either team is unable to place four skaters and a goalkeeper on the floor at the start of the game the game shall be suspended by the Referees. The Referee(s) will then report to the Divisional Head Referee, who shall refer the matter to the PIHA Referee-in-Chief.
- (f) The PIHA Referee-in-Chief shall review the circumstances involving the inability of the offending team to place the required number of players on the floor and issue a ruling as to the outcome of the game within 72 hours.
- (g) An automatic Bench Minor penalty shall be assessed to any team whose starting lineup placed on the floor at the start of the game does not correspond with the Official PIHA Score Sheet. The Team Captain of the opposing team must report the infraction to the Referee at the first stoppage of play following the opening face-off in order for the Bench Minor penalty to be imposed.
- (h) Teams may warm-up with as many as 16 players and a maximum of 3 goalies. All 19 players must be listed on the Official PIHA Score Sheet.

Rule 12 — Change of Players and Injured Players

- (a) Players may be changed at any time from the player benches, provided that the player or players leaving the floor are within 5 feet of the bench and out of the play before the substitute(s) comes onto the floor.
- (b) If, in the course of making a substitution, either player deliberately plays the puck while the retiring player is still on the surface, a Bench Minor penalty for “Too Many Players” shall be assessed.
- (c) If, in the course of making a substitution, either player is accidentally struck with the puck, the play shall not be stopped and no penalty shall be assessed.
- (d) A goalkeeper may be substituted for a player or another goalkeeper at any time during play. The goalkeeper must be within 5 feet of the players’ bench before the substitute may enter the playing surface.
 - (1) For a violation of this rule there shall be no time penalty assessed to the team making the premature substitution, but the ensuing face-off shall be at the center face-off spot or at the point of the stoppage, so as to gain no

territorial advantage, if the offending team gains possession in the defending half of the rink.

- (2) Following a violation of this rule occurring during a delayed penalty situation, the face-off shall take place at one of the penalized team's end zone face-off spots.
- (e) A player(s) serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed by way of the playing surface and be within 5 feet of their team's player bench before any change can be made. For a violation of this rule, a Bench Minor penalty shall be assessed.
- (f) During a stoppage of play, a goalkeeper may not go to the players' bench without the permission of the Referee, unless there is a substitution by another player or goalkeeper, or either team has taken a time-out. The goalkeeper substituted for may not re-enter the game until after the next stoppage in play. For violation of this rule a minor penalty for 'Illegal Substitution' shall be assessed.
- (g) During a routine stoppage of play, teams shall have 15 seconds to commence the ensuing face-off.
 - (1) The Visiting Team shall promptly place a lineup on the playing surface, ready to play. Once the referee has signaled the end of the Visiting Team's changing period, no further substitution by the Visiting Team shall be made until play has resumed.
 - (2) Upon signal from the referee, the Home Team may then make any desired substitution, for the duration of the referee's signal.
 - (3) Each team electing to change players must send all of the substituting players at the same time. From each team, all players substituting from the players bench must enter the playing surface simultaneously.
- (h) If there is any undue delay by either team in changing lines, the Referee may order the offending team(s) center(s) to be replaced, or order the center(s) to take their positions immediately, and shall conduct the face-off. The puck may be dropped by the Referee with only one center in position.
- (i) If either team continues to delay the game beyond the 15-second time limit to conduct a face-off, they shall be assessed a Bench Minor penalty for Delaying the Game.
- (j) When a player, other than a goalkeeper, is injured or compelled to leave the floor during a game, the player may retire from the game and be replaced immediately by a substitute.
- (k) Any time a goalkeeper sustains an injury or becomes ill he must be ready to resume play immediately or be replaced by a substitute goalkeeper. A brief, reasonable amount of time shall be permitted at the Referee's discretion for the goalkeeper to compose themselves. No additional time should be allowed by the Referee for the purpose of enabling the injured goalkeeper to resume the position. The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted.
- (l) Any penalized player who has been injured may proceed to the dressing room without taking a seat on the penalty bench. The penalized team shall immediately put a substitute player on the penalty bench to serve the entire penalty. The penalized player who has been injured and replaced on the penalty bench is not eligible to play until the penalty has expired. However, should the penalized player who has been injured be able to return to player prior to the expiration of the penalty, he may take the place of the substitute player in the penalty bench. The substitute player may then be able to take part in the game. This change shall only be made during a stoppage of play.

- (m) When a player is injured and cannot continue play or proceed to the players' bench, play shall be stopped when the injured players' team has clear possession and control of the puck. The Referee has the authority to stop play any time he or she feels a serious injury has been sustained by a player, regardless of who has possession of the puck.
- (n) A player, other than the goalkeeper, whose injury seems serious enough to warrant stoppage of play may not participate further in the game until the completion of the ensuing face-off.
- (o) If a player or goalkeeper is obviously bleeding, play shall be stopped immediately and the injured player shall be ruled off the playing surface. Such player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion covered. Likewise, any Official who is bleeding shall not continue until the bleeding has been stopped and the cut or abrasion covered.

END OF SECTION II

Section III: Equipment

Rule 13— Skates

- (a) Players shall play on inline skates, designed for inline hockey only. Four and five wheeled skates shall be permitted. Skate brakes shall be prohibited. Players with illegal skates shall be ruled off the surface. Skates MUST have full chassis with the correct number of wheels at the start of each game. If a player loses a wheel he may continue for the duration of that game ONLY.

Rule 14 — Sticks

- (a) The sticks shall be made of wood, carbon composite, graphite, rubber composite or aluminum approved and must not have any projections extending from the stick.
- (b) The hollow end of a stick must be completely covered.
- (c) No stick shall exceed 65 inches in length from the heel to the end of the shaft, nor more than 12 ½ inches from the heel to the end of the blade. The blade of the stick shall not be less than 2 inches and not more than 3 inches in width at any point. There shall be no restriction on the curvature of the blade.
- (d) The blade of the goalkeeper's stick shall not exceed 3 inches width at any point except at the heel where it shall not exceed 4 ½ inches. The length of the blade shall not exceed 15 ½ inches.
 - (1) The widened portion of the goalkeeper's stick extending up the shaft shall not extend more than 26 inches from the heel and shall not exceed 3 ½ inches in width.

Rule 15 — Protective Equipment

- (a) All players must wear the required protective equipment for all games, warm-ups, and practices. Required equipment is: H.E.C.C. approved helmet with chinstrap properly fastened, elbow pads, gloves, shin pads, and inline skates. All equipment must be designed for hockey and in good condition. Players under 18 years of age must wear full H.E.C.C. facial protection.
 - (1) Recommended equipment includes: shoulder pads, hip pads or padded hockey pants, internal mouth guard, protective cup and eye or facial protection.
 - (2) Players, including the goalkeeper, violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed. For a second violation of this rule by the same player, the Referee shall assess a Bench Minor penalty to the offending player.
- (b) Play may continue when mandatory equipment, except helmets, becomes accidentally dislodged.
 - (1) Semi-pro League – When a helmet becomes dislodged or falls off, play shall be stopped immediately.

- (2) Pro League – When a helmet becomes dislodged or falls off, the player (except the goalkeeper) may participate in the “continuing action” of the play and must replace his helmet as soon as possible. If, in the opinion of the Referee, the player does not replace his helmet in a timely fashion play shall be stopped.
- (3) When play is stopped under this rule, the ensuing face-off will be at the closest face-off spot to the last place the puck was played so as not to give territorial advantage.
- (4) If the goalkeeper loses his helmet/face-mask during play, play shall be stopped immediately. The ensuing face-off will be at the closest face-off spot to the last place the puck was played so as not to give territorial advantage.
- (c) A Minor Penalty shall be imposed upon any player or goalkeeper who deliberately removes his helmet/face-mask during play.
- (d) A Penalty Shot shall be awarded to the non-offending team whenever a player or goalkeeper intentionally removes his helmet/face-mask while a player from the opposing team is on a breakaway or, in the opinion of the Referee, has an uncontested scoring chance.
- (e) All protective equipment, except gloves, head gear and goalkeeper leg pads, must be worn entirely under the uniform. For violation of this rule, after warning by the Referee, a Minor penalty shall be imposed.

Rule 16 — Goalkeeper’s Equipment

- (a) With the exception of skates and stick, all the equipment worn by the goalkeeper must be constructed solely for the protection of the head or body.
- (b) All equipment with any garment or contrivance designed to increase the goalkeeper’s mobility must not exceed the specified dimensions for each piece of equipment, and must be worn in the manner designed by the manufacturer.
- (c) Abdominal aprons extending down the thighs or the outside of the pants are prohibited.
- (d) The goalkeeper’s blocker glove shall not exceed 8 inches in width nor 16 inches in length at any point.
 - (1) For a violation of this rule, a minor penalty shall be assessed.
 - (2) The equipment will be deemed illegal and shall be removed from the game.
- (e) The maximum length of a goalkeeper’s catching glove shall not exceed 17 inches. The cuff shall not exceed 9 inches in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any other pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.
 - (1) For a violation of this rule, a minor penalty shall be assessed.
 - (2) The equipment will be deemed illegal and shall be removed from the game.
- (f) The leg guards worn by goalkeepers shall not exceed 12 inches in extreme width when on the leg of the player.
 - (1) For a violation of this rule, a minor penalty shall be assessed.
 - (2) The equipment will be deemed illegal and shall be removed from the game.

- (g) All goalkeepers must wear a helmet and cage designed for hockey played with a puck. A helmet and cage that meet the standards set by HECC are recommended.
 - (1) Helmet strap must be properly fastened and chin cup in place.
 - (2) Goalkeepers under 18 years old must use a helmet and cage that are HECC approved.
- (h) All goalkeepers must wear chest protection. Throat protection is recommended.
- (i) All axle openings must contain an axle and a wheel.
- (j) The use of solvents, waxes, or oils on a goalkeepers leg pads to enhance sliding capability is strictly prohibited.
 - (1) If any League Official finds such solvent, waxes, or oils to be in use, the goalkeeper will be assessed a minor penalty (illegal equipment) plus a disqualification penalty.
 - (2) The goal pads will not be permitted for further use until inspected by League Authorities.

Rule 17 — Puck

- (a) The PIHA Rules Committee has approved the **IDS puck** to be used in League play **ONLY**. No other puck regardless of surface of rink may be used. **THE PUCK COLOR WILL BE BLACK** unless the rink surface causes the puck to be difficult to see during game play.
- (b) The Home Team shall be responsible for providing an adequate supply of official pucks for the game.

Rule 18 — Uniforms

- (a) All players participating in the PIHA must wear league-approved uniforms. Full length hockey pants must be worn. Short pants are not allowed.
- (b) All players shall wear on the backs of their jerseys identifying numbers not less than 10-12 inches in height. Numbers must be of a contrasting color to the main body of the jersey and easily read from a distance. All numbers assigned must be one or two digit numbers. No two members of the same team will be permitted to wear the same number.
- (c) One Team Captain shall have a "C" on the left chest of his jersey. Two Alternate Captains shall wear an "A" on the left chest. The Captain and Alternate Captains shall be identified on the Official PIHA Score Sheet. Goalkeepers may not be Captains or Alternate Captains.
- (d) It shall be the responsibility of the Home Team to change its jerseys if the colors of the competing teams conflict. The Visiting Team is required to contact the Home Team for uniform coordination at least 24 hours before the scheduled game time.
- (e) All jerseys, pants, and helmets must match between all players on a team (ex: black helmet, red pants). Any insignias, patches, stickers or other markings on helmets, pants, or jerseys that do not match all players on the team must be covered up with tape matching the underlying material in color.

Rule 19 — Dangerous Equipment

- (a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited unless approved prior to a game by the PIHA League Office.
- (b) All elbow pads that do not have a soft protective covering of sponge rubber or a similar material at least one-half (1/2) inch thick shall be considered dangerous equipment.
- (c) A player who has sustained a facial injury may wear a mask or protector of a design that is not H.E.C.C. approved, only if approved in writing by the PIHA League Office at least 24 hours prior to the scheduled game time. Additionally, the injured player shall be entitled to wear any protective device prescribed by the team doctor. If any opposing club objects to the device, it may record its objection with the PIHA League Office. Only full-face cages and partial face visors that are considered standard hockey equipment and are unaltered from the original manufacturers design are permitted.
- (d) A glove from which all or part of the palm is missing and permits the use of the bare hand shall be considered illegal equipment.
- (e) The wearing of casts or splints made of hard or unyielding materials is prohibited, unless directed in writing by a licensed physician. Such casts or splints must be completely covered on all exterior surfaces with a foam protective material at least ½ inch thick and must be approved by the Referees.
- (f) Any player wearing a cast or splint, or has taped hands, and participates in a fight shall be assessed a DISQUALIFICATION penalty in addition to any other applicable penalty(s) assessed.
- (g) Any player deemed to be wearing dangerous equipment shall be ruled off the playing surface until such time that said equipment is removed and replaced with legal equipment. If, after a warning by the Referee, the player refuses to remove the dangerous equipment or returns to play with dangerous equipment, a Minor penalty shall be assessed.

Rule 20 – Equipment Measurement

- (a) A request for measurement of any equipment shall be limited to one request by each team during the course of any stoppage of play.
- (b) When a formal complaint is made by the Captain of a team against the dimensions of any stick, the Referee shall make the necessary measurement immediately.
 - (1) If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.
- (c) When a formal complaint is made by the Captain of a team against the dimensions of any piece of goalkeeper's equipment and the measurement would cause any delay whatsoever, other than glove measurement, such measurement shall take place at the end of a period or immediately in the last period or overtime.
 - (1) If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.

- (d) A minor plus a misconduct penalty shall be assessed to any player who refuses to surrender the stick or other piece of equipment for measurement when requested to do so by the Referee.
- (e) The Referee may measure any equipment used for the first time in the game.
- (f) The Referee shall assess a bench minor penalty to a team that requests a measurement of equipment only for the purpose of delaying the game.
- (g) No Captain or Team Official may request a protective or dangerous equipment check, or uniform compliance check, of an opposing player. After a warning by the Referee, a Captain or Team Official who continues to challenge or request a protective or dangerous equipment check, or a uniform compliance check, of the opposing team shall be assessed a bench minor penalty for "delay of game."

END OF SECTION III

Section IV: Officials

Rule 21 — Appointment of Officials and Officiating System

- (a) All Officials are classified as "Referee" for each game. Two referees will officiate any given PIHA game. During playoff action (non-round robin) a three-man system may be utilized. The third official shall be designated as "linesman" and be utilized on the surface for faceoff, violations and altercation control
- (b) All officials shall be governed, certified, appointed, scheduled, and compensated by the PIHA. (c)
- (c) The PIHA President shall appoint a National Referee-in-Chief(s) that will share responsibility with Divisional Head Referees and the Officiating Education Program. The National Referee-In-Chief(s) shall also be responsible for maintaining communication between the Divisional Head Referees and himself. The National Referee-in-Chief must insure that rules are implemented and strictly followed in all regions throughout the country. There will NEVER be any regional delineations.
- (d) Divisional Head Referees shall be responsible for assigning referees within their division and maintaining communication with the National Referee-In-Chief(s). Divisional Head Referees shall also assist with the Officiating Education Program as necessary.
- (e) Players who have been listed on a team's roster at any point during the season are ineligible to officiate any PIHA game, unless the assignment is pre-approved by the National Referee-in-Chief, or except in an emergency as defined in Rule 22(u).

Rule 22 – Referees

- (a) The "Referee(s)" shall have general supervision of the game and full control of all Game Officials, Team Officials and players before, during and after the game, on and off the playing surface. In case of any dispute, the decision of the Referee shall be final and not subject to appeal, during the course of the game.
- (b) The following equipment shall be mandatory for Referees; skates designed for inline hockey with white laces, black "pro-style" pants, black and white striped "pro-style" sweater designed for hockey with orange arm bands, black helmet with properly fastened chinstrap, shin protection, elbow pads, protective cup, and finger whistle.
- (c) Referees shall wear the current PIHA Crest on the left chest of the sweater during all games. No other patches from any other organization shall be worn. Nameplates and/or numbers shall not be worn. American flags (max. 3" diagonal) may only be worn approximately three inches below the center of the rear of the collar. As the PIHA is an international organization, such national flags are discouraged.
- (d) The Referees shall arrive at the game site at least 30 minutes before the scheduled game time and check in with the Home Team and Rink representatives. Referees must be dressed and ready to take the surface at least 5 minutes before the warm-up period.

- (e) The Referees shall enter the playing surface prior to warm-ups and remain on the surface at the conclusion of the half and/or game until all players have proceeded to their dressing rooms. Penalties may be assessed at any time before, during and after the game.
- (f) Prior to each game, the Referee shall verify all components of the rink are acceptable and in good repair and working order.
- (g) Prior to each game, the Referee shall see that the appointed Game Timekeeper, Official Scorer and Goal Judges (if applicable) are in their respective places and that the timing and signaling equipment is in good working order.
- (h) The Referees shall verify with that the team rosters are valid and sign the Official PIHA Score Sheet after each game.
- (i) The Referee shall call the teams into the rink to commence the proscribed warmup period.
- (j) The Referee shall order the teams onto the playing surface at the appointed time for the beginning of each game and at the start of each half.
- (k) The Referee shall make a visual inspection of all players during the warm-up. If there is any lack of conformity to the regulations on mandatory equipment, the Referee shall ensure that the required equipment is in place.
- (l) The Referee shall impose such penalties as are prescribed by the rules for infractions thereof and the Referee shall have the final decision regarding all goals. The Referee may consult his or her partner, or with the Goal Judge (if applicable), if necessary, before making a final decision.
- (m) The Referee shall report to the Official Scorer, or Penalty Timekeeper, all goals and assists legally scored and all penalties assessed and the reason for the assessment of such penalties.
- (n) The Referee shall report the reason for not allowing a goal every time the goal light (if applicable) is turned on in error during the course of play and/or every time a goal is illegally scored.
- (o) If any unusual delay occurs during a half, the Referee may order the intermission to take place immediately and the balance of the half shall be completed upon the resumption of play in the next half.
- (p) After each game, the Referees shall check and sign the score sheet and return it to the Official Scorer. Referees are required to report to the Divisional Head Referee all Fighting, Match, Game Ejection and Disqualification, penalties within 24 hours of the game's conclusion, giving full details in writing, of the circumstances surrounding the incident.
- (q) Report all matters involving potential suspensions and additional disciplinary action to the Divisional Head Referee within 24 hours of the game's conclusion.
- (r) Referees shall never discuss with players suspensions or potential disciplinary actions during a game setting or thereafter. This is a responsibility reserved for the PIHA National or Divisional Referee-in-Chief after a proper investigation of the incident has been completed, and disciplinary action determined by the proper authorities.
- (s) If a Referee appears to be seriously injured, play shall be stopped immediately.
- (t) If a Referee is unable to continue officiating a game due to an injury or illness, the PIHA Official in charge of the event shall appoint a substitute Referee. If no suitable substitute can be located or utilized, the remaining Referee shall officiate alone until a suitable substitute is located.
- (u) If both officials assigned to a game are incapacitated, the PIHA Official(s) in charge of the event shall try to provide a substitute(s). If there are no appropriate substitutes available, then each Captain shall appoint a player from his/her

- respective team to act as the Referee for that game. Those players shall perform all the duties that any other PIHA Referee would otherwise perform.
- (v) If the regularly appointed Referee(s) appear during the progress of the game, they shall at once replace the temporary Referees.

Rule 23 – Minor Officials

- (a) Minor Officials shall be further classified as Game Timekeeper, Penalty Timekeeper, Official Scorer and Goal Judge (optional).
- (b) At least one minor official must be present for each game.
- (c) Minor Officials can be utilized by the Referee(s) during the game for matters concerning players entering the surface from the player's the bench or penalty bench during an altercation, or for players leaving the penalty bench before the expiration of their penalty(s).
- (d) Rule 23 – Game Timekeeper, Penalty Timekeeper, Official Scorer and Goal Judge
- *Note:** The same individual can serve the positions of Game Timekeeper and Penalty Timekeeper and Official Scorer.
- (e) The "Game Timekeeper" shall signal the Referee for the start of each game and the Referee shall start play promptly in accordance with the scheduled game time.
- (f) The Game Timekeeper shall record all official playing time.
- (g) The Game Timekeeper shall be responsible for operation of the timing device.
- (h) The Game Timekeeper shall announce when one minute of actual playing time remains in each half.
- (i) If the rink is not equipped with an automatic sound device, or such sound device fails, the Game Timekeeper shall signal the end of playing time by blowing a whistle.
- (j) The "Penalty Timekeeper" shall keep a correct record of all the penalties assessed by the Referee(s) including the names of the penalized players, the infractions penalized, the duration of each penalty and the time at which each penalty was assessed. The Penalty Timekeeper shall record each Penalty Shot awarded and the result of the shot.
- (k) The Penalty Timekeeper shall check and ensure that the time served by all penalized players is correct. The Penalty Timekeeper shall be responsible for the correct posting of all Minor and Major penalties on the scoreboard and shall promptly notify the Referee of any discrepancy between the time recorded on the clock and the correct official time.
- (l) The Penalty Timekeeper shall, upon request, inform a penalized player of any penalty time.
- (m) Misconduct and coincident Minor penalties shall not be recorded on the clock, but such penalized players shall be alerted and released at the first stoppage of play following the expiration of the penalties.
- (n) If a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and signal the Referee at the next stoppage of play.
- (o) The "Official Scorer" shall be responsible for collecting game rosters and recording information dictated by the Referee during the game on the Official PIHA Score Sheet. This information shall be made known to the Coach of each

- team. The Official Scorer shall secure the names of the Captain and Alternate Captains of each team and note such on the Official PIHA Score Sheet.
- (p) The Official Scorekeeper shall sign the Official PIHA Score Sheet after each game and submit it to the PIHA League Office.
 - (q) The Official Scorer shall keep a correct record of all goals scored, and to whom credit shall be given for assists and shall be announce such over the public address system (where available). Any changes in such awards shall also be announced.
 - (r) The Official Scorer shall record the time of entry into the game of any substitute goalkeeper and shall record when a goal has been scored while the goalkeeper has been removed from the playing surface.
 - (s) No requests for changes in any award of points shall be considered unless they are made at or prior to the conclusion of the game by the team Captain.

Rule 24 – Goal Judges (optional)

- (a) There shall be one "GOAL JUDGE" at each end of the rink. They shall not be members of either team engaged in the game, nor shall they be replaced after the start of the game, unless it becomes apparent to the Referee that either Goal Judge makes unjust decisions, in which case, the Referee shall appoint a replacement.
- (b) The Goal Judges shall be stationed behind the goals during the progress of the game in properly screened cages so there can be no interference with their activities. They shall not change goals during the game.
- (c) In the event of a goal being claimed, the Goal Judge shall decide whether or not the puck has passed between the goal posts, under the crossbar or entirely over the goal line. The decision of the Goal Judge shall be "Goal" or "No Goal," and may be overruled by the Referee.

Rule 25 – League Authorities

- (a) The "League Authorities," or the "PIHA League Office," as applied under these rules, shall be defined by the PIHA Board of Directors.
- (b) League Authorities include the PIHA President, PIHA Executive Directors, PIHA Referee(s)-In-Chief and the Referees assigned to each game.

END OF SECTION IV

Section V: Penalties

Rule 26 — Penalties

- (a) Penalties shall be divided into the following categories:
 - (1) Minor Penalty (1:30 minutes)
 - (2) Bench Minor Penalty (1:30 minutes)
 - (3) Major Penalty (4 minutes)
 - (4) Misconduct Penalty
 - (5) Match Penalty
 - (6) Penalty Shot
- (b) All penalties may be assessed to any player or team official, at any time, including before, during, or after the game.

Rule 27 — Minor Penalties

- (a) For a Minor penalty, any player, other than a goalkeeper, shall be ruled off the floor for 1 minute and 30 seconds.
- (b) A Bench Minor penalty involves the removal from the floor of one player of that team for 1 minute and 30 seconds. Any non-penalized player on the team, except a goalkeeper, may be designated to serve the penalty by the Coach or Captain.
- (c) If, while a team is shorthanded by one or more Minor or Bench Minor penalties, and the opposing team scores a goal, the first of such penalties shall automatically terminate.
 - (1) "Shorthanded" means that a team is below the numerical strength of its opponent on the floor at the time that the goal is scored. Thus, if an equal number of players from each team are serving penalties in the penalty box, neither team is "shorthanded."
 - (2) This rule shall NOT apply when a goal is scored on a penalty shot or is an awarded goal.
- (d) When the Minor penalties of two players of the same team terminate at the same time, the Captain of that team shall notify the Referee which player shall return to the floor first and the Referee shall instruct the Penalty Timekeeper accordingly.
- (e) When a player receives a Major penalty and a Minor penalty at the same time, the Major penalty shall be served first by the penalized player, except if the Major penalty is assessed coincidentally with another Major penalty on the other team. The Minor penalty shall be served first when assessed with coincident Major penalties.

Rule 28 — Coincidental Penalties

- (a) When an equal number of minor penalties are assessed to players from both teams, they shall be considered "coincidental" regardless of the rule the penalty was assessed under. In such cases the penalized players shall take their place

- on the penalty bench and immediate substitution will take place for an equal number of minor penalties. The penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their penalties. Additional minor penalties assessed at the same stoppage that are not considered coincidental minor penalties shall be served in the normal manner. Coincidental minor penalties shall not be taken into account for the purpose of a delayed penalty.
- (b) When an equal number of major penalties are assessed to players from both teams, they shall be considered “coincidental” regardless of the rule the penalty was assessed under. In such cases the penalized players shall take their place on the penalty bench and immediate substitution will take place for an equal number of major penalties. The penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their penalties. Additional major penalties assessed at the same stoppage that are not considered coincidental major penalties shall be served in the normal manner. Coincidental major penalties shall not be taken into account for the purpose of a delayed penalty.
 - (c) Coincidental Penalties do not create a loss of on-floor strength to either team.
 - (d) When a player receives one or more non-coincidental minor penalties and one or more coincidental minor penalties at the same stoppage, the penalized player must serve all of the penalty time that is not terminated early by a goal. A substitute player must also be placed on the penalty bench with the penalized player. The substitute player shall return to the surface upon the termination of the non-coincidental penalty and the penalized player will remain in the penalty bench to serve the coincidental penalty. A player’s coincidental penalties may not start until all non-coincidental penalties to that player have terminated.
 - (e) Coincidental Penalties should not be displayed on the timing device but such penalized players should be alerted and released at the first stoppage of play following the expiration of their penalties

Rule 29 — Major Penalties

- (a) For a Major penalty (except Fighting), any player, other than a goalkeeper, shall be ruled off of the floor for 4 minutes, and may not be terminated by a goal scored by the opposing team.
- (b) Violent and vicious acts for cross checking, boarding, slashing, hitting from behind, charging, elbowing, kneeing, butt-ending, spearing, high sticking, etc., shall be assessed a Major penalty at the discretion of the Referee(s).
- (c) Coincidental Major penalties shall allow for immediate substitution for both players on the floor.
- (d) A Disqualification penalty assessed for “Fighting” shall carry a mandatory, minimum 3 game suspension plus the possibility of a fine and/or additional suspension after investigation by the PIHA League Authorities.
- (e) Any player receiving 2 Major penalties (except Fighting) in the same game shall be assessed a Game Ejection penalty.

Rule 30 — Misconduct, Game Ejection and Disqualification Penalties

- (a) A "Misconduct" penalty to all players, except the goalkeeper, involves removal for 10 minutes from the current game. A substitute player is permitted to immediately replace a player serving a Misconduct penalty. A player whose Misconduct penalty has expired will remain on the bench until the next stoppage of play. When a player receives a Minor and/or Major penalty and a Misconduct penalty simultaneously, the penalized team will put a substitute player in the penalty bench and the substitute player will serve the Minor penalty and/ or Major penalty.
 - (1) In the event of a second 10-minute misconduct by a player in the same game, the player shall be assessed a Game Ejection penalty in lieu of the second misconduct.
- (b) A "Game Ejection" or "EJ" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace a player so removed. The offending player, coach or non-playing persons must leave the bench and playing surface immediately and may not communicate with or contact team personnel in any manner until the game is completed. Any contact with game officials is prohibited. A player who is assessed a Game Ejection is suspended for the remainder of that game only. The player shall be allowed to play in the team's next scheduled game.
- (c) A "Disqualification" or "DQ" penalty involves a player being assessed a four minute time penalty plus the removal of the player for the remainder of the game. When coincidental Disqualification penalties are assessed against an equal number of players of each team, the teams shall be permitted substitutions on the surface for the penalized players. A player who is assessed a Disqualification penalty is:
 - (1) Removed for the remainder of that game, plus automatically suspended for the next regularly scheduled game of that team, and is subject to further suspension from the PIHA League Authorities.
 - (2) May not participate in **ANY** PIHA activities (practices, warm-up and games) until a ruling is made by the PIHA League Authorities. Said player(s) may not occupy any area designated or reserved for players for the duration of their suspension. A substitute, other than a spare goalkeeper, must enter the penalty bench immediately in the place of the disqualified player(s) and enter the game after the major penalty has elapsed.
- (d) A player or Team Official assessed a Disqualification penalty for abuse of officials under Rule 37 shall be suspended for the next regularly scheduled game of that team. Said player may also be subject to a fine and/or additional suspension after an investigation by the PIHA League Authorities.
- (e) The Referee(s) are required to report all Disqualification penalties and the surrounding circumstances to the Divisional Head Referee within 24 hours of the incident. The PIHA League Authorities shall have the power to impose further sanctions, including fines and/or suspensions as deemed necessary.
- (f) A Team Official who is assessed a Game Ejection or Disqualification penalty must leave the immediate players' bench area and may not attempt to direct the team in any way or be in a physical place where they could do so. For violation of this rule an additional Disqualification penalty shall be assessed.
- (g) For all Misconduct, Game Ejection and Disqualification penalties, no matter when assessed, a total of 10 minutes shall be charged to the records of the offender.

**Note --- see Rule 71, Supplemental Discipline for suspension and appeals procedures.*

Rule 31 – Match Penalties

- (a) A “Match” penalty involves a player being assessed a four minute time penalty, the removal of the player for the balance of the game, and the offender shall be ordered to the dressing room immediately. Unless immediate substitution is permitted because of a coincidental penalty, the penalized team shall immediately place a non-penalized player, other than a goalkeeper, on the penalty bench to serve the 4-minute time portion of the Match penalty, and such player may not be changed.
- (b) The substituting player shall also serve any additional Minor or Major penalty(s) assessed to the offending player unless immediate substitution is permitted because of coincidental penalties.
- (c) When coincident Match penalties have been assessed or when any combination of coincident Major and Match penalties have been assessed to a player(s) of both teams, coincidental substitution rules shall apply with respect to player substitutions.
- (d) The Referee(s) are required to report all Match penalties and the surrounding circumstances, in writing, to the Divisional Head Referee within 24 hours of the incident. Anyone receiving a Match penalty will not be allowed to participate in **ANY** PIHA League activities (practices, warm-ups and games) until the PIHA League Authorities review the case.
- (e) For all Match penalties, no matter when assessed, a total of 10 minutes shall be charged to the records of the offender.

Rule 32 — Calling of Penalties

- (a) Should an infraction of the rules be committed by a player on the team in possession of the puck, the Referee shall immediately stop play and assess the applicable penalty(s) to the offending player(s).
- (b) Should an infraction of the rules which call for a minor, bench minor, major or match penalty, as committed by a player of a team not in possession of the puck, the Referee shall signify the calling of a delayed penalty by raising the arm and, on completion of the play by the team in possession, shall immediately stop play and assess the penalty to the offending player.
 - (1) "Completion of the play by the team in possession" in this rule means that the puck must have come into the possession and control of an opposing player, or has been "frozen." This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of an opposing player.
- (c) The face-off following a non-coincidental penalty that creates a differential in onfloor strength shall take place at one of the two defensive end face-off spots of the offending team in all circumstances except:
 - (1) Start of game
 - (2) Start of half or overtime
 - (3) Following a goal
- (d) If the penalty to be imposed is a Minor penalty, and a goal is scored on the play by the non-offending team, the Minor penalty shall not be assessed, but all

- additional Minor, Major or Match penalties shall be assessed in the normal manner regardless of whether a goal is scored or not.
- (e) Only one Minor penalty may be negated by a goal scored by a non-offending team on a play that incurs multiple Minor penalties on the same team. The first of the multiple penalties in such a case shall be the penalty negated.
 - (f) If the Referee signals an additional Minor penalty(s) against a team that is already shorthanded because of one or more Minor or Bench Minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty(s) shall be assessed and the first Minor penalty being served, which caused the team to be shorthanded, shall be terminated.
 - (g) If, after the Referee has signaled a penalty, but before play has been stopped, the puck enters the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be assessed in the normal manner.
 - (h) If a player already signaled for a delayed penalty commits other fouls on the same play, either before or after the Referee has stopped play, the offending player shall serve such penalties consecutively.
 - (i) All Minor or Bench Minor penalties that occur after a goal has been scored or during a Penalty Shot, shall be served in the normal manner under this rule.

Rule 33 — Delayed Penalties

- (a) During a delayed penalty situation, once non-offending team has legally replaced the goalkeeper with an additional attacker, the non-offending team may not pass or carry the puck backward from their attacking zone into their defending zone.
 - (1) This rule goes into effect the moment the skates of the player substituting for the goalkeeper touch the floor.
 - (2) For a violation, play shall be stopped once the puck has been carried completely across the center red line, or has been otherwise propelled completely across the center red line.

Note: Referees shall stop play even if it appears that the puck would enter the non-offending team's goal and they were the last team to possess the puck. Play is dead when the puck completely crosses the center red line.
- (b) If a third player of any team is penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third player penalized must proceed to the penalty bench and may be replaced on the floor by a substitute until such time as the penalty time of the player shall commence.
- (c) When any team shall have three players serving penalties at the same time and, because of the delayed penalty rule a substitute for the third offender is on the floor, none of the three penalized players on the penalty bench may return to the floor until play has stopped. When play has been stopped, the player(s) whose full penalty has expired may return to the floor.
- (d) The Penalty Timekeeper shall permit the return to the floor in the order of expiration of their penalties, of a player or players when, by reason of the expiration of their penalty, the penalized team is entitled to have more than three players on the floor.

Rule 34 — Goalkeeper Penalties

- (a) A goalkeeper shall not be sent to the penalty bench for an infraction of the rules which incurs a Minor, Major or Misconduct penalty, but instead the penalty shall be served by a teammate on the floor at the time the infraction was committed. Said teammate shall be designated by the Coach or Captain and shall not be changed.
- (b) When a goalkeeper commits an infraction of the rules that calls for a Disqualification or a Match penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available. Any additional penalties specifically called for by the individual rules covering Disqualification or Match penalties shall apply, and the offending team shall be penalized accordingly. Each additional penalty shall be served by a teammate as designated by the Coach or Captain and who was on the floor at the time the infraction was committed.
- (c) When a goalkeeper leaves the immediate vicinity of his goal crease and takes part in an altercation, he will be given a Minor penalty and Misconduct, or a Game Ejection if he is the "third man in."
- (d) If a goalkeeper participates in the play in any manner beyond the center red line, a Minor penalty shall be assessed.
- (e) Should a goalkeeper receive a Game Ejection, Disqualification, or Match penalty, his place shall be taken by the substitute goalkeeper.

Rule 35 — Penalty Shots

- (a) Any infraction of the rules which calls for a Penalty Shot shall be taken as follows:
- (b) The Referee shall name the player designated by him or selected by the team entitled to take the shot (as appropriate) and shall then place the puck on the center face-off spot. The player taking the shot shall, on the whistle of the Referee, play the puck from there and shall attempt to score on the goalkeeper. The player taking the shot must keep the puck in motion, toward the opponent's goal line and once it is shot the play will be considered complete. If the player reverses direction or fails to keep the puck in motion towards the opponent's goal line the attempt shall be stopped and may not be retaken.
- (c) No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete.
- (d) Only a player designated as a goalkeeper or substitute goalkeeper may defend against a Penalty Shot.
- (e) The goalkeeper must stay in the goal crease until the player attempting the shot touches the puck. In the event of a violation of this rule, or any other infraction of the rules, is committed by the goalkeeper the Referee shall allow the Penalty Shot to continue. If the shot fails the Referee shall permit the Penalty Shot to be taken again.
- (f) The goalkeeper may attempt to stop the shot in any manner except by throwing the stick or any other object, in which case a goal will be awarded.
- (g) In cases where a Penalty Shot has been awarded under Rule 44(b) deliberately displacing the goal post or removing the helmet/face mask during a breakaway and under Rule 68(b) for fouling a player from behind, the Referee shall designate the player who has been fouled as the player to take the Penalty Shot.

- (h) In cases where a Penalty Shot has been awarded under Rule 46(c) falling on the puck in the goal crease, Rule 47(c) closing the hand on the puck in the goal crease, Rule 55(b) illegal entry into the game, and Rule 67(a) throwing the stick, the Penalty Shot will be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team. Said player need not be on the floor at the time the foul was committed. The player selected must be a non-penalized, non-injured player and must not be a goalkeeper or substitute goalkeeper. The selection shall be reported to the Referee and cannot be changed.
- (i) If by reason of injury the player designated to take a Penalty Shot by the Referee is unable to do so, the shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team. The player selected must be a non-penalized, non-injured player and must not be a goalkeeper or substitute goalkeeper. The selection shall be reported to the Referee and cannot be changed.
- (j) Should the player to whom a Penalty Shot has been awarded commits a foul in connection with the same play or circumstances, either before or after the Penalty Shot has been awarded, he shall first be permitted to take the shot before being sent to the penalty bench to serve the penalty, except when said penalty is a Match or Misconduct (Game Ejection or Disqualification) penalty in which case the shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team. The player selected must be a non-penalized, non-injured player and must not be a goalkeeper or substitute goalkeeper.
- (k) If at the time a Penalty Shot is awarded and the goalkeeper of the penalized team has been removed from the floor to substitute another player, the goalkeeper shall be permitted to return to the floor before the Penalty Shot is taken.
- (l) If the goal is scored from a Penalty Shot, the puck shall be faced-off at the center spot. If a goal is not scored, the puck shall be faced-off at either of the end faceoff spots in the zone in which the penalty shot was taken.
- (m) Should a goal be scored or not from a Penalty Shot, a further penalty to the offending player shall not be applied unless the infraction for which the Penalty Shot was awarded was a Major, Match or Misconduct penalty, in which case the penalty shall be assessed in addition to the Penalty Shot.
- (n) Players, except those involved in the Penalty Shot, must go immediately to their respective benches and remain on the bench for the duration of the penalty shot. Any failure to do so shall result in a Misconduct Penalty to the offending player.
- (o) If an opposing player interferes with or distracts the player taking the Penalty Shot in any way, a goal shall automatically be awarded.
- (p) The time required for the taking of a Penalty Shot shall not be included in the regular playing time.

Rule 36 — Penalties In Overtime

- (a) All Penalties called in overtime will be assessed the same as in regulation play with the exception of 1 on 1 play; in which all penalties are deemed penalty shots.

- a. If a team enters the overtime period shorthanded by one player, play will start 4-on-3, and then revert to 3-on-3 at the first stoppage following the expiration of the penalty.
- b. If a team enters the overtime period shorthanded by two players, play will start 4-on-2 and then revert to 3-on-3 at the first opportunity following a stoppage.

END OF SECTION V

Section VI. – Playing Rules

Rule 37 — Abuse of Officials and Other Misconduct

- (a) Any player who disputes the ruling of a Referee, or attempts to incite or taunts an opponent, or creates a disturbance during the game shall be assessed a Minor penalty for Unsportsmanlike Conduct. If a player persists in such conduct, a Misconduct penalty shall be assessed. Any further persistence by the same player shall result in the assessment of a Game Ejection penalty, followed by a Disqualification penalty.
- (b) Any player who shoots the puck after the whistle shall be assessed a Minor penalty if, at the discretion of the Referee, the player had sufficient time to refrain from taking the shot.
- (c) Teams shall have one designated Captain and two alternate Captains. They are the only team members allowed to ask for clarification of a ruling from a Referee. Other players will be issued a Minor penalty for Unsportsmanlike Conduct if they persist in disputing the ruling of a Referee in accordance with Rule 35(a). Should the Captain be unable to confer with the Referee because of injury, equipment repair, or having been assessed a penalty, either Alternate Captain will be allowed to confer with the official.
- (d) Any identifiable player who does any of the following shall be assessed a minor penalty (when the player is unidentifiable, the team shall be assessed a bench minor penalty):
 - (1) In the vicinity of the player's bench, uses obscene, profane or abusive language towards any person.
 - (2) Throws anything on the playing surface from the player's or penalty bench.
 - (3) Interferes with any Official (non-physically) in the performance of their duties.
- (e) Any player who does any of the following shall be assessed a Misconduct penalty:
 - (1) Persists in any course of conduct for which they have previously been assessed a minor penalty
 - (2) Persists in any course of conduct (including threatening or abusive language or gestures or similar actions) designated to incite an opponent into incurring a penalty.
 - (3) Enters and remains in the Referee's Crease, when asked to leave, except for the purpose of skating to the penalty bench.
 - (4) Does not retreat to their player's bench when an altercation breaks out. Should they not leave the area immediately after being informed by a game official to do so, all offending players shall receive Misconduct Penalties.
 - (5) Uses obscene, profane, or abusive language to any person before, during or after the game.
 - (6) During a stoppage of play, intentionally shoots the puck away from an official who is retrieving it.
 - (7) After being penalized, does not proceed directly to the penalty bench or locker room when ordered to do so by the Referee. (Equipment shall be retrieved and delivered by a teammate).

- (8) Physically or verbally threatens physical abuse to another player, Game Official, or Team Official.
- (9) Intentionally bangs the boards, the floor, protective glass or goal with a stick at any time.
- (10)
- (f) Any player who does any of the following shall be assessed a Game Ejection penalty:
 - (1) Persists in any course of conduct for which the player has been previously assessed a Misconduct Penalty.
 - (2) Touches or holds any Game Official with the hand or stick.
- (g) Any player who does any of the following shall be assessed a Match penalty:
 - (1) Uses obscene gestures, or racial/ethnic slurs, anytime before, during, or after the game.
 - (2) Deliberately inflicts, or attempts to inflict, physical harm to any Game Official or Team Official.
 - (3) Exhibits conduct which is critically detrimental to the game, including spitting on an opponent, Game Official, or Team Official.
- (h) Any Team Official who does any of the following shall be assessed a Bench Minor penalty:
 - (1) Bangs the boards with a stick or other instrument.
 - (2) Uses obscene, profane, or abusive language to any person before, during or after the game.
 - (3) Throws anything on the playing surface from the player's or penalty bench.
 - (4) Interferes with any Official (non-physically) in the performance of their duties.
 - (5) Attempts to incite an opponent into incurring a penalty.
- (i) A Bench Minor Penalty plus a Game Ejection shall be imposed if any Team Official steps on the playing surface to challenge or dispute a ruling.
- (j) Any Team Official who does any of the following shall be assessed a Game Ejection penalty:
 - (1) Persists in any course of conduct for which the Team Official has been previously assessed a Minor Penalty.
 - (2) Engages in any of the conduct listed under Rule 35(h) after the game.
- (k) Any Team Official who does any of the following shall be assessed a Match penalty:
 - (1) Enters the Official's dressing room, before, during, or after the game unless requested to do so by an official
 - (2) Uses obscene gestures, or racial/ethnic slurs, anytime before, during, or after the game.
 - (3) Deliberately inflicts, or attempts to inflict, physical harm to any Game Official or Team Official.
 - (4) Exhibits conduct which is critically detrimental to the game, including spitting on an opponent, Game Official, or Team Official.

Rule 38 — Adjustment to Clothing and Equipment

- (a) Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks, with the exception of the goalkeeper. For a violation of this rule, a Minor penalty shall be assessed.

- (b) It is the responsibility of the players to maintain their clothing and equipment in the proper condition. If adjustments are required, the player shall retire from the floor and play shall continue with a substitute.
- (c) All players of both teams shall wear a HECC-approved helmet at all times while participating in a game either on the playing surface, the players' bench, or the penalty bench. For a violation of this rule, a Minor penalty shall be assessed after a warning from the Referee. A Misconduct penalty shall be assessed for subsequent violations.
- (d) The Referee(s) has sole discretion regarding allowing a goalkeeper adjustments to equipment.
- (e) If the repair, in the Referee's opinion, can be done in a timely manner (causing no extensive delay in the game) the goalkeeper shall be allowed to do so.
- (f) If the repair, in the Referee's opinion, would cause an extensive delay a substitute goalkeeper shall replace the goalkeeper.
- (g) A Time-out may be used to repair a goalkeeper's equipment, but it shall not exceed the allotted 60 seconds.

Rule 39— Alcohol and Drug Use

- (a) The PIHA will not tolerate or condone alcohol or drug use by its players or Team Officials. It is the policy of the PIHA to maintain an environment free from drug and alcohol abuse and its effects.
- (b) Based on this rule, the Officials of a game are instructed not to challenge a participant's level of intoxication, but rather to assess a Game Ejection penalty to any participant who smells like alcohol or appears to be under the influence of drugs. The Referees shall report the circumstances surrounding the situation to the Divisional Head Referee within 24 hours.
- (c) The possession, use, sale or distribution of drugs or alcohol and/or being under the influence at PIHA facilities of either substances by players, Team Officials and/or Game Officials will be subject to disciplinary action up to and including termination from the PIHA.

Rule 40 — Attempt to Injure

- (a) A Match penalty shall be assessed to any player who deliberately attempts to injure and opponent, Game Official, or Team Official in any manner.
- (b) The offending team must put a player in the penalty bench immediately and the substitute for the penalized player may return to the floor at the end of the fourth minute.
- (c) The circumstances will be reported to the Divisional Head Referee for further disciplinary action.

Rule 41 — Boarding and Body Checking

- (a) A Minor, Major, Major plus a Game Ejection or Disqualification penalty for "Boarding," at the discretion of the Referee based on the degree of violence of the impact with the boards, shall be assessed to any player who body checks an

- opponent in such a manner that caused the opponent to be violently thrown into the boards.
- (b) A Major plus Game Ejection, or a Disqualification penalty, at the discretion of the Referee, shall be assessed if a player is injured as a result of Boarding.
 - (c) Boarding and Body Checking may also be treated as a Match penalty for Attempt to Injure at the discretion of the Referee.
 - (d) A Minor, Double Minor, Major plus Game Ejection or Disqualification penalty for "Body Checking" shall be assessed, at the discretion of the Referee based on the degree of violence of the impact. Body Checking shall be defined as the action a player uses by exerting overt force of the shoulder, arms, elbows, knees, or hips to strike an opponent.
 - (e) Body Checking can occur whether a player is in possession of the puck or not.
 - (f) Referees are instructed to call Body Checking when the offending player's main focus is not on the puck.
 - (g) "Angling" or "Rolling" an opponent into the boards, while a player is trying to go through an opening too small, is not considered Boarding or Body Checking.

Rule 42 — Broken Stick

- (a) A player or goalkeeper whose stick is broken may participate in the game provided he immediately drops the broken stick. A Minor penalty shall be assessed to a player that knowingly participates in play with a broken stick. A broken stick is one that, in the opinion of the official, is unfit for normal play.
- (b) A goalkeeper may not play with a broken stick. A teammate may hand his stick to a goalkeeper who has lost or broken his stick, or may retrieve a goalkeepers' stick from the players bench. The player may not participate in the play while in possession of more than one stick. A Minor penalty for an "equipment violation" shall be assessed for a violation of this rule.
- (c) A player whose stick is broken may not receive a stick thrown on the floor from any part of the rink, but must obtain one from the players' bench.
- (d) Any player or goalkeeper who throws a stick or who plays with a stick that was thrown onto the floor illegally shall be assessed a Minor penalty under this rule.
- (e) If the thrown stick strikes the puck in the Defensive Zone, a Penalty Shot shall be awarded.

Rule 43 — Charging and Checking from Behind

- (a) A Minor, Major, Major plus Game Ejection or Disqualification penalty, at the discretion of the Referee, shall be assessed any player who charges or jumps into an opponent.
 - (1) "Charging" is defined as a player taking more than two strides, traveling an excessive distance to accelerate through a body check for the purpose of punishing the opponent, or leaving his feet to check an opponent. The action of traveling a great distance to target an opponent with a punishing hit should be penalized with a Disqualification penalty.
- (b) A Major plus Game Ejection, or a Disqualification penalty, at the discretion of the Referee, shall be assessed if a player is injured as a result of Charging.

- (c) A Minor, Major, Major plus a Game Ejection or Disqualification penalty for “Checking from Behind,” at the discretion of the Referee, shall be assessed any player who pushes, body checks, or hits an opponent from behind.
 - (1) A Major penalty shall be assessed for checking an opponent from behind into the boards or goal frame.
 - (2) A Disqualification penalty must be assessed to any player who intentionally checks an opponent from behind head first into the boards or goal frame.
- (d) A Major plus Game Ejection, or a Disqualification penalty, at the discretion of the Referee, shall be assessed if a player is injured as a result of Checking from Behind.
- (e) A Minor, Major, Major plus a Game Ejection or Disqualification penalty, at the discretion of the Referee, shall be assessed any player who body checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area.
 - (1) A Major penalty shall be assessed any time a player makes intentional contact with the goalkeeper with significant force.
- (f) A goalkeeper is not “fair game” just because he is outside the privileged area. A penalty for Interference, Charging, or Body Checking must be assessed when an opposing player makes unnecessary contact with a goalkeeper.
- (g) Charging and Checking from Behind may also be treated as a Match penalty for Attempt to Injure at the Referee’s discretion.

Rule 44 — Cross-Checking and Butt-Ending

- (a) A Minor, Major, Major plus Game Ejection, or Disqualification penalty for “Cross-Checking,” at the discretion of the Referee, shall be assessed to a player who strikes an opponent with the stick while both hands are on the stick.
- (b) A Major, Major plus Game Ejection, or Disqualification penalty for “Butt-Ending,” at the discretion of the Referee, shall be assessed to a player who attempts to strike an opponent with the butt-end of the stick.
 - (1) An attempt to butt-end shall include all situations where a butt-ending motion is made.
- (c) A Major plus Game Ejection or Disqualification penalty shall be assessed to a player who strikes an opponent with the butt-end of the stick.
- (d) A Major plus Game Ejection, or Disqualification penalty shall be assessed, at the discretion of the Referee, if a player is injured as a result of Cross-Checking or Butt-Ending.
- (e) Cross-Checking or Butt-Ending may also be treated as a Match Penalty for Attempt to Injure at the Referee’s discretion.

Rule 45 — Deliberate Injury to Opponents and Head-Butting

- (a) A Match penalty shall be assessed to a player who deliberately injures an opponent, Game Official or Team Official.
 - (1) The circumstances will be reported to the Divisional Head Referee for further disciplinary action.
- (b) A Disqualification penalty shall be assessed for “Head-Butting” to a player who deliberately head-butts an opponent, Game Official or Team Official.

- (1) The offending team must put a player in the penalty bench immediately and the substitute for the penalized player may return to the floor at the end of the fourth minute.
- (2) The circumstances will be reported to the Divisional Head Referee for further disciplinary action.
- (c) Head-Butting may also be treated as a Match Penalty for Attempt to Injure at the Referee's discretion

Rule 46 — Delaying the Game

- (a) A minor penalty shall be assessed to any player or goalkeeper who deliberately freezes the puck along the boards or goal frame for the purpose of delaying the game.
- (b) A minor penalty, after a warning by the referee, shall be assessed to any player or goalkeeper who, at the discretion of the referee, refuses to keep the puck in motion.
- (c) A minor penalty shall be assessed to any goalkeeper who delays the game by shooting, throwing, or batting the puck directly (non-deflected) outside the playing area during play, except where there is no glass or other material extending above the boards.
- (d) A minor penalty shall be assessed to any player or goalkeeper who delays the game by **deliberately** shooting, throwing or batting the puck outside the playing area either during play or during a stoppage.
- (e) A minor penalty shall be assessed to a player or goalkeeper who deliberately displaces the goal post from its normal position for the purpose of delaying the game.
- (f) If by reason of insufficient playing time remaining, the Minor Penalty assessed to a player for deliberately displacing the goal post cannot be served in its entirety within the regular playing time of the game or at any time in overtime, a Penalty Shot will be awarded against the offending team.
- (g) If a player or goalkeeper deliberately displaces the goal post or deliberately removes the helmet/face mask during a breakaway by the attacking team, a Penalty Shot shall be awarded to the non-offending team. The Penalty Shot shall be taken by the player last in possession of the puck.
- (h) If a player or goalkeeper deliberately displaces the goal post or deliberately removes the helmet/face mask during a breakaway by the attacking team with the goalkeeper off the floor or, in the opinion of the Referee, a player has an uncontested shot at an open goal, a goal shall be awarded to the non-offending team.
- (i) Pinning the puck to the surface with the stick, by any means (toe, bottom of the blade, shaft or butt-end), for the purpose of stick-handling shall be prohibited.
 - (1) For a violation of this rule, play should be stopped immediately. The ensuing face-off shall take place at the defending end zone face-off spot of the offending team and the team shall be warned that further illegal stick-handling shall result in a minor penalty for delay of game.
- (j) A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.

Rule 47 — Elbowing and Kneeing

- (a) A Minor, Major, Major plus Game Ejection, or Disqualification penalty for “Elbowing” or “Kneeing,” at the discretion of the Referee, shall be assessed to any player who uses his elbow or knee in such a manner as to in any way foul an opponent.
- (b) A Major plus Game Ejection, or a Disqualification penalty, at the discretion of the Referee, shall be assessed if a player is injured as a result of Elbowing or Kneeing.
- (c) Elbowing or Kneeing may also be treated as a Match penalty for Attempt to Injure at the Referee’s discretion.

Rule 48 — Face-Offs

- (a) All face-offs must occur at one of the five face-off spots. The team responsible for the stoppage shall not be given a territorial advantage in the placement of the next face-off location, unless otherwise specified in these rules.
- (b) If the puck goes out of play due to striking the goal frame, the resulting face off shall take place at the closest face-off spot in the defensive zone.
- (c) Players facing-off shall stand **motionless**, facing their opponent’s end of the rink approximately one stick length apart with the blade of their sticks on the floor on their side of the face-off spot. The attacking team must put his/her stick down first. All other players must remain outside of the face-off circle, or 15 feet away from the players facing-off, and must be on-side and **motionless**. Any player entering the face-off circle or making contact with an opponent before the puck is dropped, shall cause the offending team’s center to be ordered from that face-off by the Referee and replaced by another teammate on the floor.
- (d) If, after being warned by the Referee, any of the players fail to take the proper position for the face-off, or make unnecessary contact with an opponent, the Referee shall replace the offending player or players with another player on the floor.
- (e) A team shall be assessed a Minor penalty for Delaying the Game if the Referee is forced to replace a either team’s center a second time during a face-off for any reason.
- (f) Referees shall conduct face-offs within 15 seconds, in accordance with Rule 12(g).
- (g) Unless otherwise noted in these rules, when a stoppage of play has been caused by any player of the attacking side, the ensuing face-off shall be made at the center face-off spot.
- (h) When a stoppage in play has been caused, or an infringement of a rule has been committed, by players of both sides resulting in a stoppage, the result will be a last-play face-off unless otherwise expressly provided by these rules.
- (i) When a stoppage occurs where neither team can be readily identified as causing the stoppage, the puck shall be faced-off at the nearest face-off spot to where the stoppage occurred on the side where the stoppage occurred, unless otherwise expressly provided by these rules.
- (j) When a goal is disallowed as a result of the puck being deflected off the Official directly into the net, the face-off shall be at either of the end face-off spots in that zone.

- (k) When the game is stopped for any reason not specifically covered in the official rules, the puck must be faced-off where it was last played.
- (l) The players conducting the faceoff (centers) are strictly prohibited from playing the puck with their hands within the face-off circle until the faceoff has been won. If one of the two players covers or bats the puck before team possession has been attained then a delay of game penalty shall be assessed,

Rule 49 — Falling on Puck

- (a) A minor penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards.
 - (1) Any player who drops to block a shot shall not be penalized if the puck is shot under the player or becomes lodged in any clothing or equipment.
 - (2) A minor penalty shall be assessed to any player who uses the hands to obtain such stoppage.
- (b) A minor penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the puck is entirely outside the boundaries of the privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.
 - (1) A minor penalty shall be assessed to a goalkeeper who holds the puck against any part of the goal or the boards.
- (c) No defending player, except the goalkeeper, shall be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease.
 - (1) For a violation of this rule, play shall be immediately stopped and a penalty shot shall be awarded to the non-offending team. However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot.
 - (2) This rule shall be interpreted so that a penalty shot shall be awarded only when the puck is in the goal crease at the instant the infraction occurs. However, in cases where the puck is outside the goal crease, a Minor penalty for Delaying the Game may still be assessed.

Rule 50 — Fighting

The Referee is provided with very wide latitude with regard to the penalties which that may be assessed under this rule. This is done to enable the Referee(s) to differentiate between the obvious degrees of responsibility of the participants, either for starting the fight or persisting in continuing the fight. Referees are directed to employ every means provided by these rules to prevent "brawling."

An instigator of an altercation shall be a player who by his actions or demeanor demonstrates any/some of the following criteria: distance traveled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game incident.

- (a) A Disqualification penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game. **Fighting also**

- carries a mandatory, minimum 4 game suspension** plus the possibility of a fine and/or additional suspension after investigation by the PIHA League Authorities.
- (b) A Minor or a Double Minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempted punch. However, at the discretion of the Referee, a Disqualification penalty shall be assessed if the player continues the altercation.
 - (c) A Double Minor plus Game Ejection penalty shall be assessed to any player or goalkeeper who is the first to intervene in a fighting altercation already in progress ("third man in").
 - (1) This penalty is in addition to any other penalty incurred in the same incident.
 - (2) Subsequent players who intervene in a fighting altercation already in progress shall also be assessed a Game Ejection penalty.
 - (d) A Minor penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation.
 - (1) This penalty shall be in addition to any penalty incurred during the altercation.
 - (e) A Minor penalty shall be assessed to a player who intentionally drops his/her gloves for any reason.
 - (f) A Minor penalty shall be assessed, in addition to any other penalty(s), to the player deemed the instigator of a fight, at the Referee's discretion.
 - (g) A Double Minor penalty shall be assessed to the player deemed the instigator of a fight and who is wearing facial protection (half shield or full facial), including the goalkeeper.
 - (h) A Game Ejection penalty or Disqualification penalty, at the discretion of the referee, shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.

Rule 51— Goals and Assists

- (a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line, before playing time expires.
- (b) A "goal" shall be credited in the scoring records of the player who shot the puck into the opponent's goal. Each goal shall count as one point in the player's record.
- (c) An "assist" shall be credited to the player(s) taking part in the play immediately preceding the goal. No more than two assists may be awarded on any goal. Each assist shall count as one point in the player's record.
- (d) The Referee shall report all goals and assists to the Official Scorer, who shall then announce them.
- (e) A goal shall be scored if the puck is put into the goal in any way by a player of the defending team. The player of the attacking side who last played the puck shall be credited with the goal but no assist shall be awarded.
- (f) If an attacking player kicks the puck and the puck goes directly into the goal or it is deflected into the goal by any player, including the goalkeeper, or a Referee, the goal shall be disallowed.
- (g) If the puck has been deflected into the goal by a shot of an attacking player by striking any part of the player, a goal shall be allowed. The player who deflected

- the puck is credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown, or **otherwise deliberately directed** into the goal by any means other than a stick.
- (h) If a goal is scored as a direct result of the puck being deflected into the goal off a Referee, the goal shall be disallowed.
 - (1) The ensuing face-off shall take place at the nearest end-zone face-off spot to the place where the puck contacted the Referee.
 - (i) Any goal scored other than as covered by this rulebook shall be disallowed.
 - (j) The Referee shall report all disallowed goals and the reason to the Official Scorer, who shall then announce them.

Rule 52 — Handling Puck With Hands

- (a) If a player, except a goalkeeper, closes his hand on the puck while it's in the air, and advances the puck, play will be stopped and a face-off will be conducted at the nearest face-off location, as defined in Rule 46. However, if the puck is dropped immediately, play shall be allowed to continue. If a goalkeeper holds the puck for more than three seconds, play shall be stopped and a face-off shall be held at the end zone face-off spot nearest to the point from which the puck was last played.
- (b) If a goalkeeper holds the puck unnecessarily, after a warning by the Referee, he shall be assessed a Minor penalty for "Delaying the Game." If a goalkeeper throws the puck forward towards the opponent's goal, and it is first touched by a teammate, play shall be stopped. The ensuing face-off shall take place at the nearest end zone face-off spot of the offending team.
- (c) If a defending player other than a goalkeeper picks up the puck, closes the hand on the puck, or otherwise holds or covers the puck while it is in the crease, the play shall be stopped immediately and a Penalty Shot shall be awarded to the non-offending team.
- (d) If the above situation occurs while the goalkeeper is off the playing surface a goal shall be awarded.
- (e) A player will be permitted to stop or bat a puck in the air with his open hand, or push it along the floor with his open hand, and the play shall not be stopped unless, in the opinion of the Official, the player has deliberately directed the puck to a teammate in the Attacking Zone, in which case the play shall be stopped.
- (f) The ensuing face-off will take place at the nearest face-off location to where the hand pass originated in the offending team's Defensive Zone, or on the center rink face-off spot if the pass originated from the offending team's Defensive Zone.
- (g) If a player, except a goalkeeper, deliberately picks up the puck off of the playing surface or deliberately closes his hand on the puck while it's on the playing surface, he will be assessed a Minor penalty under this rule.
- (h) A goal that is scored as the result of the puck being batted, directed by any means other than legally played by the stick, or thrown into the goal either directly or after deflecting off any other player, including the goalkeeper, shall be disallowed.
 - (1) The ensuing face-off shall take place at one of the center rink face-off spot.

Rule 53 — Head Contact

- (a) A Minor, Major, Major plus Game Ejection, or Disqualification penalty shall be assessed for contact to an opponent's head.
- (b) Referees are instructed to make discretionary Head Contact calls as follows:
 - (1) Minor — obvious contact to the head, including with a closed glove 'punch' that is not labeled as 'fighting,' especially during play or after a stoppage in retaliation for an action from an opponent, whether that action was penalized or not.
 - (2) Minor — indirect contact to the head that starts below the shoulders and 'rides up' into the head or neck area.
 - (3) Major — targeted or direct contact above the shoulders that, in the Referee's opinion, was deliberate and possesses injury potential.
 - (4) Major plus Game Ejection or Disqualification — intentionally or recklessly contacting an opponent in the head, face, or neck.
 - (5) Disqualification — shall be assessed if a player is injured as a result of "Head Contact."
- (c) A Disqualification penalty shall be assessed to any player who injures an opponent as a result of Head Contact.
- (d) Head Contact may also be treated as a Match penalty for Attempt to Injure at the discretion of the Referee

Rule 54 — High Sticks

The carrying of the stick above the normal height of the shoulders is prohibited, and the Referee shall, at his discretion, assess a Minor, Double Minor, Major, Major plus a Game Ejection, or a Disqualification penalty for "High Sticking" to any player who strikes an opponent with a stick so carried. A player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow-through of a shooting motion. For the purposes of assessing parts (b) and (c) of this rule, point where the puck contacts the stick shall be the determining point.

- (a) Referees are instructed to make discretionary High Sticking calls as follows:
 - (1) Minor — obvious contact above the shoulders with no injury potential.
 - (2) Double Minor — obvious contact to the head or face causing injury, but deemed to be accidental and/or careless by the Referee.
 - (3) Major — obvious contact above the shoulders that, in the Referee's opinion, was deliberate and possesses injury potential.
 - (4) Disqualification — shall be assessed if a player is injured as a result of "High Sticking."
 - (5) Match — High Sticking may treated as a Match Penalty for Attempt to Injure or Deliberate Injury, at the Referee's discretion.
- (b) A goal scored by an attacking player who contacts the puck with his stick when the puck is above four feet (the height of the goal frame's crossbar) shall not be allowed.
- (c) Batting the puck above the offensive player's shoulders with the stick is prohibited, and when it occurs play shall be stopped if the offending team maintains puck possession. The ensuing face-off shall take place at the nearest end zone face-off spot of the offending team's Defensive Zone unless:

- (1) The puck has been batted to an opponent, who is the first player to gain possession and control, in which case the play shall continue.
- (2) A player of the defending team shall bat the puck into his own goal, in which case the goal shall be allowed.

Rule 55 — Holding and Holding the Facemask

- (a) A Minor penalty for “Holding” shall be assessed to a player who holds an opponent with his hands, legs, feet, stick, or in any other way.
- (b) A Minor, Major plus Game Ejection, or Disqualification penalty for “Holding the Facemask,” at the discretion of the Referee, shall be assessed to a player who grabs or holds the facemask of an opponent. Referees are directed to make discretionary Holding the Facemask calls as follows:
 - (1) Minor — Incidental contact with open hand to the facemask with immediate recoil (think hand on a hot stove)
 - (2) Major plus Game Ejection — obvious, intentional contact with the hand to rub, grab, or hold the facemask of an opponent. Situations such as a ‘facewash’ or grabbing and holding the opponent’s facemask but not using the action to move the head.
 - (3) Disqualification — shall be assessed if a player places his fingers inside the facemask and then twists, pulls, or yanks the head around.
 - (4) Match — Holding the Facemask may be treated as a Match penalty if the action is egregious or results in injury.
- (c) A Disqualification penalty shall be assessed to any player who injures an opponent as a result of Holding the Facemask.
- (d) Holding the Facemask may also be treated as a Match penalty for Attempt to Injure at the Referee’s discretion.

Rule 56 — Hooking

- (a) A Minor penalty for “Hooking” shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with his stick.
 - (1) When a player is stick-checking another player in such a way that there is only stick-to-stick contact, such action is not hooking or holding. He or she may also use his or her stick to lift the opponent’s stick, or turn the stick down over the opponent’s stick to prevent them from gaining possession of the puck.
- (b) A Disqualification penalty shall be assessed when an opponent is injured as the result of Hooking.
- (c) Hooking may also be treated as a Match Penalty for Attempt to Injure at the Referee’s discretion.

Rule 57 — Interference

- (a) A Minor penalty for “Interference” shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the

- puck. "Interference" shall also be assessed to a player who deliberately knocks the stick out of an opponent's hand, prevents a player who has dropped a stick or a piece of equipment from regaining possession of it, or shoots a stick or other object toward an opponent. The last player to touch the puck, other than the goalkeeper, shall be considered to be in possession.
- (b) A Minor penalty shall be assessed to any player on the player's bench or penalty bench who interferes with the movements of the puck or an opponent with the stick or body. If a player illegally enters the game from the player's bench or penalty bench and interferes with an opponent, who has no other player to beat than the goalkeeper, in the Attacking Zone, the non-offending team shall be awarded a Penalty Shot.
 - (c) A Minor penalty shall be assessed to any player who interferes with or impedes the movements of the goalkeeper while he is in the goal crease area, or prevents a goalkeeper outside the goal crease from returning to the goal crease.
 - (1) Player(s) from the attacking team may position themselves in the goal crease provided they do not interfere with or impede the movements of the goalkeeper.
 - (2) A goal scored while an attacking player is in the goal crease shall be disallowed only if the attacking player, either by his positioning or contact with the body or stick, impairs the goalkeeper's ability to move freely within the goal crease and/or defend the goal. The Referee shall also assess a Minor penalty for Interference on said disallowed goal(s).
 - (d) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by a defending player and the puck enters the goal while the attacking player is in the goal crease, the goal shall be allowed.
 - (e) When the goalkeeper has been removed from the floor and any teammate not legally on the surface interferes with the movements of the puck or an opposing player, in any way, play shall be stopped immediately and a goal shall be awarded to the non-offending team.
 - (f) A Minor penalty for "Interference" shall be assessed to any player who interferes with or impedes a player's ability to become involved in either an offensive or defensive play or opportunity.
 - (1) A player that "cuts off" or "sets a pick" (either with or without body contact) on an opposing player without the puck, thus giving a teammate a distinct advantage at advancing/obtaining the puck or obtaining a scoring opportunity shall be called for Obstruction Interference.
 - (2) Players are always entitled to the space on the floor that they occupy, and they may typically maintain lane and foot-speed in playing defense, as long as they are not doing so in a pre-meditated manner in violation of Rule 57(f)1.
 - (3) Players may use their body position or "angling" to deny an opponent a direct route to the puck when both players are simultaneously engaged in trying or 'battling' to gain possession of the puck. Players may not use "angling" to solely prevent an otherwise unengaged opponent to gain possession of the puck while allowing a teammate to gain possession of the puck.
 - (g) The Referee(s) shall pay particular attention to three types of offensive "Interference" in which the offending team shall be assessed a Minor Penalty.
 - (1) When a team secures possession of the puck and teammates run interference for the puck carrier by forming a protective screen against fore-checkers.
 - (2) When a player facing-off obstructs an opponent during or after the faceoff when the opponent is not in possession of the puck.

- (3) When the puck carrier delivers a drop pass and follows through so as to make body contact with an opponent and prevent that opponent from making a play on the new puck carrier.

Rule 58 — Interference by/with Spectators

- (a) In the event of a player being held or interfered with by a spectator(s), the Referee shall immediately stop play, unless the team of the player being interfered with has possession of the puck, in which case the play shall be allowed to be completed.
 - (1) The ensuing face-off will take place at the nearest face-off location to the where the puck was last played.
- (b) Any player engaging in physical interference with spectators shall be assessed a Disqualification penalty. The Referee(s) shall report all such infractions to the Divisional Head Referee.
- (c) In the event that objects are thrown onto the floor which interferes with the progress of the game or safety of the players, the Referee shall stop play immediately.
 - (1) The ensuing face-off shall take place at the nearest face-off location to the where the puck was last played.

Rule 59 — Kicking a Player and Kicking the Puck

- (a) A Disqualification penalty for “Kicking” shall be assessed to any player who kicks, pushes off of, or attempts to kick another player, however,
- (b) If, at the discretion of the Referee, a player attempting to play the puck accidentally kicks a player, no penalty shall be assessed.
- (c) Kicking the puck shall be permitted in all zones. A puck that enters the goal directly, or after deflecting off another player or the goalkeeper, as a result of an attacking player kicking the puck, or directing the puck towards the goal with the skate shall be disallowed.

Rule 60 — Leaving Player or Penalty Benches

- (a) No player may leave the players’ or penalty benches at any time for the purpose of starting or entering an altercation. Substitutions made prior to the start of an altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.
- (b) A Disqualification penalty shall be assessed to the player who was the first to leave the players’ bench or penalty bench during an altercation. If players of both teams leave their benches at the same time, the first identifiable player shall be penalized according to this rule.
- (c) The Referee(s) may consult with other Game Officials for assistance in identifying which players left the players’ or penalty bench.
- (d) Any player who leaves the players’ bench during an altercation and is assessed a Minor, Major, or Misconduct penalty for his actions, shall also be assessed a Disqualification penalty.

- (e) Other players who leave the players' or penalty bench during an altercation shall be assessed a Misconduct penalty, up to a maximum of 5 players per team.
- (f) Except at the end of a half, or an expiration of a penalty, no player may leave the penalty bench at any time.
- (g) A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, shall be assessed an additional Minor penalty to be served after serving the remaining penalty time.
- (h) A penalized player who leaves the penalty bench before his penalty has expired, through an error of the Penalty Timekeeper, shall not be penalized, but must serve any remaining penalty time.
- (i) If a penalized player returns to the floor from the penalty bench before his penalty has expired, by his own error or that of the Timekeeper, any goal scored by his team while he is illegally on the floor shall be disallowed, but any penalties assessed will be served in their entirety.
- (j) If a player of the attacking team in possession of the puck shall have a breakaway and is interfered with by a player who has entered the game illegally, either from the players' or penalty bench, the non-offending shall be awarded a Penalty Shot. The Coach shall select the player to take the shot in accordance with Rule 34(c).
- (k) If the opposing goalkeeper is off the floor or, in the opinion of the Referee, the player has an uncontested shot at an open goal, and the attacking player is interfered with by an illegal player, a goal shall be awarded to the non-offending team.
- (l) During a face-off, if a team starts with fewer number of players than it is entitled to, any player entering the game that is not on-sides during the face-off shall not be eligible to touch the puck. For a violation of this rule, play shall be stopped immediately, and the ensuing face-off shall take place at the previous face-off location.

Rule 61 — Puck Must Be Kept in Motion

Referees are given wide latitude under these rules to prevent games from becoming stagnant through teams 'stalling' or refusing to advance the puck toward their attacking goal. Ultimately, in order to maintain action and a flow to the game, **the onus is on the team in possession of the puck to move play toward their opponent's end in an attempt to score goals. Teams refusing to do so, after a warning by the referee, may be penalized under this rule, or for Delaying the Game under Rule 46(b).**

- (a) The puck must be **kept in motion at all times**. Play shall not be stopped because two or more opposing players freeze the puck along the boards, unless one of the players falls onto the puck.
- (b) A Minor penalty shall be assessed to a player who deliberately freezes the puck against the boards, deliberately falls on the puck, or refuses to advance the puck when ordered to do so by the referee.
- (c) The Referee may stop play along the boards if, in his opinion, allowing play to continue shall lead to "Unnecessary Roughness" or jeopardize the safety of the players.
 - (1) The ensuing face-off shall at the nearest face-off location, so as not to reward a team deemed to be 'responsible' for the stoppage.

- (d) Once a team establishes unchallenged possession and control of the puck behind the goal line extended, that team has (5) seconds to advance the puck toward the opposing goal attempt to score a goal. Once the offensive team crosses the end zone faceoff dots and extending the full width of the playing surface. **They may return behind the net in which the process may begin again if they are pressured by opposition forecheck.** For the first infraction of this rule by each team, play shall be stopped and a warning shall be issued to the offending team. For each subsequent infraction, a minor penalty shall be assessed.
- (1) *(Note 1) Unchallenged means in possession and control without the other team making an immediate attempt to gain possession of the puck, and the positioning of the defending players is irrelevant.*
- (2) *(Note 2) The purpose of allowing (5) seconds is NOT to allow for unnecessary delay, but instead is to allow teams a legitimate opportunity to make player changes and set up their breakout. Referees are directed to recognize the difference and encourage immediate advancement of the puck in situations where a team is clearly delaying the game.*
- (e) In situations in which neither team plays the puck, the officials shall stop play and conduct a faceoff accordingly. The situations below provide direction to assist officials:
- (1) **Hand pass.** When a hand pass has been initiated by one player to a teammate and the teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (e.g., to allow time to expire on a penalty), the referee shall stop play and order the resulting faceoff at the face-off spot nearest to where the hand pass originated, so as not to provide a territorial advantage.
- (2) **High stick.** When a player contacts the puck with his stick above the normal height of the shoulders and a teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (e.g., to allow time to expire on a penalty), the referee shall stop play and order the resulting faceoff at one of the faceoff spots in the offending team's (team that committed the violation) defending zone

Rule 62 — Puck Out of Bounds or Unplayable

- (a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass or wire the ensuing face-off shall be conducted as follows:
- (1) If the puck is shot out of the rink by the attacking team as the result of an attempt to score a goal, whether straight out of play or deflected by another player or object, the face-off shall be conducted in the attacking zone of the attacking team at the end zone face-off spot on the side of the rink closest to where the puck was last played.
- i. **NOTE 1:** This includes stoppage of play caused by a player of the attacking side shooting the puck on to the back of the defending team's net without any intervening action by the defending team.
- (2) If deflected off a defending team player as the result of an attempt to score by the attacking team, the face-off shall be conducted at the nearest end zone face-off spot of the attacking team to where the shot was taken

- (3) If deflected off defending player for any reason other than a scoring attempt by the attacking team, the face-off shall be conducted at the faceoff spot that is nearest to the location of where the puck was last played, so as not to give territorial advantage.
- (4) If deflected off the attacking player as the result of an attempt to score by the attacking team, the face-off shall be conducted at the nearest attacking zone face-off spot to where the puck was last played.
- (5) If deflected off the attacking player for any reason other than a scoring attempt by the attacking team, the face-off shall be conducted at the center rink face-off spot.
- (6) When the puck becomes unplayable due to a defect in the rink, the faceoff shall be conducted at the face-off spot that is nearest to the location of where the puck was last played.
- (b) When the puck becomes frozen between opposing players, the Referee shall stop play and the face-off shall take place at the nearest face-off spot to where it was last played unless, in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the center rink face-off spot.
- (c) The defending team and/or the attacking team may play the puck off the net at any time.
 - (1) However, should the puck remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place at the nearest end zone face-off spot, no matter which team was last to play the puck.
- (d) If the puck comes to rest on top of the goal frame, the play shall be stopped immediately and the face-off shall take place at the nearest end zone face-off spot, no matter which team was last to play the puck.
 - (1) A minor penalty shall be assessed to a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.
- (e) If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by the hand or stick.

Rule 63 — Puck Out of Sight and Illegal Puck

- (a) Should the Referee ever lose sight of the puck, the play shall be stopped immediately. The ensuing face-off shall take place at the nearest face-off location to where the puck was last played, unless otherwise provided for by this rulebook.
- (b) Play shall be stopped immediately if a puck, other than the one officially in play, shall appear on the playing surface AND interferes with the progress of the game. The ensuing face-off shall take place at the nearest face-off location to where the puck was last played.

Rule 64 — Refusing to Start Play

- (a) If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referee, the Captain shall be warned and the team so refusing shall be allowed 15 seconds to begin the game

or resume play. If, at the end of that time the team shall still refuse to play, the Referee shall assess a bench minor penalty to the offending team.

- (1) Should there be a reoccurrence of the same incident, the Referee shall have no other alternative than to suspend the game and assess a match penalty to the offending Team's designated Head Coach of that game. The surrounding circumstances shall be reported to the League Authorities for further action.
- (b) If a team, when ordered to do so by the Referee, fails to go onto the playing surface promptly, it shall be assessed a bench minor penalty.
 - (1) If the team shall still refuse to go onto the playing surface and start play within five minutes, the Referee shall have no other alternative than to suspend the game and assess a match penalty to the offending Team's designated Head Coach of that game. The circumstances shall be reported to the League Authorities for further action.

Rule 65 — Slashing

- (a) A Minor, Major, Major plus Game Ejection, or Disqualification penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick.
- (b) Referees may assess a penalty for Slashing to any player who swings his stick at an opposing player (whether in or out of range) without actually striking him or her.
- (c) Referees are instructed to make discretionary Slashing calls as follows:
 - (1) Minor — Contact or attempted contact with the stick used in a slashing motion on an opposing player.
 - (2) Major — A slash that possesses extreme force and possesses injury potential.
 - (3) Major plus Game Ejection, or Disqualification — shall be assessed, at the discretion of the Referee, if a player is injured as a result of a slash.
 - (4) Match — Any player who swings the stick during an altercation shall be assessed a Match Penalty.
- (d) A Minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper who has covered or caught the puck, regardless of whether or not there was a whistle to stop play. The Referee should pay particular attention to unnecessary slashes on the goalkeeper.
- (e) Slashing may also be treated as a Match penalty for Attempt to Injure or Deliberate Injury at the Referee's discretion.

Rule 66— Spearing

- (a) A Major, Major plus Game Ejection, or Disqualification penalty for "Spearing," at the discretion of the Referee, shall be assessed to a player who attempts to spear an opponent with the toe of the stick.
 - (1) An attempt to spear shall include all situations where a spearing motion is made.

- (b) A Major plus Game Ejection or Disqualification penalty shall be assessed to a player who spears an opponent with the the stick.
- (c) A Major plus Game Ejection, or Disqualification penalty shall be assessed, at the discretion of the Referee, if a player is injured as a result of Cross-Checking or Butt-Ending.
- (d) Spearing may also be treated as a Match Penalty for Attempt to Injure at the Referee's discretion.

Rule 67 — Throwing Stick

- (a) When any player or Team Official of the defending team throws or shoots a stick or any other object the puck in the Defensive Zone the Referee shall allow the play to be continue until the puck is touched by the offending team. If a goal is not scored on the play a Penalty Shot shall be awarded to the non-offending team.
- (b) If the goal is unattended and the player has no defending player to beat or, in the opinion of the Referee, has an uncontested shot at an open goal, a goal shall be awarded.
- (c) A Minor penalty shall be assessed to any player on the floor who throws or shoots a stick or any other object in the direction of the puck in any zone, except when such an act shall warrant a Penalty Shot or awarded goal.
- (d) A Misconduct penalty shall be assessed to any player who throws a stick, or portion of a stick, outside the playing area.
- (e) A Disqualification penalty shall be assessed to any player who throws his stick out of the playing surface in the direction of any spectators.
- (f) If a player throws his stick out of the playing surface in protest of a Referees' call, he shall be assessed a Game Ejection penalty.

Rule 68 — Tripping, Clipping, Leg Checking, Slew Footing

- (a) A Minor penalty for Tripping shall be assessed to any player who places his stick, knee, foot, arm, hand, or elbow in such a manner that it causes his opponent to be tripped, clipped, leg checked or slew-footed.
 - (1) However, if in the opinion of the Referee, the player is unquestionably hook-checking or poke-checking and gains possession of the puck, and the puck carrier is tripped thereafter, no penalty shall be assessed.
 - (2) Accidental trips that occur simultaneously with the whistle shall not be penalized.
- (b) Any player who deliberately dives onto to playing surface, or leaves his feet, to play the puck, except to block a shot, and makes contact with an opponent that causes the player to trip or fall, shall be assessed a Minor penalty for "Tripping," whether or not they 'get the puck first,'
- (c) When a player, in possession and control of the puck in the Attacking Zone and has no opponent between him and the goalkeeper, and is tripped or otherwise fouled directly from behind, thus preventing the scoring opportunity they would have had otherwise, a Penalty Shot shall be awarded to the player on the nonoffending team.
- (d) The intent of this rule is to restore a high quality scoring opportunity to the player having been fouled from behind in the Attacking Zone.

- (e) The Referee shall consider whether or not the fouled player took a shot and, if a shot was taken, and the quality of the shot when determining the loss of a reasonable scoring opportunity.
- (f) If, when the opposing team has pulled the goalkeeper and a player in possession and control of the puck and has no opponent between him and the goal, and is tripped or otherwise fouled directly from behind, thus preventing a reasonable scoring opportunity the Referee shall stop play immediately and the nonoffending team shall be awarded a goal.

Rule 69 — Unnecessary Roughness (Roughing)

- (a) A Minor or Double Minor Penalty for “Roughing,” at the discretion of the Referee, shall be assessed to any player who uses unnecessary roughness against an opponent.
- (b) The act of riding an opponent off the puck, meeting the opponent head-on while attempting to play the puck, or inadvertent collisions with an opponent, shall not be considered roughing.

Rule 70 – Unsportsmanlike Conduct

- (a) A Minor penalty shall be assessed to any player, at the discretion of the Referee, to exhibit “Unsportsmanlike Conduct.” Examples include, but are not limited to: taunting, “diving” to draw a penalty, excessive celebrations directed at an opponent after a goal, etc.
- (b) A Disqualification penalty shall be imposed on any player who is guilty of “Gross Unsportsmanlike Conduct” including, but not limited to: hair pulling, biting, eye poking and/or gouging, etc.

Rule 71 – Reverse Clearing (“Icing”)

- (a) An offensive player when carrying the puck over the red line into the offensive zone may NOT with intent pass the puck back into his defensive end crossing goal line extended when there is no teammate present to receive the reverse pass. This will be deemed a Reverse Clearing infraction. The ensuing faceoff shall be in the violating team’s defensive end at the nearest end-zone faceoff dot. This is an immediate whistle there is no touchup required.
- (b) Any puck passed in reverse that becomes a shot on goal nullifies the reverse clearing infraction.

Section VII. – SUPPLEMENTAL DISCIPLINE

Rule 71 — Supplemental Discipline

- (a) In addition to any automatic fines and/or suspensions imposed under these rules, the PIHA League Authorities may investigate any incident that occurs in connection with an exhibition, League, or playoff game and may assess additional fines and/or suspensions for any offense committed during the course of a game or any aftermath thereof by a player, Trainer, Manager, Coach, or Club Executive, whether or not such offense had been penalized by the Referee(s).
- (b) A mandatory hearing shall be held and a decision rendered with regards to any suspension, or further discipline (including fines), within 30 days of the incident. If circumstances prevent the Referee in Chief from conducting a hearing and rendering a decision, the suspension shall be automatically terminated after 30 days.
- (c) Suspensions for Misconduct, Match penalties, Fighting and Disqualification penalties:
- (d) When a player receives Disqualification penalty (fighting or non-fighting) it shall be reviewed by the reported to the Divisional Head Referee and referred to the National Referee-in-Chief. The National Referee-in-Chief shall have the authority to levy any additional suspension(s) and/or fines.
- (e) If a player or Team Official receives a Disqualification penalty for Abuse of Officials under Rule 35, he shall receive an **automatic one game suspension**.
- (f) If a player receives two Disqualification penalties for Fighting in a season, said player shall be suspended indefinitely, pending a hearing with the Referee in Chief.
- (g) If a player receives three Misconduct Penalties in a season, he shall receive an **automatic one game suspension**. All subsequent Misconduct Penalties shall incur an **automatic one game suspension**.
- (h) All suspensions assessed during the regular season shall carry over to the playoffs and/or the next season where applicable.
- (i) Players and/or Team Officials shall have the right to appeal any suspension and/or fine rendered by the Referee in Chief. Said appeal must be submitted in writing within 24 hours of suspension.
 - 1. A mandatory appeal hearing shall be held by the PIHA President, National Referee-in-Chiefs, the Executive Director of Officiating Personnel and the Referee in Chief with regard to the matter. Players and/or Team officials with a pending appeal will be re-instated until a final decision is reached.
 - 2. All decisions reached as a result of an appeal hearing are final.
 - 3. A decision shall be rendered with regards to any suspension, or further discipline

(including fines), within 30 days of the incident. If circumstances prevent the Referee in Chief from conducting a hearing and/or rendering a decision, the suspension shall be automatically terminated after 30 days.

END OF SECTION VII

Section VIII. – AMENDMENTS

Rule 72 — Amendments to Rulebook

- (a) Any proposed rule changes or amendments to the PIHA Rulebook shall be submitted in writing to the PIHA Referee in Chief within 60 days of completion of the current season to be considered for the following season.
- (b) The PIHA Referee-in-Chief shall present all proposed rule changes or amendments to the PIHA Rulebook, submitted in accordance with Rule 72(a), to the PIHA Rules Committee for consideration.
The PIHA Rules Committee consists of the PIHA President, National Referee-In-Chief, and others as determined by the PIHA Board of Directors .
- (c) The PIHA Rules Committee shall vote on any rule changes. A two-thirds majority by the Rules Committee shall be required to change or amend any rule(s).
- (d) The PIHA Rules Committee shall submit the upcoming season's rule changes to the PIHA Rulebook in writing to all PIHA team owners at least 30 days prior to the annual Divisional Scheduling Meetings.
- (e) The PIHA Rules Committee may make changes to and/or amend the PIHA Rulebook during the current playing season, as deemed necessary.
- (f) The Referee in Chief shall insert all rule changes and amendments to the PIHA Rulebook, that are approved in accordance with Rule 72, in a timely manner.

END OF SECTION VIII