I. THE RINK

ARTICLE 1: THE RINK

The Rink shall include an ice surface (see dimensions in appendix), team benches (2), penalty benches (2), dressing rooms (4 preferred for tournament play), signal and timing devices, official's dressing room, proper lighting, complete restroom/lavatory facilities, and a first aid room. An area for spectators is expected especially for tournament play.

ARTICLE 2: THE ICE SURFACE

Broomball is played on an ice surface or rink. The surface must be smooth and free from snow and ice particles. (Outside rinks because of varying weather conditions may not be in optimum condition, but upon agreement of the team captains, shall be deemed acceptable.) The ice surface must be uniformly resurfaced as needed to maintain optimum ice conditions. A period should be allowed for the ice to set up after resurfacing before any traffic is allowed on the ice.

ARTICLE 3: DIMENSIONS & DIVISIONS OF THE ICE SURFACE

The dimensions of the rink shall be, as nearly as possible, 200 feet long and 85 feet wide. The corners shall be rounded in an arc of a radius of 20 feet. The surface shall be enclosed by a wall or fence known as the boards which should extend not less than 40 inches and not more than 48 inches above the ice surface. The boards may be constructed of wood, plastic, or any other material approved by the Association. The boards shall be constructed so that the surface facing the rink shall be smooth and free of any object that could cause injury to players or officials. It is recommended that the doors for access to the ice surface open inward away from the playing surface. It is recommended that the boards be white in color. It is recommended that a net of at least 20 feet in height be placed behind each end of the rink to keep errant shots within the confines of the rink. It is recommended that all wire, glass, or other protective screens or materials used to hold them in place, be mounted on the side of the boards away from the playing surface.

ARTICLE 4: GOAL POSTS AND NETS

Standard size for nets will be 6 feet by 8 feet however it is acknowledged that nets which are 5 feet by 7 feet, if agreed upon by team captains, will be accepted where already in use. The goalposts, crossbars, and framework of the net shall be painted
entirely in red. The nets shall be set at least 10 feet from the end boards on the center of the goal line. This line is a 2 inch wide red line which is runs from one side to the other side of each end of the rink and continues vertically up the sideboards. NOTE: Where the length of the playing surface exceed 200 feet, it is recommended that the goal line be placed 15 feet from the end boards.

ARTICLE 5: THE GOAL CREASE

In front of each goal there shall be a semi-circle with a radius of 6 feet measured from the mid-point between the goalposts on the goal line. It is recommended that this line be marked with a 2 inch red line and that the remainder of the goalcrease be painted blue. This area shall be called the goalcrease. It is understood that this crease is a plane and extends to the height of the top of the net.

ARTICLE 6: THE TEAM BENCH

The rink shall provide seating for each team. This bench area shall be able to accommodate at least 20 people and shall be situated adjacent the ice surface as near center ice as possible, yet still maintaining a substantial distance between each team. Both team benches must be uniform in accommodations. Only players in uniform and a maximum of three (3) additional persons in charge may be on the team bench during the game. The home team will have the option of choosing its bench. The home team will defend the goal on the opposite side of their team bench to start the game.

ARTICLE 7: THE PENALTY BENCH

Each rink shall provide seats or a bench (benches) called the Penalty Bench (or penalty box) for the use of the penalized players. There will be two (2) separate benches separated by the penalty time keeper's and score keeper's area. It is preferred that this area be on the opposite side of the ice surface from the players benches (if possible) or as far away from them as possible.

ARTICLE 8: OFFICIAL'S CREASE

A semi-circular red line shall be painted on the ice at a radius of approximately 10' from a point situated immediately in front of the minor official's bench. This area shall be known as the OFFICIAL'S CREASE. Players and team officials are not allowed to remain in this area prior to or subsequent to play being stopped.
SANCTION: Misconduct Penalty
ARTICLE 9: TIMING DEVICES

a) Each rink shall provide a buzzer or other suitable sound device to be used by the game time keeper.

b) Each rink should be provided with an electric clock, allowing the spectators, players, and game officials to be informed of game time throughout the game. The time keeper should also have a stopwatch or similar device in the event of failure by the electric clock.

c) Whenever possible, an electric buzzer (or similar device) and synchronized system with a light should be installed to insure that the officials clearly hear and see the end of period signals. The beginning of the sound signal shall mark the absolute conclusion of play. It is optional to have goal lights (to be run by minor officials) to indicate goals scored.

ARTICLE 10: DRESSING ROOMS

The rink shall provide suitable dressing rooms with sanitary lavatories and showers for the teams use as well as a comparable room for use by the on-ice officials.

ARTICLE 11: MEDICAL REQUIREMENTS

a) A first aid room shall be available at all times to and should be equipped to handle minor injuries. A first aid kit should be kept in the room and should be fully stocked with the accepted necessary items. If at all possible, each team should have a person able to handle any minor first aid assistance.

b) The Ice Arena shall have an emergency telephone number list which is easily accessible to the Broomball Directors and should include the local fire department, police department, ambulance service, and hospital (in addition to the standard 911 number.)

II. EQUIPMENT

ARTICLE 12: THE BROOM

a) The broom shall consist of a wooden, aluminum or composite handle with a maximum circumference of 4" that is commercially produced for Broomball and recognized by the USBA.
b) The length (distance from the tip of the broom to the end of the handle) shall not exceed 4' 5".

c) The head of the broom shall measure between 7 & 9" in height, measured from the handle to the bottom of the broom.

d) The head of the broom shall measure between 4 & 5" in width.

e) The base of the broom shall have a minimum width of 2.5".

f) The head of the broom may be of molded rubber or straw covered with rubber and may be wound in tape (provided the head is not broken or illegal.)

g) The minimum broom length shall be determined by measuring from the ice surface to the player's wrist as he/she stands with arms resting at his/her sides.

h) Maximum weight of a broom shall be 32 ounces (2 pounds)

i) Brooms may be taped (provided that no plastic or elastic tape is used)

j) Referees may remove any broom they consider dangerous.

SANCTION: Minor Penalty and removal of illegal broom

**ARTICLE 13: THE BALL**

The ball shall be spherical, composed of a supple rubber envelope or similar matter. The ball shall be of a uniform color (orange, blue, or black) with a circumference of between 17 & 19". It shall weigh between 8 & 10 ounces. Any frozen, punctured, or deformed ball shall immediately be replaced.

**ARTICLE 14: UNIFORMS**

a) Broomball shoes shall be designed for the players' safety. They shall be worn by all players, coaches, technical personnel, and trainers (unless otherwise stipulated in local house rules.) No one shall walk on the ice without broomball shoes (except as indicated.)

SANCTION: Minor Penalty

b) Official broomball pants are not required unless specified. However, it is requested for all players on the same team to wear pants of the same color.
c) Team jerseys are required of all players and must be of the same color. All players shall have securely attached to the back of their jersey a legible whole number between 00 & 99. This number must be at least 8 inches in height.
SANCTION: Minor Penalty and removal of illegal equipment

ARTICLE 15: PLAYER'S PROTECTIVE EQUIPMENT
NOTE: It is the intent that protective equipment has but one purpose, which is to protect a player, not to give that player an advantage.)

a) All protective equipment (unless otherwise approved by the officials) except for the gloves and helmet shall be worn and held in place underneath the uniform.

b) Helmets (as approved by the proper agencies) and broomball shoes (except as indicated) are required in all divisions. Recommended equipment includes elbow pads, shin guards, and knee pads. Helmets may have approved wire or plastic face guards. Any face guard that is cut or modified is prohibited. It is recommended that in all junior divisions, faces masks be required equipment. SANCTION: Minor Penalty and player is withheld from further participation until properly dressed.

c) Hockey gloves, chest pads for men, lightweight shoulder pads, and breast protectors for women are permitted.

d) Tape must be underneath the uniform unless allowed by the referees. String or cord will not be allowed.

ARTICLE 16: GOALTENDER'S EQUIPMENT

a) The goaltender may wear one glove with protective padding (a "blocker") that is either added to the back of the glove or is already a part of the glove. Measurements must conform to standard hockey equipment. Goalie catching gloves and baseball mitts are not permitted.

b) An approved helmet with an attached full face protector is required and is to be worn at all times.

c) All shoulder pads and other body protectors shall take on the form of the body and must be worn underneath the jersey. No equipment may be made of metal.

d) Leg guards are permitted but must be worn underneath the pants. Standard hockey goalie leg pads are prohibited.

e) All other protective gear as required of other players is also required of the goaltender.
III. THE TEAM

ARTICLE 17: CAPTAIN / ALTERNATE CAPTAINS

a) Each team may designate 1 captain and not more than 2 alternate captains. The captain shall wear a letter “C” on the front of their jersey, while the alternate captains shall wear an "A." The letter shall be at least 3" in height and shall be of a contrasting color to the jersey. Without this identification, appropriate privileges shall not be given.

b) The captain and alternates are the designated representatives of the team. Only on-ice players have the right to act as captains or alternates. It is recommended that one of these persons be on the ice at all times. If more than one is on the ice, only one may speak with the officials and then only in a professional manner during a stoppage in play.
SANCTION: Misconduct Penalty

c) When a captain or alternate is penalized during the game, they lose all rights and privileges while that penalty is being served.

d) No goaltender, coach, manager, or trainer has the right to act as captain or alternate.

ARTICLE 18: THE COACH

a) The coach’s function is to oversee the smooth operation of the team before, during, and after the game.

b) Before the start of the game, the coach shall supply the official scorer with the names and numbers of all players present as well as the names and numbers of the captain, alternate(s) and goaltender. This list shall also have the names of any official team representative and shall be signed by the coach.

c) Should the team receive a bench penalty, the coach will indicate to the officials which player (who was on the ice at the time of the infraction) will serve the penalty.

d) The coach shall do their best to keep full control of all team members and shall dissuade players from resorting to violence or illegal tactics.
ARTICLE 19: THE TRAINER
A team may designate one person as trainer who is officially responsible for their players in all matters pertaining to treatment of injuries (if a non-player is not present, the coach/captain may indicate a player to take that responsibility.) Players must report to the trainer any injury incurred.

IV: OFFICIALS

ARTICLE 20: THE REFEREE
(NOTE: to act as a referee, a person must be recognized by the Association as one of its officials.)

a) The game is administered by 2 major and one or more minor officials. Major officials are designated as Referees with one designated as the “Head” Referee who will have final say in any disputed matter. The minor officials are designated as the scorer, time keepers, and goal judges.

b) The Referee is an independent contractor employed by the USBA, any of its local associations, or any league/ice arena who shall hire said referee. They are representing the appropriate association during the game. It is their duty to enforce all association rules and regulations. They receive money for their work and as such are not considered volunteer.

c) The Referee(s) shall have sole authority and control of the game. Their decisions will be final and no appeal will be allowed based on the judgment of said referee. The Referees may change a decision of any minor official, provided the change precedes the resumption of play following the rendering of the original decision. The Referees shall enforce all rules and shall rule on situations not specifically covered by written rule. The Referees may increase any penalty, especially for deliberate or repeated abuse of the rules. The Referees may replace any minor official who interferes with the progress of the game. The Referees have jurisdiction over the game from the time of their entry onto the ice surface until the teams have left the ice surface. They are not required to confer with bench personnel during the game or its intermissions.

d) The referee shall verify installations and equipment prior to the start of games. They shall deny access to the playing area to any player who does not conform with the uniform and equipment rules.

e) It is the job of the Referees to act fairly and impartial in all dealings and to always penalize a player, who following an illegal action, has placed an opponent at an unfair disadvantage. Penalties shall be applied as stipulated elsewhere in this rule book. The Referee shall also see to it that the game progresses as smoothly and quickly as possible.

(7)
f) Officials shall not enter into lengthy discussions with team representatives or players before, during, or immediately after a game unless circumstances require such discussions. Salutary greetings as long as they are kept brief and professional will be allowed.

g) Referees shall wear black officials pants, a black helmet, a long sleeve black and white striped official’s shirt with the appropriate cresting and/or identification as per local or national association requirements and broomball shoes. The Referees shall also carry a fingergrip whistle.

h) The referees shall wear a red or international orange wrist band on one arm so as to be able to indicate delayed penalties as opposed to other infractions such as icing, offsides, etc.

i) The referees shall indicate to the official scorer the infractions incurred and the penalties imposed as well as goals scored. Immediately after the game, the referees shall obtain the game report from the scorer, verify it, sign it, and return it to the scorer.

**ARTICLE 21: SUBSTITUTION OF AN OFFICIAL**

If at the last minute because of sickness or accident, an assigned official is unable to finish a game, the other official has the power to name a replacement if they feel it is in the best interests of that game or they may finish officiating the game alone. If for some reason the assigned official(s) are unable to present themselves at the game site, the managers or coaches of the teams involved shall agree on the choice of substitute officials. Otherwise, the team officials shall name a player from each team to act as referees. If the regularly assigned officials arrive during the course of the game, they shall immediately replace the temporary officials.

**ARTICLE 22: ACCIDENT/INCIDENT REPORTS**

When an incident occurs before, during, or after a game, an official, officer or employee, as the case may be, shall submit an official report to the league, association or other group as is appropriate.

**ARTICLE 23: NON-GAME/NON PLAYING ABUSE OF OFFICIALS**

a) Any player or team representative who in words, actions, or gestures attempts to intimidate an official, coach, or other player shall be suspended indefinitely with their case to be brought before the Disciplinary Committee in authority.
b) Any player or team representative who spits on or at, molest, shoves, or hits an official or support person and/or interferes with the official's work shall be suspended indefinitely with their case to be brought before the Disciplinary Committee in authority.

c) Any player or team representative who threatens, or gestures disgracefully at a USBA or local association employee or officer shall be suspended indefinitely by the association involved until their case is brought before their ruling authority.

**ARTICLE 24: PARTICIPATING WHILE UNDER THE INFLUENCE**

Any player, coach, or team representative judged by the officials to be under the influence of drugs or alcohol shall be sent off the ice or bench to the dressing room or lobby areas and will be prohibited from re-entering the playing area for the duration of the game in progress.

**ARTICLE 25: MINOR OFFICIALS**

**SCORER:** The scorer is under the authority of the referees. Tasks include producing an official game report with all appropriate statistical information including goals and penalties. Prior to the beginning of the game, the scorer will obtain from each team their complete lineup for the game in hand as well as being notified as to the captains, alternates, and goaltenders. If a loudspeaker system is in use, the scorer (or an appointee) shall announce all goals and penalties along with all pertinent information. At the end of the game, the scorer shall sign the official game report, have each referee sign, and give it to the proper authority.

**TIME KEEPER:** The game time keeper is under the authority of the referees. Tasks include operating the timing devices and keeping the officials informed as to start time for each period as well as any overtime periods. In case of disagreement concerning the time, the matter shall be referred to the referees for adjustment and their decision shall be final.

**PENALTY TIME KEEPER:** The penalty time keeper is under the authority of the referees. Tasks include recording time remaining on any penalties and indicating to a penalized player, upon request, the amount of time remaining on said penalty. If a player leaves the penalty box before the penalty has expired, the penalty time keeper shall take note of the occurrence and notify the referees at the next stoppage in play. In the case of fighting, the penalty time keeper shall have the power to take note of the players numbers and to aid the referees in imposing related penalties. They must especially watch for players leaving the bench during a fight and for players getting involved in a fight after the original 2 players became involved in the altercation.
GOAL JUDGES (optional): The goal judges shall have the task of determining if the ball completely crosses the red goal line to penetrate the goal. If this is the case, they shall turn on the red goal light. It is not the goal judges task to determine the validity of a goal, but only to signal that the ball has completely crossed the goal line, independently of the manner and circumstances. It is the sole responsibility of the referees to determine if a goal is valid or not.

V: THE GAME

THE SPORT OF BROOMBALL IS A TEAM DISCIPLINE WHERE PHYSICAL CONTACT IS REGULATED. THE OBJECT OF THE SPORT IS TO SCORE POINTS ON AN ICE SURFACE BY HITTING A BALL INTO THE OPPONENT'S NET WITH A BROOM. DURING PLAY, EACH TEAM IS ALLOWED A MAXIMUM OF SIX (6) PLAYERS (INCLUDING THE GOALTENDER) AND A MINIMUM OF FOUR (4) PLAYERS DURING REGULATION TIME. DURING OVERTIME PLAY, A MINIMUM OF THREE (3) PLAYERS AND A MAXIMUM OF FOUR (4) PLAYERS WILL BE ALLOWED.

ARTICLE 26: DURATION OF GAME AND PERIODS

a) The duration of each competitive game shall be of at least thirty (30) minutes stop time which is divided into two (2) periods. This does not include overtime that may be added to the end of the game as indicated. A minimum break of two (2) minutes will be allowed between periods. (Standard USBA tournaments will use stop time periods of fifteen (15) minutes.)

b) During official championships (or whenever a "mercy" rule is used), any game which has completed the first period and has an 8 goal differential, shall be terminated (overtime included.)

c) Teams shall defend the zone furthest from their bench during the first period of play and shall change ends of the rink after each regulation and overtime period.

d) One time out of sixty (60) seconds per game may be requested by a captain or alternate at a stoppage of play (the game for this purpose will be defined as regulation and the first five minute overtime period.) One additional sixty (60) second time out will be allowed per team during each sudden death period. Unused time-outs do not carry over into the overtime periods.

ARTICLE 27: ROSTERS

Prior to the official start of a game, names may be added or deleted to or from the official roster (up to 18 players per team), but once the game has begun no changes may be made to the roster.
ARTICLE 28:  TEAM SHORT OF PLAYERS

a) If a team does not have the required number of players to complete its initial lineup (1 goaltender and 5 players), they may still begin play providing they can field a team of four (4) players and a goaltender. If they are still unable to field a team, there will be a five minute waiting period at which time the opposing team will be awarded 1 goal per minute of elapsed time (up to 3 goals) and the game will begin as soon as the minimum number of players appear. If after the five minute "grace" period, the team is still unable to begin play, the game will go into the records as a 3-0 forfeit and any applicable fines shall be levied by the association.

b) A team must have a minimum of six (6) players and a maximum of eighteen (18) players to complete a legal roster.

c) If following injuries, penalties, or other occurrences, a team no longer has the required number of players available, that team shall forfeit the game even if they are ahead at that point. The score will be entered as 3-0 (if they are losing by more than 3 goals the score shall stand as is.) Any time a team forfeits and that forfeit would advance the team into a playoff round, then that team will not be allowed to advance and the team with the next best record (including applicable tie-breakers) will advance.

ARTICLE 29:  STARTING LINEUP

At the beginning of each period, the visiting team shall be the first to take their place on the ice and be prepared to promptly begin play. Any player change after the start will be made quickly with the home team getting the last change. Visitors will only be allowed one line change per stoppage of play with a line change being determined as any player (1 or more.)

ARTICLE 30:  CATEGORIES OF PLAY

ELITE:  Teams considered to be contenders in national or international play. Available in Men's Checking and Women's Checking.

INTERMEDIATE:  Teams considered inferior to elite but still playing in a competitive manner. Available in Men's Checking and No-Checking, Women's No Checking, Mixed No Checking, Junior Checking.

RECREATIONAL:  Teams who play Broomball strictly for recreation (available in all divisions including junior no checking.)

MIXED (all divisions):  In mixed play, on-ice makeup of players shall consist of 3 men and 3 women (including the goaltender), penalties not withstanding.
ARTICLE 31: START OF GAME

The game shall start at the scheduled time, except in the case of a preceding game running late. In such a case, the game will begin after a five minute warm-up period.

ARTICLE 32: OVERTIME PLAY

a) If, at the end of regulation time, the score is tied, the teams shall change goals and the overtime period shall begin with a center ice face-off.

b) In overtime, the teams shall play four on four without goaltenders (In mixed play, equal numbers of men and women shall begin play, penalties not withstanding.) The minimum number of players on the ice is three per team during this period. If a team incurs a second penalty during overtime, the 2nd penalty will not begin until the first penalty has expired and the 1st penalized player whose penalty has expired cannot re-enter the game until there is a stoppage of play or the 2nd penalty has expired.

c) The first overtime period shall consist of a five minute stop time period, and total number of goals scored will determine the winner. If the score remains tied, there will be a one minute intermission with a second overtime period. However, this will be a sudden death period with the first goal winning the game.

d) No player is allowed to make contact with the ball while in the goaltender's crease, unless the ball precedes the player into the crease.
   SANCTION: Minor penalty unless a defensive player freezes or holds the ball while in the crease in which case a penalty shot shall be awarded to the offensive team.

e) If coincidental minor or major penalties are issued, the players shall both take their places on their respective penalty benches but shall be replaced on the ice by other players (allowing four on four play to continue.) The penalized players may not return to the ice or their team bench until their penalties have expired and there has been an official stoppage in play.

f) For a goal to be scored in overtime, the ball must have crossed the center red line before it is shot into the net. A player can not score from their defensive side of the center red line in any manner at any time during the overtime period. However, a defensive player can score a goal on their own team even if no attacking player is in their attacking half of the ice.

g) If one of the teams refuses to play the required overtime period(s), the other team shall be declared the winner and the score will show an additional 3 goals for the winning team.
h) In round robin tournament play (if overtime is being played), the goal difference in overtime will be counted as one goal for tie-breaking purposes.

**ARTICLE 33: PROTESTS**

Any notice of protest must be given to an official, by the captain or assistant captain, before the end of the game. At this time, that official must record on the back of the score sheet the incidents leading to the protest (time, rule etc.) The appropriate League Representative must then send a copy of the protest to the opposing team within 24 hours of the protest and to any other parties as league structure determines. A copy may also be sent to the USBA office for future reference or questioning. A deposit of $50 (US) must accompany the protest. In the case of USBA sanctioned tournaments or championships which are being run by the USBA, the official protest and deposit must be made within 60 minutes to the Director of said event. The deposit shall be returned only in the event of the protest being accepted and the original decision being overturned. The protest must be signed by an official team representative and the referees. The referees officiating a game under protest must present a report of said incident to the person in charge within 60 minutes (or a reasonable amount of time depending upon the day and time of the game in question) of the end of the game. The protest committee's decision shall be final and without appeal. A protest can not be filed on the judgment of an official, however the judgment of an official can not deny a team's rights. Once a game has begun, a protest may not be made regarding equipment (other than the broom legality) nor on a play involving an injury.

**FORMALITIES:** Should the plaintiff win the protest, the game is replayed from the time of the incident which caused the protest, including all results prior to that moment. Whenever possible, the same officials shall be used to complete the replayed portion of said game. Player rosters must be identical with no additional players allowed. If the protest is rejected, the final result of the game will stand and all measures related to the protest committee's decision become final. In the case of a valid protest, the reimbursement of the $50 deposit shall be made immediately following the decision.

**ARTICLE 34: TIE BREAKING SYSTEM**

Purpose: To break the equality as soon as possible based on the highest criteria of competition. If a tie still exists in the standings after having two points for a win and one point for a tie, the following procedures shall be taken to break the tie. If more than one team is tied, the procedure will revert back to tie breaker 1 for the remaining teams after the first team has been declared the winner of the tie breaker.

Tie breaker 1: The team with the best record based on 2 points for a win and 1 point for a tie considering games between the teams involved in the tie breaking, only.
Tie breaker 2: The team with the greater goal differential (plus/minus) considering the teams involved in the tie breaking, only.

Tie breaker 3: The team with the greater goal differential considering all teams in the division.

Tie breaker 4: The team with the most goals scored considering the teams involved in the tie breaker, only.

Tie breaker 5: The team with the most goals scored considering all teams in the division.

Tie breaker 6: The team with the fewest goals allowed considering the teams involved in the tie breaker, only.

Tie breaker 7: The team with the fewest goals allowed considering all teams in the division.

Tie breaker 8: Teams still tied will play a 5 minute period with regular rules and then a 5 minute overtime period if needed followed by a sudden death overtime period if still needed.

**ARTICLE 35: RESULTS OF THE OFFICIAL GAME**

a) The team scoring the greater number of goals during the game shall be declared the winner and shall be awarded two points in the standings.

b) When overtime is not played and if the game ends in a tie, each team shall be awarded one point in the standings.

**VI: PLAY IN PROGRESS**

**ARTICLE 36: GOALS**

A goal shall be legal in the following cases and only when it has completely crossed the goal line prior to any whistle or official stoppage in play (including end of period buzzers):

a) When an attacking player directs or deflects the ball into the goal with the broom.

b) If the ball deflects (but is not directed) into the goal after hitting any part of the body including shoes of an attacking player.

c) If the ball is lodged in the goal in any manner by a member of the defensive team.

d) If the ball penetrates the goal while an attacking player is in the goaltender's crease as a result of being dragged or pinned there by a defensive player.
A goal shall be refused in the following cases:

a) The ball is hit, thrown or directed deliberately into the goal by an attacking player by any means other than the broom.

b) If the ball is hit by an attacking player with his broom higher than normal shoulder level (point of contact, not origination of the swing.)

c) When an attacking player or any part of said player penetrates the goaltender’s crease prior to the ball.

d) If the attacking player directs the ball with foot, hand, or any other body part and the ball bounces into the goal off a defending player.

e) If the ball bounces into the goal off of an official.

f) If the goal was scored in a manner not foreseen in the rules such as scoring after the buzzer or due to an illegal act.

**ARTICLE 37: ASSISTS**

An assist is the action of legally directing the ball to a teammate who then scores a goal. An assist shall be awarded to the player(s) who help the scorer score.

**ARTICLE 38: SCORING TABULATIONS**

a) No more than two assists shall be awarded per goal.

b) Goals and assists shall each count as one point in scoring tabulations

**ARTICLE 39: SUBSTITUTION**

a) Player substitution during stoppages of play are allowed but must not delay the resumption of play. Any change of players must be initiated before the officials are in position to conduct the face-off. The visiting team will be first to make its substitutions with the home team having the last change. All substitutions must be made at a running pace.

b) Player substitutions during play (on the fly) are permitted at any time. The player coming off the ice must have one hand on the boards before the player coming onto the ice steps on the ice. If, however, while a change is being made and the number of players going onto the ice is greater than the number of players leaving the ice, there shall be no penalty if the players resume their seats on the bench without having interfered with the game in progress.

c) A player in the penalty box may be replaced upon expiration of the penalty. The player must go to the team bench first via the ice surface and then may be replaced by another player (note: a player at the end of a penalty does not have to be substituted.)
d) Goaltender substitutions must be made during a stoppage in play (unless a player without goaltender privileges is sent into the game) by notifying the on ice officials. No warm up shots will be allowed unless the change in goaltenders was made due to injury. In substituting an additional attacker for the goaltender, the goaltender must first leave the ice at the team bench and then be replaced by the attacking player. Following a goaltender switch, the replaced goaltender may become a player and vice versa.

ARTICLE 40: GOALTENDER PRIVILEGES

a) The goaltender has special privileges while inside or in contact with the crease. When outside of this area, the goaltender is considered as any other player and loses these special privileges. The goalkeeper:

1. May, in stopping the ball, catch, trap, cover, kick or bat the ball with their feet, hands, or broom in any direction. In clearing the ball, the goalkeeper may pick it up, carry it out of the crease, or throw it towards the nearest end of the rink. In doing these acts, the goalkeeper may not hold the ball for more than three seconds;
2. May not deliberately hide the ball in their equipment or clothing;
3. May not deliberately throw or bat the ball towards the opponent’s end of the rink;
4. May not deliberately throw or bat the ball out of the rink;
5. May not interfere with an opponent who is not playing the ball;
6. May not deliberately displace the goal to disrupt play;
7. May not use the broom (whether contact is made or not) to intimidate or harass an opponent;

SANCTION: In 1,2, and 3, face-off. In 4,5,6, and 7, Minor Penalty. If continued in 7, Misconduct Penalty.

b) The goaltender may use special equipment inherent to said function as allowed by the rules of the game.

c) A goaltender shall not be sent to the penalty bench except for a game disqualification, game misconduct, and a match penalty. A minor, major, or misconduct penalty shall be served by a player already on the ice at the time of the infraction selected by the guilty team’s coach or captain.

d) Only the goaltender, in contact with the crease, may freeze or cover the ball, and that, only if opposing players are in the immediate vicinity.

e) If the ball lodges on or behind in the net, it is considered to have been frozen by the goaltender regardless of what caused it to be there.
ARTICLE 41: PASSING

a) A legal pass is one made with the foot or broom. A pass made with one's hand, intercepted and controlled by the opponent is also allowed. A goaltender may pass with a hand provided they're in contact with the crease and the pass is made laterally or behind the goal.

b) Anytime the ball is batted with the hand or kicked with the foot by the attacking team and goes into the goal crease, there shall be an immediate stoppage of play and a face off in the appropriate location.

ARTICLE 42: FACE-OFFS

a) The ball shall be put into play by a face-off. The two players participating in the face-off shall be completely on-sides, with no part of their body projecting above an imaginary extension of the face off spot. The players may not contact each other before the ball is dropped. The player's brooms shall be on the ice outside of the face-off spot so as not to interfere with the dropping of the ball. When dropped, the ball must first touch the ice before the players may play it. Players must take their respective positions immediately when directed by the official. Players may not strike at or make a motion to interfere with the dropping of the ball prior to the drop

SANCTION: Ejection from face-off of offending player (or players) and redrop with a replacement player. Second ejection of player of same team results in a Minor Penalty for delay of game.

b) The ball may be played in any direction after the official drops it, but never with any upward motion.

SANCTION: Minor Penalty. If flagrant or injury to opponent occurs, Major Penalty.

c) On face-offs without a circle, no player shall be permitted within approximately 15 feet of the face-off spot. On face-offs with a circle, no players other than those facing off shall be allowed inside the circle.

SANCTION: Warning to offending player(s) and redropping of ball. Second offense by same team during same stoppage results in Minor Penalty.

ARTICLE 43: FACE-OFF LOCATIONS

Following a stoppage in play, a face-off will take place based upon the location of the ball at the time of the stoppage in play. Under normal circumstances, the face-off will go back one zone from that location when the stoppage was caused by an attacking player (unless otherwise indicated in this Rulebook.)
a) Following a goal, and at the start of every period, the face-off will take place at center ice.

b) If a stoppage of play occurs as the result of the simultaneous action of two players, the face-off will occur at the closest face-off spot in the zone where the stoppage occurred.

c) After a stoppage for offsides, the face-off will take place at the spot nearest the attacking team’s offensive blue line, unless the offsides was caused by a pass from inside the attacking team’s defensive zone, in which case the face-off would take place at the spot nearest the attacking team’s defensive blue line.

d) In overtime, if a goal is scored by an attacking player from inside their defending half of ice, the face-off shall take place in the zone where the shot originated.

e) When a stoppage of play occurs for any reason not covered in the rules, the face-off shall take place at the face-off spot nearest to the location where the stoppage of play occurred.

f) In the event of a referee's inadvertent whistle or referee's mistake, the face-off will take place in the zone of the team who had control of the ball at the time of the inadvertent or incorrect whistle. In the event of an inadvertent whistle based on an icing call, the ensuing face-off shall take place at center ice.

ARTICLE 44: OFFSIDES (Floating Blue Line)

Definition: A player is offside when both shoes on the ice are completely over the outer edge of the blue line involved in the play at the instant the ball completely crosses the outer edge of that line. Upon legal entry into the offensive zone, the attacking team need only keep the ball in its half (from center red line to offensive goal) of the playing area to maintain its onside positioning. Should the ball return behind the center red line, then onside must be re-established again at the offensive blue line. The onside zone is considered lost when a face-off occurs outside the offensive blue line and must be re-established after that face-off. The position of the shoes and not that of the broom will determine if a player precedes the ball into the offensive territory. A player is not offside as long as one shoe touches the outer edge of the blue line.

a) Automatically whistled offside will occur when a team mate of the guilty player enters into the offensive territory with the ball before the offending player “tags up” or when a team mate of the guilty player takes possession of the ball in the offensive territory before all offending team members clear the zone simultaneously.
b) A delayed offside will occur during any of the following:

1. When a member of the team in possession of the ball precedes the latter into the offensive territory and the ball is clearly intercepted by a player of the opposing team, and then carried or passed back over the attacking blue line, the delayed offside is canceled and play continues.

2. If the ball bounces off a defending player or their equipment thereby forcing an attacking player to precede the ball into the offensive zone, a delayed offside shall occur.

3. In the case of a delayed offside, if the player who is in possession of the ball causes a stoppage of play due to any other rule infringement, it is this latter infraction that dictates where the resulting face-off shall be.

4. If on a delayed offside, the offending team immediately clears the offensive zone, the delay offside will be canceled and play will continue. The attacking zone must be completely clear of all attacking players for the off-sides to be nullified while the ball is still in that attacking zone.

5. If on a delayed offside, the ball is shot by an attacking player and enters the goal crease or goal, play shall stop immediately (no goal).

c) If, in the official’s opinion, a player of the offside team committed the offside intentionally either by shooting the ball into the offensive zone while a team mate is in said zone or by not attempting to clear the offensive zone, the face-off shall occur in the offending team's defensive zone.

ARTICLE 45: ICING

Icing is the act of any player of either team, which is equal or superior in numerical strength to the opposing team, shooting, deflecting, kicking, or batting (intentionally or unintentionally) the ball from behind their defensive blue line to beyond their attacking zone goal line extended. Should this occur, the whistle is delayed and not blown until a non-goaltending player of the non-offending team first touches the ball. When icing is called, the resulting face-off is conducted at the closest end-zone face-off spot to where the ball was touched to initiate the icing.

Icing shall be waived off with play continuing if:

a) Icing results directly from a face-off.

b) The ball touches the goaltender or equipment

c) The ball goes into the goal (in which case the goal is counted and play is stopped.)
d) A player from the non-offending team did not make a reasonable effort, in the referee’s opinion, to reach the ball before it crossed the goal line or if a player from either team could have reached the ball before it crossed the goal line.

e) If the team icing the ball is shorthanded due to a penalty.

f) The location of the goaltender shall not be a factor in determining icing. This also is true if the goaltender is pulled for an additional attacker.

(Note: If the goaltender is replaced by an attacking player, point B is not taken into account.)

**Article 46: Hidden Ball**

If for any reason whatsoever, the ball is unintentionally hidden or frozen beneath a player or players, the official closest to the play will blow the whistle for a stoppage in play.

**Article 47: Legal Handing Over of the Broom**

a) Any handing over of a broom must be made from one hand to another.

b) A player may not at any time participate in play while in possession of more than one broom. This includes brooms held in a hand, kicked with the foot, or other similar description.

Sanction: Minor penalty for delay of game.

**Article 48: Dropped Broom**

a) A player who has dropped their broom may participate without a broom until the next stoppage in play or may get another broom directly from the bench during play or from a teammate already on the ice.

b) Another player may not intentionally direct the broom nearer to or away from the player who dropped it.

Sanction: Minor penalty for interference

**Article 49: Refusing to Play the Ball**

a) If a team refuses to play the ball when there is a delayed stoppage of play or penalty signaled by the official, play shall be stopped.

b) A player who leaves the ball in front of them for more than 3 seconds without playing it shall be considered to be refusing to play the ball and the official shall stop play immediately (delay of game penalty may be issued.)
ARTICLE 50:  REFUSING TO PROGRESS WITH THE BALL

The player who is in possession of the ball in their defensive zone must constantly move the ball towards the opponents end except if prevented from doing so by an opponent. Voluntarily bringing the ball back into the defensive zone with the intent of killing time and barricading (the formation of a barricade in front of the goal by the defensive team) are also forbidden.
SANCTION: Minor penalty for delay of game

ARTICLE 51:  UNPLAYABLE BALL OR BALL OFF THE ICE

When the ball leaves the ice surface or touches any object that is not part of the playing surface, play shall be automatically whistled down. The last player to touch the ball will be considered the offending player in determining the face off location. If the ball hits any part of the goal and leaves the ice surface, it is considered to have been hit by the goaltender, and the ensuing face-off shall remain in that zone.

ARTICLE 52:  ILLEGAL BALL

At any moment during play, if a ball other than the official game ball appears on the ice surface, the game shall not be stopped unless that second ball interferes with the ongoing play. If the second ball is not interfering with the play, play shall not be stopped until the normal completion of that play.

ARTICLE 53:  BALL TOUCHING AN OFFICIAL

Play shall not be stopped if the ball touches an official anywhere on the ice surface, except if this causes it to bounce directly into the goal.

ARTICLE 54:  ILLEGAL BALL IN THE GOAL CREASE

Any ball intentionally hit or directed by the hand, foot, high broom, or body into the goal crease by a player of the attacking team shall result in an automatic stoppage in play.

ARTICLE 55:  LEGAL CONTACT

a) In games, where body contact is allowed, it is permitted for players converging on the ball to make contact when one of the players is in possession of the ball. Contact is also allowed after the ball has been passed/kicked/released to another player providing the contact takes place in the general vicinity of the ball's former location.
b) In games where checking is not allowed, incidental contact will be allowed providing it fails within the rules of the game.

**ARTICLE 56: BROOM CONTACT ABOVE THE SHOULDERS**

Except for the goaltender in their crease attempting to make a save, it is forbidden to touch or hit the ball with one's broom higher than normal shoulder level. This action will cause play to be stopped immediately.

a) Making contact with opposing team player above normal shoulder height with one's broom will be a delayed penalty. Play will be blown dead when the player who caused the high stick or his team gains possession of the ball.

a) If in the opinion of the official, high broom contact is dangerous, a penalty will be assessed. The goaltender is not allowed to use their broom to intimidate or harass an opponent.

**SANCTION:** Minor penalty for dangerous play

**ARTICLE 57: STOPPAGE OF PLAY DUE TO INJURY**

a) If a player is injured in such a manner that they can not continue or return to the bench, play shall be stopped when their team gains possession of the ball. If the injured player's team is in possession of the ball at the time of injury, play shall be stopped immediately unless their team is in immediate scoring position, in which case the official shall allow play to continue. If it is the referee’s opinion that the injury is serious, the play shall be immediately stopped, regardless of which team has possession of the ball.

b) If a penalized player is injured, they shall be allowed to go directly to the dressing room and another player who was on the ice at the time of the penalty shall serve the injured player's penalty. If that penalized player returns to the team bench before expiration of said penalty, they may not take part in the game until the penalty has expired. However, that player must return to the penalty bench (if feasible) at the earliest stoppage in play.

c) If an injured player (other than the goaltender) is the reason for a stoppage in play, that player must be replaced by another player prior to the upcoming face-off.

e) If a goaltender is injured, they are allowed 2 minutes to continue or shall be replaced by another goaltender.

g) If a goaltender is replaced due to injury, a 1 minute warm-up shall be allowed for the new goaltender.
VII: PENALTIES - GENERALITIES

ARTICLE 58: GENERAL DESCRIPTIONS

a) The purpose of issuing a penalty is to give the offended team an opportunity equivalent to the one it lost due to the infraction that was committed; to oblige both teams to play within the rules of the game; and to eliminate from the playing area any individual who refuses to comply with the rules.

b) A penalty is defined as banishment from the ice for a given period of time. Penalties are to be measured in actual playing time with more serious rule infractions requiring longer penalties. The elapsed time of the penalty is measured from the moment of the face-off taking place following the penalty being issued.

c) It is important that particular attention be given to infractions occurring after a whistle has been blown and play stopped.

d) In the case of simple infractions, the guilty or designated player shall go immediately to the penalty box (except the goaltender as noted elsewhere in this rule book.) In the case of game disqualifying penalties, the player(s) shall go immediately to their dressing room and may not return to the team bench for the remainder of the game.

e) No goaltender shall be sent to the penalty box for minor, major, or misconduct penalties, but these penalties shall be served by a team mate on the ice at the time the penalty was issued.

f) A team penalty arises when an unidentified player or team representative commits the infraction. The penalty will be served by a player who was on the ice at the time of the infraction.

g) In the case of a penalty to an injured player, goaltender, or the bench, the team representative via the captain or alternate captains will immediately designate a player who was on the ice at the time of the infraction, to serve the penalty. If this player is not selected at once, the officials may choose a player who was on the ice at the time of the infraction, to serve said penalty.

h) A delayed penalty is in effect when a rule infraction occurs by a team not in possession of the ball. The penalty is not assessed until the guilty team controls the ball. (NOTE: a ball deflecting off a player or goaltender is not considered control; however, an official save made by a goaltender is considered control.)
ARTICLE 59:  MINOR PENALTY

a) A minor penalty requires that the guilty player leave the ice and his team play shorthanded during two minutes of stop time.

b) When a team plays with a numerical disadvantage caused by one or more minor penalties, and the opponents score one or more goals, the penalties shall immediately end in a successive and chronological manner, beginning with the penalty that first created the numerical disadvantage.

ARTICLE 60:  MINOR TEAM PENALTY

A minor team penalty requires that the penalized team play shorthanded by one player during two minutes of stop time. The penalty will end if the shorthanded team is scored on during the two minutes. The penalty shall be served by a player who was on the ice at the time of the infraction. Double minor penalties may be issued based on severity of incident.

ARTICLE 61:  SIMULTANEOUS MINOR PENALTY

a) Minor penalties issued simultaneously to both teams do not cause numerical inequalities. However, the penalized players are not replaced on the ice and neither penalty is canceled if either team scores.

b) If a player is issued 3 minor penalties during the same sequence of play, the third penalty becomes a major penalty with the major penalty being served first. The player will be issued a total of 9 minutes in penalties.

c) If coincidental minor penalties are issued during regulation time and the game continues into overtime, the teams will start the overtime period four on four. The penalized players will return to the ice surface following a stoppage in play after their penalties have expired.

ARTICLE 62:  MAJOR PENALTY

a) A major penalty requires that the guilty player leave the ice and his team play shorthanded for five minutes of stop time. The penalized player must serve the entire penalty, regardless of how many goals are scored by the non-offending team.
b) If a player receives a major and a minor in the same sequence of play, the major penalty shall be served first. An exception shall be made when player from team "A" receives a major at the same time a player from team "B" receives a major and minor penalty. The minor penalty of player "B" is served first (by another player from that team who was on the ice at the same time) giving player "A's team a one man advantage for two minutes. Upon completion of the minor penalty, the player serving the minor penalty will return to the ice, leaving the original players in the penalty boxes for their five minute penalties. The penalized players are then eligible to return to play on the first stoppage of play following expiration of their major penalties.

c) If a player receives two major penalties in the same game, an additional game disqualification will be issued to that player. A substitute player (who was on the ice at the time the second major penalty was issued) will serve the second major penalty for the originally penalized player.

**ARTICLE 63: MAJOR TEAM PENALTY**

A major team penalty requires that the penalized team play shorthanded during five minutes of stop time, whether a goal is scored or not. The penalty shall be served by a player who was on the ice at the time of the infraction.

**ARTICLE 64: SIMULTANEOUS MAJOR PENALTIES**

When major penalties are awarded at the same time to the same number of players on each team, all players shall take their places in their respective penalty boxes and remain there until the first stoppage of play after the penalties have expired. These players shall be replaced on the ice for the duration of the penalty.

**ARTICLE 65: MISCONDUCT PENALTY**

a) A misconduct penalty requires the guilty player to leave the ice for ten minutes of game time. In addition, the penalized team will receive an additional two minute minor penalty to be served by a player on the ice at the time of the misconduct penalty. The minor penalty will be served first at which time the ten minute misconduct will begin. The penalized player may not return to the players bench until the first stoppage in play after the misconduct penalty has expired.

b) A misconduct penalty issued to a goaltender requires that two players who were on the ice at the time of the penalty take their places in the penalty box. One of the substitutes will serve the minor penalty with the other serving the misconduct.
c) A misconduct penalty issued in the last five minutes of a game shall automatically become a game misconduct.

d) In the case of any game disqualification, game misconduct or match penalty being issued, the officials shall submit a written report to the appropriate authority.

**ARTICLE 66:  SECOND MISCONDUCT PENALTY**

When a player is issued a second misconduct penalty in a game, the second penalty automatically becomes a game misconduct. In such a case, the officials shall submit a written report to the proper authority.

**ARTICLE 67:  GAME DISQUALIFICATION PENALTY**

A game disqualification penalty expels a player from the remainder of the current game, regardless of when the penalty was issued during said game. There is no automatic minor penalty associated with a game disqualification. The score sheet shall reflect a ten minute penalty. In such a case, the officials shall submit a written report to the proper authority.

**ARTICLE 68:  GAME MISCONDUCT PENALTY**

A game misconduct penalty results in the guilty player being expelled from the remainder of the current game. The player is also suspended from the next game, regardless of when the game misconduct penalty was issued. The score sheet shall reflect a ten minute penalty. In such a case, the officials shall submit a written report to the proper authority.

**ARTICLE 69:  MATCH PENALTY**

a) A match penalty involves the expulsion of the guilty player or representative for the rest of the game. It also results in a three game suspension (including the current game).

b) Whatever sanction the disciplinary committee may choose to issue, the penalized player may not resume activity after the suspension until they have obtained proper authorization from the disciplinary committee. Additional sanctions can include extra suspension, probation, or a combination of both.

c) The score sheet shall reflect a ten minute penalty.
d) The game officials shall submit a written report to the proper authority.

e) A match penalty shall also incur a major team penalty.

ARTICLE 70: GAME AWARDED BY DECISION

The referee may, when specified by the appropriate regulation, award a game to the non-guilty team. A written report shall be submitted to the proper authority.

ARTICLE 71: PENALTY SHOT

a) The clock remains stopped for the penalty shot. If the infraction calls for a penalty shot, no other minor penalty will be issued. If the player due the penalty shot is unable to do so due to injury, a teammate who was on the ice at the time of the infraction shall be designated to take the penalty shot. If the goaltender of the penalized team was not on the ice at the time of the infraction, they will be allowed to return to the ice to face the penalty shot. Only the goaltender of record at the time of the infraction will be allowed to face the penalty shot.

b) The referee shall place the ball on the center ice face-off spot and on his instruction, the player plays the ball from there in an attempt to score on the goaltender. The ball must be kept in a forward motion towards the opponent’s goal line, and once the ball is shot, the play shall be considered complete. A goal can not be scored on a rebound. The goaltender must remain in the crease until after the ball has crossed the adjacent blue line. If this rule is violated, the player is entitled to retry if a goal is not scored.

c) All other players on the ice must be at their respective benches and cannot interfere either physically or verbally with the attempt.

d) If a goal is scored during the penalty shot, any previous penalties are not canceled and remain in effect.

e) The face off after an unsuccessful penalty shot will take place in the defensive zone of the penalized team.

ARTICLE 72: PENALTY PROCEDURES

a) When a player is issued a penalty and their team is in control of the ball, the official shall whistle immediately and impose the penalty.
b) When a player incurs a penalty while the ball is not in their team's possession, the official shall signal a delay penalty by raising their arm with the armband on it. The official shall whistle as soon as the offending team controls the ball.

c) In the event the same player should commit other infractions in the same sequence of play, whether before or after the whistle, they shall serve all the applicable penalties consecutively.

d) If during a delayed penalty call, a player from the other team incurs a penalty, the official shall immediately blow the whistle and issue all applicable penalties.

e) If during a delayed penalty call, a second or third player from the same team is to be issued a penalty, the official shall not blow the whistle until the offending team controls the ball. At that time all penalties shall be assessed.

f) When a delayed penalty is signaled and the non-offending team scores a goal before a stoppage, the goal will count and the initial minor penalty will not be imposed. All other penalties shall be imposed as usual.

g) If a delayed penalty is signaled and the non-offending team scores into its own goal, the goal shall stand and the penalty will be applied. If during this time, the offending player's team scores a goal, it will be nullified and the penalty will then be assessed.

h) If a team is playing shorthanded due to a minor penalty and the official signals a delayed penalty to the same team, any goal scored by the non-offending team will stand and the penalty which first resulted in the shorthanded situation will expire.

i) If a penalty can not be served due to lack of players, a penalty shot shall be awarded.

**ARTICLE 73: ARBITRATION MISTAKE**

a) An official may modify a decision as long as the face-off following that decision has not yet taken place.

b) The face-off will take place in the zone where play was occurring at the time of the error.
VIII: INFRACTIONS

(NOTE: In the case of conflict between recorded time and a player's penalty time, it is the responsibility of the penalized player to ensure that the release time is correct. If a player stays in the penalty box too long and a goal is scored, neither the goal nor the game can be protested.)

ARTICLE 74:  ILLEGAL SUBSTITUTION (DELAY OF GAME)

DEFINITION: Any change of players on the ice that does not respect the correct procedures. The player leaving the ice must be close enough to have one hand on the boards before the replacement player can release
SANCTION: MINOR PENALTY

ARTICLE 75:  FORBIDDEN ADJUSTMENT OF EQUIPMENT (DELAY OF GAME)

DEFINITION: Any player delaying the game to adjust, modify, or change their equipment. A player must leave the ice to do any of the above, goaltender excluded, who may request an official's time out during a stoppage in play to make any adjustments.
SANCTION: MINOR PENALTY

ARTICLE 76:  INTERFERING WITH PLAY (DELAY OF GAME)

DEFINITION: Any player or person who interferes with the ball while not on the ice, or, if during a player substitution, the player leaving the ice intentionally touches the ball.
SANCTION: MINOR PENALTY

ARTICLE 77:  FORBIDDEN STOP (DELAY OF GAME)

DEFINITION: In overtime, it is forbidden for a player in their defensive zone to stop the ball while in contact with the goaltender's crease unless the ball precedes the player into the crease or the player receives a pass from a teammate while in the crease.
SANCTION: MINOR PENALTY

ARTICLE 78:  FREEZING THE BALL (DELAY OF GAME)

DEFINITION: Any player who deliberately freezes, lifts, carries or closes their hand over the ball.
SANCTION: MINOR PENALTY
DEFINITION: If, during over time, the ball is frozen by the defense in the goaltender's crease.
SANCTION: PENALTY SHOT

DEFINITION: The goaltender may not freeze the ball while in their crease for more than 3 seconds unless an opponent is in the vicinity.
SANCTION: MINOR PENALTY

**ARTICLE 79: GOALTENDER IN THE OFFENSIVE ZONE (DELAY OF GAME)**

DEFINITION: A goaltender may not participate in the play beyond the central red line. The foot or equipment may not touch the red line unless if they are going directly to their team bench for a replacement.
SANCTION: MINOR PENALTY

**ARTICLE 80: DELAY OF GAME**

GENERAL DEFINITION: Any player or team who at any time deliberately delays the game in any manner. This includes:

1. After being warned by the officials, player substitutions are not made on the run.
2. A team deliberately delays the game by consecutively icing the ball a third time without any attempt at making forward progress with the ball.
3. A player deliberately delays the game by sending, hitting, or throwing the ball outside the playing surface.
4. If a player, even the goaltender, intentionally dislodges the net from its normal position. (NOTE: If the goaltender intentionally dislodges the net while the opposing team is on a breakaway, a PENALTY SHOT will be awarded.)
5. Any captain or assistant captain who leaves the team bench to talk with an official and then returns to the bench, or any non-captain or non-assistant captain who attempts to act as a captain or assistant captain.
6. If the goaltender throws or intentionally lets the ball drop onto the net or intentionally hits the ball out of play to cause a stoppage in play.
7. Any team that continues to refuse to progress with the ball, that persists in using the back zone or that continues to barricade in front of its net.

SANCTION MINOR OR MINOR TEAM PENALTY
ARTICLE 81:  REFUSAL TO START OR CONTINUE PLAY
DEFINITION 1: Any team that, after being warned by the official, refuses to start or continue play, leaves the ice, or will not present itself on the ice.
SANCTION: WARNING, then FORFEITED GAME

DEFINITION 2: If a team is absent at the time a game is scheduled to begin, the officials shall set the game clock at five minutes and allow it to run for that period of time. If the team shows up to play within that five minute period of time, the opposing team shall be awarded 1 goal for every minute the team is late (up to a 3 goal maximum). If the team fails to show up at all, the game will be entered as a 3-0 win in the standings for the team that was present.
SANCTION: AWARDED GAME / GOALS (per above)

ARTICLE 82:  NEEDLESS DISTURBANCE (UNSPORTSMANLIKE CONDUCT)
DEFINITION: Any player(s) who after being warned by the officials hits the boards with the broom or any other object, whether or not the official is able to identify the guilty party.
SANCTION: MINOR OR MINOR TEAM PENALTY

ARTICLE 83:  ILLEGALLY LEAVING THE TEAM OR PENALTY BENCH
GENERAL DEFINITION: Except in the case of an injured player, any player or person in charge who deliberately leaves the team bench to go on the ice when it is forbidden to do so or any player, deliberately or not, who leaves the penalty bench before the end of their penalties, or who has not received authorization to leave.
SANCTION: MINOR OR MINOR TEAM PENALTY.....NOTE: Any goal scored by the guilty player's team shall be disallowed while any goal scored by the non-guilty team shall be allowed. All penalties issued during that time shall be valid.

DEFINITION 1: If a penalized player leaves the penalty bench voluntarily or by error before the end of the penalty, whether during play or not.
SANCTION: MINOR PENALTY.....NOTE: Any goal scored by the guilty player's team shall be disallowed with any goal scored by the non-guilty team shall count. Any penalty issued during that time shall be valid.

DEFINITION 2: If a player returns to the ice due to a mistake of the penalty time keeper.
SANCTION: Player will finish serving the penalty. Any goal scored by their team shall be disallowed while a goal scored by the non-offending team will count. Any penalty issued during that time shall be valid.
DEFINITION 3: If a penalized and injured player returns to the team bench before the penalty has expired and participates in play before the penalty has ended.
SANCTION: MINOR PENALTY

DEFINITION 4: During the game, the person in charge shall not go beyond the limits of the area occupied by the team bench, including the door used by that team.
SANCTION: MINOR TEAM PENALTY

DEFINITION 5: Any team representative or trainer who goes on the ice after the game has begun, without the permission of the referee.
SANCTION: GAME MISCONDUCT

DEFINITION 6: Any player from either team who leaves the team bench either during a fight or who becomes involved in a fight.
SANCTION: GAME MISCONDUCT

ARTICLE 84: EQUIPMENT VERIFICATION

DEFINITION 1: During a stoppage in play, the official shall verify equipment worn by any player if so requested by the captain or assistant captain of either team. The official shall immediately inspect the suspected violation. Only one measurement (verification) per team per stoppage in play shall be allowed. If the equipment proves to be legal, a penalty shall be issued to the team requesting the verification. If the equipment proves to be illegal, the guilty team shall be penalized. (NOTE: Any illegal equipment shall be removed and legalized without delay.)
SANCTION: MINOR PENALTY

DEFINITION 2: If measuring has been requested immediately following a goal and the equipment (broom) proves to be illegal.
SANCTION: MINOR PENALTY AND REFUSED GOAL

DEFINITION 3: If a player who is determined to have illegal equipment, other than a broom, is on the ice at the time of a goal or scores a goal, the goal shall be valid.
SANCTION: MINOR PENALTY

DEFINITION 4: If a player refuses to have a piece of equipment measured.
SANCTION: MINOR PENALTY AND GAME DISQUALIFICATION

ARTICLE 85: ILLEGAL EQUIPMENT

DEFINITION: All pieces of equipment that do not conform with stipulated rules and are used or worn by a player on the ice. SPECIFIC ILLEGAL EQUIPMENT: All pieces that do not conform to the rules, any broken broom, any broom wrapped in metal
wire or to which has been added any other metal or wooden piece, any broom with the head wrapped in tape to disguise a broken broom head, any protective equipment worn or attached outside the uniform (unless specifically approved in advance by the officials), any unsecured protective helmet after a warning has been given by the official, the use of more than one identical number by players on the same team.
SANCTION: MINOR PENALTY and removal or modification of illegal equipment.

ARTICLE 86: FORBIDDEN EQUIPMENT

DEFINITION: All pieces of equipment used by a player on the ice while their use is forbidden by the rules. SPECIFIC FORBIDDEN EQUIPMENT: Shoes bearing spikes or studs or chemically modified to give a traction advantage, padded hockey pants (or similar), pieces of leather added to the exterior of the jersey or pant for added protection, any protective helmet with a cage or mask as deemed unsafe by the officials, any glove with a basket, baseball or goalie style trapper.
SANCTION: MINOR PENALTY and removal of illegal equipment

ARTICLE 87: PLAYING WITH A BROKEN BROOM (DELAY OF GAME)

DEFINITION: Any player who participates in play in possession of a broken broom or piece thereof.
SANCTION: MINOR PENALTY.....(NOTE: A player with a broken broom must immediately drop all pieces of the broken broom onto the ice and may not throw said pieces over the boards or onto the team or penalty bench area.)

ARTICLE 88: PLAYING IN POSSESSION OF MORE THAN ONE BROOM (DELAY OF GAME)

DEFINITION: Any player in possession of more than one broom while on the ice.
SANCTION: MINOR PENALTY

ARTICLE 89: ILLEGAL FACE OFF

DEFINITION: Any player or players who act illegally during a face off including executing a face-off in an upward motion and a player whose actions lead to physical contact during said face-off.
SANCTION: MINOR PENALTY.....(NOTE: The officials have the privilege to remove any player from the face off circle.)
ARTICLE 90:  ILLEGAL INTERPRETATION REQUEST (DELAY OF GAME)

DEFINITION: Any captain or assistant captain who requests a rule interpretation while in the penalty box.
SANCTION: MINOR PENALTY

ARTICLE 91:  TEAM UNSPORTSMANLIKE CONDUCT

DEFINITION: Any coach who fails in his/her duty to maintain order on his/her team.
SANCTION: MINOR TEAM PENALTY

ARTICLE 92:  UNSPORTSMANLIKE CONDUCT

GENERAL DEFINITION: A lack of ethics towards either the opponent, spectator, or officials

DEFINITION 1: If a player or person in charge uses abusive language towards whomever it may be during a game.
SANCTION: MINOR PENALTY

DEFINITION 2: If the official is unable to identify the person guilty of said language in definition 1.
SANCTION: MINOR TEAM PENALTY

DEFINITION 3: If a player or person in charge already guilty of said unsportsmanlike conduct persists in such behavior or seeks to provoke an opponent into incurring a penalty through the use of threats, abusive language or provocative gestures.
SANCTION: MISCONDUCT PENALTY

DEFINITION 4: If a player or person in charge makes use of gross gestures or takes part in a fist fight outside of the ice surface.
SANCTION: GAME MISCONDUCT

DEFINITION 5: If a player on the ice takes part in a fist fight with a player not on the ice surface.
SANCTION: GAME MISCONDUCT

DEFINITION 6: If a player or person in charge deliberately spits on or at an opponent, person in charge or spectator.
SANCTION: MATCH PENALTY
DEFINITION 7: No tobacco products or alcoholic beverages are allowed on the team or penalty benches. 
SANCTION: MINOR PENALTY AND GAME DISQUALIFICATION

DEFINITION 8: Any player, coach or team representative who participates while under the influence of drugs or alcohol. 
SANCTION: GAME DISQUALIFICATION

DEFINITION 9: If a player intentionally moves the ball away from the official. 
SANCTION: MINOR PENALTY

DEFINITION 10: Any player or team representative who by words or gestures argues a decision or shows contempt towards the officials. 
SANCTION: MINOR PENALTY, if behavior is continued MISCONDUCT PENALTY. If behavior still continues, GAME MISCONDUCT.

DEFINITION 11: If the official is unable to identify the person or persons guilty of said behavior. 
SANCTION: MINOR TEAM PENALTY

DEFINITION 12: If the infraction is committed before or after the game. 
SANCTION: GAME MISCONDUCT

ARTICLE 93: THROWING AN OBJECT

DEFINITION 1: If a player or team representative throws an object onto or off of the ice during a stoppage in play. 
SANCTION: MINOR OR MINOR TEAM PENALTY

DEFINITION 2: If a player on the ice throws a broom or part of a broom or any other object in the direction of a player in possession of the ball. 
SANCTION: MAJOR OR MAJOR TEAM PENALTY

DEFINITION 3: If a player throws a broom to a teammate who has dropped or broken a broom. 
SANCTION: MINOR PENALTY

DEFINITION 4: If a player on the ice throws a broom in the direction of a player in possession of the ball on a breakaway with no one between that player and the goaltender. 
SANCTION: PENALTY SHOT
DEFINITION 5: If a player or representative throws any object at an opposing team member, spectator, or official.
SANCTION: MATCH PENALTY

ARTICLE 94: INTERFERENCE

DEFINITIONS: The action of interfering with the advance of an opponent who is not in possession of the ball unless that player has just gotten rid of the ball; the action of removing the broom from the hands of an opponent; the action of stopping an opponent who has dropped his/her broom from recovering the broom; making contact with the goalie while the goalie is in their goal crease unless the ball entered the crease first; generally not giving an opponent the chance to make a play for a ball (taking away that player's opportunity to do so.)
SANCTION: MINOR PENALTY

ARTICLE 95: HOLDING

DEFINITION 1: The act of holding an opponent with one's hand, broom, or otherwise.
SANCTION: MINOR PENALTY

DEFINITION 2: Holding a player or that player's broom while said player is in the attacking zone and is deprived from having an open shot on goal on the goaltender.
SANCTION: PENALTY SHOT

ARTICLE 96: TRIPPING

DEFINITION 1: Any player who places a knee, broom, foot, arm, hand, elbow or other item in such a manner as to cause the opponent to fall to the ice.
SANCTION: MINOR PENALTY

DEFINITION 2: If a trip occurs in the guilty player's defensive or defensive neutral zone and deprives the attacking player from having an open shot on the goaltender.
SANCTION: PENALTY SHOT

DEFINITION 3: If a player injures an opponent as a result of a trip.
SANCTION: MAJOR PENALTY

DEFINITION 4: If a player leaves their feet (whether or not that player reaches the ball) and trips an opponent.
SANCTION: MINOR PENALTY..... (NOTE: If in the act of taking away the ball from an opponent, the opponent is tripped in the follow-through with the broom, no penalty will be called)
ARTICLE 97: OBSTRUCTIVE TRIPPING

DEFINITION 1: Any deliberate fall of a player on the ice whether to reach the ball or not while following an opponent, causing the opponent to fall
SANCTION: MINOR PENALTY

DEFINITION 2: Any player who submarines another player (putting the knee to the ice, bending very low etc.)
SANCTION: MINOR PENALTY

DEFINITION 3: If an obstructive tripping causes an injury.
SANCTION: MAJOR PENALTY

DEFINITION 4: If in the opinion of the official the obstructive trip was with intent to injure.
SANCTION: MATCH PENALTY

ARTICLE 98: HOOKING

DEFINITION 1: The act of stopping or trying to stop the advance of an opponent by hooking the opponent with one's broom or body.
SANCTION: MINOR PENALTY

DEFINITION 2: If the infraction is committed against the ball carrier who is deprived of having an open shot on goal on the goaltender.
SANCTION: PENALTY SHOT

DEFINITION 3: If the act of hooking results in an injury to the fouled player.
SANCTION: MAJOR PENALTY

ARTICLE 99: SLASHING

DEFINITION 1: The act of hitting or attempting to hit an opponent or an opponent's broom with one's own broom, held in one or both hands and with the intent of hampering that player's progress.
SANCTION: MINOR PENALTY

DEFINITION 2: If the slash is made with excessive force or is made against the goaltender in the reserved zone.
SANCTION: MAJOR PENALTY

DEFINITION 3: If a slashing results in an injury to one's opponent.
SANCTION: MAJOR PENALTY AND GAME DISQUALIFICATION
DEFINITION 4: If in the official's opinion there was deliberate attempt to injure an opponent.
SANCTION: MATCH PENALTY

ARTICLE 100:  KNEEING OR ELBOWING

DEFINITION 1: The action of hitting an opponent with one's knee or elbow.
SANCTION: MINOR PENALTY

DEFINITION 2: If the gesture is made violently and/or the opponent is injured.
SANCTION: MAJOR PENALTY

DEFINITION 3: If in the official's opinion, there was deliberate attempt to injure an opponent.
SANCTION: MATCH PENALTY

ARTICLE 101:  CHARGING

DEFINITION 1: The action of hurling or throwing oneself upon your opponent, or assailing your opponent (NOTE: There is NO number of steps required to incur a charging penalty.)
SANCTION: MINOR PENALTY

DEFINITION 2: If this infraction takes place in the goalies reserved zone against the goaltender.
SANCTION: MAJOR PENALTY

DEFINITION 3: If a player charges an opponent from the rear.
SANCTION: MAJOR PENALTY

DEFINITION 4: If the infraction results in an injury to the opponent.
SANCTION: MAJOR PENALTY & GAME DISQUALIFICATION

DEFINITION 5: If the infraction is committed against an opponent in the attacking zone and that player is deprived of having an open shot on the goaltender.
SANCTION: PENALTY SHOT

DEFINITION 6: If in the opinion of the official there was deliberate attempt to injure the opponent.
SANCTION: MATCH PENALTY
ARTICLE 102: HITTING (CHECKING) FROM BEHIND

DEFINITION 1: There is to be no hitting or checking from behind while the opponent is unaware of the assailant's position and there is to be no excessive force.
SANCTION: MINOR OR DOUBLE MINOR PENALTY

DEFINITION 2: If the infraction occurs and deprives the player from having a breakaway with an open shot on the goaltender.
SANCTION: PENALTY SHOT

DEFINITION 3: If the action results in an injury to the opponent.
SANCTION: MAJOR PENALTY AND GAME DISQUALIFICATION

DEFINITION 4: If in the opinion of the official there was deliberate intent to injure the opponent.
SANCTION: MATCH PENALTY

ARTICLE 103: CROSS CHECKING

DEFINITION 1: The act of making contact with an opponent with one's broom holding it with both hands apart on the handle or together on the handle with force.
SANCTION: MINOR PENALTY

DEFINITION 2: If the infraction is done violently, occurs above the opponent's normal shoulder height, injures an opponent, or cross checks a goaltender inside the reserved zone.
SANCTION: MAJOR PENALTY AND GAME DISQUALIFICATION

DEFINITION 3: If in the opinion of the official there was deliberate attempt to injure the opponent.
SANCTION: MATCH PENALTY

ARTICLE 104: HIGH BROOM

DEFINITION 1: The act of checking or hitting an opponent above shoulder level with one's broom.
SANCTION: MINOR PENALTY

DEFINITION 2: The act of swinging one's broom above one's own shoulder level in a dangerous manner with an opponent in close proximity.
SANCTION: MINOR PENALTY
DEFINITION 3: If the infraction causes injury to the opponent.  
SANCTION: MAJOR PENALTY AND GAME DISQUALIFICATION

DEFINITION 4: If in the opinion of the official there was deliberate attempt to injure the opponent.  
SANCTION: MATCH PENALTY

**ARTICLE 105: BOARDING**

DEFINITION 1: The action of maintaining body contact when checking an opponent into the boards and pinning that player to the boards in finishing off the check or checking a player with excessive force when that player is stationary against the boards.  
SANCTION: MINOR PENALTY

DEFINITION 2: If the infraction is done in a violent manner and/or the player is injured.  
SANCTION: MAJOR PENALTY & GAME DISQUALIFICATION

DEFINITION 3: If in the opinion of the official there was deliberate attempt to injure the opponent.  
SANCTION: MATCH PENALTY

**ARTICLE 106: INTIMIDATING AN OPPONENT**

DEFINITION: Any player who whirls their broom in the direction of an opponent without hitting that player or through words or gestures attempts to intimidate that opponent.  
SANCTION: MINOR PENALTY

**ARTICLE 107: ROUGHING**

DEFINITION 1: Any player who in making contact with an opponent uses brutality, excessive force, pushes that player away violently, or uses excessive physical aggressiveness on that opponent.  
SANCTION: MINOR OR DOUBLE MINOR PENALTY

DEFINITION 2: If a player uses excessive roughness and/or checks an opponent with the hand or shoulder above that opponent's shoulders.  
SANCTION: MAJOR PENALTY

DEFINITION 3: If a player injures an opponent as a result of the roughing  
SANCTION: MAJOR PENALTY & GAME DISQUALIFICATION
DEFINITION 4: If a player grabs an opponent's helmet or face mask in any manner
SANCTION: MAJOR PENALTY AND GAME DISQUALIFICATION

ARTICLE 108: FIGHTING

GENERAL DEFINITION: The act of two players throwing punches and at least one of
the players making contact with those punches.
SANCTION: MAJOR PENALTY AND GAME MISCONDUCT
1. If it is determined that there is an obvious instigator in the fight, an
additional minor penalty will be given to that player.
2. When a player enters into an existing fight even if in the role of
attempted peacemaker, then an additional game misconduct will be
given to the guilty player
3. When a goaltender leaves the crease, does not go to the bench but in
the direction of an existing fight, the goaltender will be given a game
misconduct penalty.
4. Any other players who come onto the ice once a fight has begun,
whether or not they become involved in the fight will be given game
disqualification penalties.
5. Any player who while fighting kicks an opponent, headbutts, pulls
hair, bites or scratches their opponent will be given game misconduct
penalties.

ARTICLE 109: FIGHTING BETWEEN TEAM MATES

DEFINITION: When two or more players on the same team fight with each other
whether on or off the ice.
SANCTION: GAME DISQUALIFICATION

ARTICLE 110: SPEARING AND BUTT-ENDING

DEFINITION: The act of hitting an opponent with an end of the broom.
SANCTION 1: MAJOR PENALTY, if accidental or unintentional
SANCTION 2: MAJOR PENALTY AND GAME DISQUALIFICATION, if severe but
with no injury sustained.
SANCTION 3: MAJOR AND MATCH PENALTY, if injured or intent to injure.
ARTICLE 111:  ATTEMPT TO INJURE OR DELIBERATELY INJURING AN OPPONENT

DEFINITION: Any player who tries to injure or deliberately injures an opponent, representative, official, or spectator in any way whatsoever; Any player using any part of their equipment as a weapon; Any player who grips an opponent's mask, helmet, or chin strap using it as an advantage to inflict punishment.
SANCTION: MATCH PENALTY

ARTICLE 112:  REFUSAL TO COMPLY

DEFINITION 1: Any player who after being warned by the official refuses to comply with the official's directive(s).
SANCTION: 10 MINUTE MISCONDUCT

DEFINITION 2: When a player after being issued a penalty refuses to go to the penalty bench and/or continues to go to the penalty bench.
SANCTION: MISCONDUCT PENALTY

DEFINITION 3: If a player enters into and remains in the official's crease.
SANCTION: GAME MISCONDUCT

ARTICLE 113:  THREATENING OR MOLESTING AN OFFICIAL

DEFINITION: Any player or person who before, during, or after a game tries to intimidate an official, whether on or off the ice, through words, gestures or threats or who spits, molests, jostles the official or interferes with the official's work.
SANCTION: MATCH PENALTY

ARTICLE 114:  ADDITIONAL PENALTY ISSUANCE

At the discretion of the referee(s), any player issued a penalty may receive additional penalty time based on the severity of the said offense; i.e.: a minor penalty can be changed to a double minor or major penalty, a double minor penalty can be changed to a major penalty etc.

ARTICLE 115:  RULES DISCLAIMER

Any decision or rules inadvertently or unintentionally not covered in this Rulebook will be made by the on-ice officials in the game so in play. Such decisions shall be final.
APPENDIX II - OFFICIAL'S SIGNALS

**BOARDING:** Striking the closed fist of the hand once into the open palm of the hand.

**BUTT-ENDING:** Moving the forearm, fist closed, under the forearm of the other hand held palm down.

**CHARGING:** Rotating clenched fists around one another in front of the chest.
CHECKING FROM BEHIND: Arm placed behind the back, elbow bent, forearm parallel to the ice surface.

CROSS CHECKING: A forward motion with both fists clenched, extending from the chest.

DELAY CALL OF PENALTY: Armband hand is extended straight above the head.
DELAY OF GAME: Hand, palm open, is placed across the chest and fully extended directly in front of the body.

ELBOWING: Tapping the elbow with the opposite hand.

FIGHTING/ROUGHING: One punching motion to the side with the arm extending from the shoulder.
GOAL SCORED: A single point directly at the goal in which the puck legally entered the net while simultaneously blowing the whistle.

HAND PASS: An open hand and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.

HIGH BROOM: Holding both fists, clenched, one immediately above the other, at the side of the head.
**HOLDING:** Clasping the wrist of the whistle hand well in front of the chest.

**HOLDING THE FACE MASK:** Closed fist held in front of face, palm in, and pulled down in a straight motion.

**HOOKING:** A tugging motion with both arms as if pulling something towards the stomach.
ICING: Arms folded across the chest.

INTERFERENCE: Crossed arms stationary in front of chest with fists closed.

KNEEING: A single tap of the right knee with the right hand keeping the feet on the ice.
MATCH PENALTY: Pat palm of hand on the top of the head.

MISCONDUCT(10 MIN, DQ, GAME):
Placing of both hands on the hips at one time.

PENALTY SHOT: Arms crossed with fists clenched above the head.
SLASHING: One chop of the hand across the straightened forearm of the other hand.

SLOW (DELAY OFFSIDE) WHISTLE: Whistle hand is extended straight above the head. Hand is lowered if offside is waived off.

SPEARING: A single jabbing motion with both hands together, thrust forward in front of the chest.
TRIPPING: Strike the side of the knee and follow through once, keeping the head up and feet on the ice.

TIME OUT & UNSPORTSMANLIKE CONDUCT: Using both hands to form a "T", sideways for unsportsmanlike conduct; vertical for time out.

WASHOUT (PLAY ON): Both arms swung laterally across the body at shoulder level with palms down.
APPENDIX III - GLOSSARY

**Altercation:** Any physical interaction between 2 or more opposing players resulting in a penalty or penalties being assessed.

**Body Checking:** A legal body check is one in which a player checks an opponent (per USBA rules) by using the hip or shoulder from the front, or diagonally from the front or straight from the side.

**Break-Away:** A condition whereby a player is in control of the puck with no opposition between the player and the opposing goal and with a reasonable scoring opportunity.

**Coach:** The person, primarily responsible for the directing and guiding the play of his/her team before, during, and/or after the game (team manager if present may assume non-game duties.)

**Crease:** Goaltender crease is the area marked on the ice in front of each goal designed to protect the goaltenders from interference by opposing players. Referee crease is the area marked on the ice in front of the score-keepers' table for use of the on-ice officials, only.

**Delayed Off-Side:** A situation where an attacking player has preceded the ball across the attacking blue line but the defending team has gained possession of the ball and is in position to bring it out of their defensive zone without any delay or contact with an attacking player.

**Deflecting the Ball:** The action of the ball contacting any person or object, causing it to change direction.

**Directing the Ball:** The act of intentionally moving or positioning the body, shoe, or stick so as to change the course of the ball in a desired direction.

**Goaltender:** The person designated as such by the team who is permitted special equipment and privileges to prevent the ball from entering the goal.

**Intent To Injure Penalties:** Any penalty called where the referee(s) feel the violation was excessively flagrant and where the potential for injury is great.

**Off-Ice (Minor) Officials:** Officials appointed to assist in the conduct of the game, including the Official Scorer, Game Timekeeper, Penalty Timekeeper, and Goal Judges (if applicable.) The Referees have general supervision of the game in progress and control over all the minor officials and in the case of any dispute the Referee(s) decisions shall be final.
Penalty: A penalty is the result of an infraction of the rules by a player or team official. It involves the removal from the game of that person for a specified period of time.

Possession & Control of the Ball: When a player makes contact with the ball and propels it or freezes it. When the goaltender makes a save.

Protective Equipment: Equipment worn by the players for the sole purpose of protection from injury. Such equipment must be commercially manufactured and/or approved by the Association.

Shorthanded: When a team is below the numerical strength of its opponents on the ice. When a goal is scored against a shorthanded team, the minor or bench minor penalty which terminates automatically is the one which caused the team to be shorthanded. If an equal number of players from each team are serving penalties, neither team is considered to be shorthanded.