



Overview of the Penalty Standard and New Rules

A penalty is to be called when the game official judges that the situation falls under one or more of following categories.

- Obvious – A foul is obvious to the game official according to the description in the rulebook
- Benefit – The foul gives the player a benefit from his/her action that is against the rules
- Risk of injury – The foul puts the opponent in a situation where there is a risk of injury

Almost all penalties have different penalty minutes depending on the severity and violence of the action. The following 10 factors are to be taken into consideration by the game officials when making a penalty call and assessing the appropriate penalty minutes:

1. Risk of injury
2. Non-provoked violence
3. Blind side hit
4. Third Man In
5. The point of impact (principal point of contact)
6. If the player is aware of the impending contact
7. If the player is in a vulnerable position
8. If there is any upward movement into the hit
9. If the player is in control or possession of the puck
10. The force and speed into the situation

Every four years, the International Ice Hockey Federation (IIHF) updates their rulebook to maintain a high safety standard for players, coaches and game officials, following the new rules for the season and in the IIHF rulebook for the time period of 2018-2022. Note that it is each player / coach / game official responsibility to have the correct rule knowledge for the game.

Rule 40 – Uniform / Skater

Jerseys must be worn entirely outside of the pants and, whenever possible be properly fastened with the tie-down strap to the pants if there is one in the jersey.

Rule 96 – Goals with the Skate

- No goal will be allowed if an attacking skater directs the puck into the goal net with his skate in any manner.
- Skaters are not allowed to intentionally deflect or deliberately direct the puck into the net by any means other than the stick.

Rule 120 – Boarding

- Same as Rule 123 – the Checking from Behind rule
- A boarding penalty is punishable by a minor **and misconduct penalty** as a minimum (not only a minor penalty)

Rule 141 – Fighting

Fighting (added points)

All players who become involved in fighting will be assessed match penalties. Roughing shall be used for situations that fall under fighting but includes actions such as pushing and “wrestling” actions.

If there is a clear instigator in a fight, that player will be assessed for an additional minor penalty.

Rule 221 – Holding the Puck Outside Goal

- A goaltender who falls on or gathers the puck into his body in the area between the goal line and the hash marks at the end zone faceoff circles will be assessed for a minor penalty unless he is being pressured by an opponent and is unable to play the puck safely with his stick.
- The GK has an obligation to keep the puck in play and play with his stick when provided the opportunity to do so. The game official would address the situation where the GK comes outside the crease to cover the puck, even though the attacking player is still several meters away and the GK clearly had an opportunity to play puck with stick.

Rule 176 – Penalty Shot Procedure / Overview

In cases where a skater is fouled in a manner that warrants a penalty shot, any skater on the team can be named by the coach to take the shot.

Rule 153 – Late Hit

Late hit constitutes a body checking to a skater who is in a vulnerable position because he no longer has control or possession of the puck. A late hit can be delivered to a skater who is either aware or unaware of the impending contact.

- i. A skater who is not in the immediate vicinity of an opponent in possession or control of the puck and still delivers a late hit to that opponent, who is aware of the impending contact, will receive a minor penalty.
- ii. A skater who delivers a late hit to an unsuspecting opponent will receive a major and automatic game-misconduct penalty.
- iii. A skater who recklessly endangers a vulnerable opponent with a late hit will be assessed a match penalty.

Criteria for Calling a Penalty

- Remove the term “injury” as a classification criterion. In place of “injury” use the term “reckless endangerment” as a criterion for the entire rulebook.
- An injury could still be considered as a factor that indicates reckless endangerment.
- The word “injury” has been removed from the rulebook, and any penalties where an injured player incurs additional penalties have been adjusted accordingly.