



		IPMENT

Equipment must conform to safety standards and be used only to protect Players, not to enhance or improve playing ability or to cause injury to an opponent.

All players are <u>strongly recommended</u> to wear cut-resistant socks, sleeves, or undergarments.

All protective equipment, except gloves, headgear, mouthguards, neck laceration protector and Goalkeepers' leg guards must be worn under the uniform



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9.7 FACIAL PROTECTION

Players are not allowed to wear a colored or tinted visor that would make it impossible to make eye contact with the player.

Participating Teams in an IIHF Competition must ensure that their Players are equipped with a helmet manufactured and approved specifically for ice hockey and that, as applicable, a visor or a full-face protection is properly attached to it.

Specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.

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9.12 NECK LACERATION PROTECTOR

For <u>all players</u> in <u>all categories</u> of IIHF Competition, it is <u>mandatory</u> to wear a <u>neck laceration protector</u> designed for this specific purpose, choosing a design that covers as much of the neck as possible. The Neck Laceration Protector must be properly worn and must not be modified or alternated in any way. For violation of this rule, <u>after warning</u> by the Referee, <u>a Minor Penalty</u> shall be imposed. → Rule 12 – Illegal Equipment. For violation of this rule,

Rule 102.7 – Women's Hockey Specific Equipment and →
Rule 202.7 – Men's Junior Hockey Specific Equipment.

A Goalkeeper may attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.



25,3 INFRACTIONS - WHEN GOALKEEPER IS OFF THE ICE

If, when the opposing goalkeeper has been removed from the ice, a player in control of the puck (or who could have obtained possession and control of the puck) in the neutral or attacking zone is tripped or otherwise fouled with no opposition between him and the opposing goal, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the attacking team.

This paragraph was not moved from 57.4 (it was deleted) when the references for awarded goal was changed to Rule 25.





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Rule simplified

RULE 66 FORFEIT OF GAME

66.1 FORFEIT OF CAME
In the event of failure by a Team to comply with a provision of the applicable rules or regulations affecting the playing of a game, the Referee shall, if so, directed by the III+F or their designee, refuse to permit the game to proceed until the offending Team comes into compliance with such provision.

Should the offending Team persist in its refusal to come into compliance, the Referee shall, with the prior approval of the IIHF or their designee, declare the game cancelled.

The game shall be cancelled if a Team cannot place the required number of Players on the ice during the course of a game because of penalties and injuries.

When a game is cancelled, the Referee must report all circumstances to the Proper Authority that shall investigate all cancelled games to decide the outcome of the game.

In addition, the Proper Authorities may assess additional Disciplinary Measures on any Team or Team member in connection to the cancelled game.





84.5.-OVERTIME-OPERATIONS AND PENALTY-SHOOTOUT-PROCEDURES—PLAYOFF-GAMES AND MEDAL-GAMES » For more information refer to IIHF-Sport Regulations.

84.5. OVERTIME OPERATIONS – PLAYOFF GAMES AND BRONZE MEDAL GAME Fully explained in the rulebook 84.6. OVERTIME OPERATIONS – GOLD MEDAL GAME Fully explained in the rulebook



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86.5 END OF PERIODS

At the conclusion of the <u>first and second</u> periods, upon hearing the buzzer, the <u>away team</u> will return to its <u>players' bench</u> and remain there until the <u>entire home team</u> has <u>departed the ice surface</u> and entered the common hallway. Once the last player of the home team has entered the common hallway, then the Referee will motion the away team to leave the ice surface. As soon as the buzzer sounds, signaling the end of the period, the game clock will be immediately re-set with the appropriate intermission time frame.

Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the Proper Authorities for disciplinary action





101.1 FACIAL PROTECTION – WOMEN'S HOCKEY "SENIOR" – AGE CATEGORY

All Players in the "Senior" age category must wear a full-face protection (full-visor, or cage facial protection), properly fixed to the helmet.

- → Rule 9.6 Helmets.
- → Rule 9.7 Facial Protection.

Players without the mentioned protection are not allowed to participate in a game. For violation of this rule, after warning by the Referee, a Minor Penalty shall be imposed. → Rule 12 – Illegal Equipment.



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101.5 HELMET / EAR-PROTECTION – WOMEN'S HOCKEY "SENIOR" – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

→ Rule 9.6 – Helmets

Players without the mentioned protection are not allowed to participate in a game. For violation of this rule, after warning by the Referee, a Minor Penalty shall be imposed. → Rule 12 – Illegal Equipment.



101.7 PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT – WOMEN'S HOCKEY "UNDER 18" AND "UNDER-AGED" – AGE CATEGORY



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202.5 NECK-LACERATION-PROTECTOR —MEN'S JUNIOR HOCKEY "UNDER-20" —AGE CATEGORY

Replaced by =>

9.12 NECK LACERATION PROTECTOR

For <u>all players</u>

2024 / 2025

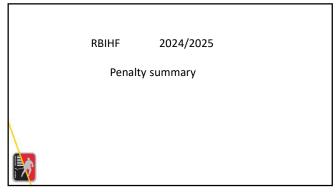


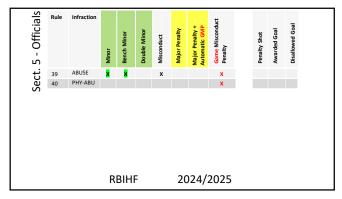


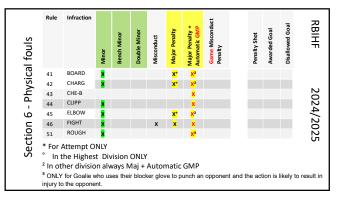
TABLE 1 · RULE 15
Calling of Penalties – Summary of Penalties to Coaches and Team personnel DESCRIPTION RULES
Hitting the boards or glass with a stick or any other object 39.3(I), 75.3(II)
Interference with an opponent or the puck while play is in progress 56.3
Interference with an opponent or the puck while play is in progress 56.3
Interference with an opponent or the puck while the Goalkeeper has been removed 56.7, 56.8
Interfering with a Game Official 39.3(III)
Leaving the bench by stepping onto the ice before the end of the period 70.5
Obscene language or gestures 39.3(II), 95(II),(IVII),(IVII),(IVII),
75.3(III), 75.5(III), (III), (V)
Physical abuse of an Official 40.7
Refusing to start play (Teams in their dressing room) 73.1, 73.3
Refusing to start play (Teams on the ice) 73.1, 73.2
Throwing a stick on the ice to a player who has lost or broken a stick 10.3
Throwing any object onto the ice (unsportsmanlike conduct) 75.1, 75.3
Throwing stick (Dreakaway on an open net) 53.8
Throwing stick (Defending Zone) 53.7

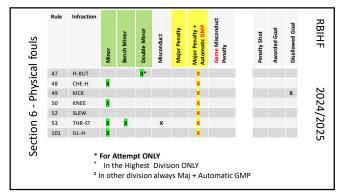
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TABLE 3 · RULE 17
Summary of Bench Minor Penalties
DESCRIPTION RULE
Abuse of Officials 39.3
Deliberate illegal substitution 74.4
Illegal substitution 68.2
Interference with an official 39.3
Refusing to start play 73.2, 73.3
Throwing objects onto ice 75.3
Unsportsmanilike Conduct 75.3
DESCRIPTION RULE
Delay of Game 63.3
Face-off violation 76.4, 76.6, 76.7
Interference from players' bench/penalty box 56.3
Leaving bench at end of period play 86.2, 86.8
Stepping onto ice during period (Coach) 70.5
Too many players on the ice 70.4, 74.1, 74.2, 74.3
Unsustained request for stick measure 10.5, 10.6

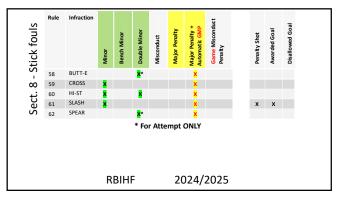


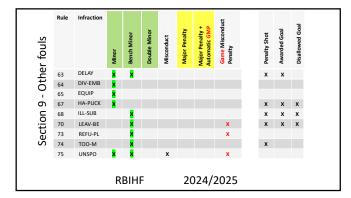


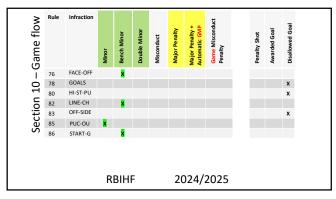


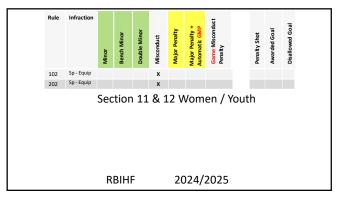


Sect. 7 - Restraining fouls	Rule	Infraction	Minor	Bench Minor	Double Minor	Misconduct	Major Penalty	Major Penalty + Automatic GMP	Game Misconduct Penalty	Penalty Shot	Awarded Goal	Disallowed Goal	
esi	54	HOLD	×							х	х		
~	55	HOOK	X					X		Х	х		
_	56	INTER	×	×			X°	X ²		х	х		
;;	57	TRIPP	×				X°	X ²		х	х		
ĕ	69	INT-GOA	×				X°	X ²				X	
O,		2	ın						D1 & Be utomat	P			
			R	ВІНІ	F		20)24/	2025				











		2	2+2	Bench	Misc	GMP	5+GMP	PS	AG
59	CROSS CHECKING (charge cross)	Х					Automatic		
43	CHECKING FROM BEHIND						Automatic	Х	Х
44	CLIPPING (coupage)	х					Automatic		
50	KNEEING	Х					Automatic		
55	HOOKING	х					Automatic	Х	Х
58	BUTT ENDING (harponer)						Automatic		
58	Attempt to Butt ending		Х						
61	SLASHING (cinglage)	х					Automatic	Х	Х
62	SPEARING (piquage)						Automatic		
62	Attempt to Spearing		Х						
47	HEAD BUTTING (attempt to)		х				Automatic		

