



## Penalty Shot/Shoot Out Procedure for Goaltender:

**Penalty Shot/Shoot out procedure - Rule 509-d:** states "the players of both teams shall withdraw to their player benches". It does not say the goal keeper must withdraw from the ice. The shooting teams goaltender may remain on the ice at his respective end zone. The shooting teams goal tender may not make any attempt to distract or interfere with procedure of the shot in an attempt to take the attention away from the goaltender being shot on.

If, while the penalty shot or shootout is being taken, any player, goalkeeper, Coach or non-playing Club personnel of the team taking the shot shall have by some action interfered with or distracted the goalkeeper defending the shot and, because of such action, the shot was successful, the Referee shall rule NO goal and shall impose a misconduct penalty.

**New Procedural Change** - Positioning for the Head Referee's will be on the end zone line, with 1 Referee on each side of the net. Each Referee will have a designated end in which he has final ruling and will announce to the scorer. Before each shooter, the Referee who's end zone of responsibility it is, will check to make sure the net is in its proper position. The Referee who has end zone responsibility will blow his whistle to start PS or GWS and focus on the shooter. The second Referee will keep an eye on the goal tender leaving his crease pre-maturely and the net staying in its proper position. Both Referee's can convene after the shot, if necessary, to determine the proper outcome.

The Linesman will be positioned: L1 at center face-off circle where shooter begins, L2 between the benches with an eye on the benches and opposing goal tender(shooting teams goal tender). Before the procedure begins, each Linesman is to check his net to be sure it is in its proper position.



## Displacing the Goal Frame (Rule 554(b)):

If at any time during the course of the penalty shot(which begins when the Referee blows the whistle for the player to start the shot) the goal keeper **deliberately** moves or dislodges the goal net, the Referee shall award to the non-offending team a goal.

\*During the course of the PS or GWS where the goal post is dislodged, as a result of a goal keeper stretching his leg to stop the puck by the pad, **no** goal shall be allowed , if puck has not entered the net.

\*During the course of the PS or GWS where the puck enters the net and the net comes off or is not in the correct position as a result of the goal keeper's action the goal **shall be allowed**.

\*During the course of the PS or GWS where the net comes off before the puck enters the net as a result of the goalkeeper "making a save" the goal **shall be allowed**. The player must be in the act of shooting the puck into the goal(between the normal position of the posts and completely across the goal line).

## Commercial Breaks

### (Part K of EBEL Procedure Regulations):

Following all listed procedures in regards to a commercial break, 2 notes of attention:

\*Following a stoppage of play for an icing, a commercial break is allowed, provided all other commercial break criteria are met (i.e - even strength, after 12:00. etc)

\*Following a stoppage of play for an icing infraction, the offending team is prohibited from making any player change until play has resumed. The Linesman need to be aware of the players on the ice and make sure the same players are starting the face-off (after conclusion of commercial break).



## Fisticuffs or Roughing (Rule 528):

The Referees are provided a wide latitude in the penalties with which they may impose under this rule. This is done to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fisticuff.

### 2009 Version - RULE 528

As already announced in season 2009/10 we would like to refer to following specific interpretation for fisticuffs/scrums

*No major penalty + automatic game misconduct or match penalty shall be assessed if following criteria are fulfilled:*

- a. the fight is only between 2 combatants who were involved in the initial situation with no other player feeling to be involved. Especially "avengers" are considered as such third person involved.*
- b. the fight has to be stopped immediately after the linesmen are in*
- c. after stoppage of the fight no throwing of punches or resisting to leave is allowed*
- d. once the fight is done, the players have to enter the penalty bench immediately and without hesitation and to remain there*

*Should above mentioned criteria be fulfilled the generous interpretation of rule 528 shall apply and a double minor penalty shall be assessed. A 10 min. misconduct will be added to the double minor if the player(s) gets rid of his gloves before or during the fight.*

*It is ion the referees' discretion to assess penalties according to rule 528, e.g. if the player was involved in other fights/scrums that game (means the same player starts again a fight/scrum during the same game) ore if the referee requested a more sportsmanlike play before.*

*It is self-mandatory that a penalty for any foul committed before the start of the fight/scrum has to be assed in addition to the penalties which resulted from the altercation.*

### **New Version - Rule 528:**

No major penalty + automatic game misconduct or match penalty shall be assessed if the following criteria are fulfilled:

- a. the fisticuff is only between 2 willing combatants who are involved in the initial situation with no other player to be involved. Especially "avengers" who are considered as a third person involved.
- b. the fisticuff has to be stopped immediately after the linesmen are in.
- c. after stoppage of the fisticuff, no throwing of punches or resisting to leave is allowed.
- d. once the fisticuff is done, the players have to enter the penalty bench immediately and without hesitation and to not remain in the area of the fight.

Should above mentioned criteria be fulfilled, the interpretation of rule 528 shall apply and a **5 minute major** penalty(Roughing) shall be assessed.

It is on the Referees' discretion to assess penalties according to rule 528, e.g. if the player was involved in other fisticuffs/scrums in the same game (means the same player starts a fisticuff/scrum again during the same game) or if the Referee requested a more sportsmanlike play before.



It is self-mandatory that a penalty for any foul committed before the start of the fisticuff/scrum has to be assessed in addition to the penalties which resulted from the altercation.

## Rule Book Revision:

### 528 - FISTICUFFS OR ROUGHING

a) A player who intentionally takes off his glove/s and no fight or altercation pursues shall be assessed a:

➤ **Misconduct** penalty (10')

b) A player who, having been struck, retaliates with a blow or attempted blow, shall be assessed a:

➤ **Minor** penalty (2')

c) Any player or goalkeeper who is the first to intervene in an altercation already in progress, shall be assessed in addition to any other penalties incurred in the incident a:

➤ **Game Misconduct** penalty (GM)

d) If a player, after he has been ordered by the Referee to stop, continues the altercation, attempts to continue, or resists a Linesman in the discharge of his duties, he shall be assessed, at the discretion of the Referee, a:

➤ **Double Minor** penalty (2'+2')

or

➤ **Game Misconduct** penalty (GM)

or

➤ **Match** penalty (MP)

e) A player or team official who is on or off the ice and is involved in an altercation or fisticuffs with a player or team official off the playing surface, he shall be assessed, at the discretion of the Referee, a:

➤ **Misconduct** penalty (10') - Player Only

or

➤ **Game Misconduct** penalty (GM)

or

➤ **Match** penalty (MP)

f) A player who grabs or holds the face mask or helmet or pulls the hair of an opponent shall be assessed, at the discretion of the Referee, a:

➤ **Minor** penalty (2')

or

➤ **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

g) A goalkeeper using his blocker glove to punch an opponent in the head, neck or face area shall be assessed a:

➤ **Match** penalty

## In addition and for clarification:

**Altercation** - An altercation is a situation involving two players, with at least one to be penalized.

**Fisticuffs** – A fisticuff shall be deemed to have occurred when at least one player (or goalkeeper) punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the Linesman to intervene and separate the combatants.

**Major Penalty** – A major penalty shall be imposed on any player who fights for roughing.

**Avenger** – The avenger in an altercation shall be the player who continues to throw punches in an attempt to inflict punishment on his opponent who is in a defenseless position or who is an unwilling combatant.

*Example: 1 player engages in a fight and the opposing player does not engage (no punches thrown, no commitment to fight, etc). Essentially, it is NOT 2 willing combatants (only 1) and for the intent of this example - it is considered a 1 man fight.*

A player must be deemed the avenger when he has clearly won the fight but he continues throwing and landing punches in a further attempt to inflict punishment and/or injury on his opponent who is no longer in a position to defend himself. *Example: A fight occurs between 2 willing combatants. Both players fall to the ice during the fight and 1 player continues to throw punches while the opposing player is in an unfair position.*

A player who is deemed to be the avenger of an altercation shall be assessed a **major penalty for roughing and a game misconduct**.

**Clearing the Area of a Fisticuff** - When a fisticuff occurs, all players not engaged shall go immediately to the area of their players' bench and in the event the altercation takes place at a players' bench, the players on the ice from that team shall go to their defending zone. Goalkeepers shall remain in their goal crease, except in the event the altercation takes place in the vicinity of the goal crease, and therefore shall obey the directions of the Referee.

**Inciter** - An inciter of an altercation shall be a player who by his actions or demeanor demonstrates any/some of the following criteria: distance traveled; first punch thrown without opposition ready; menacing attitude or posture (taunting); verbal instigation or threats; conduct in retaliation to a prior game (or season) incident; obvious retribution for a previous incident in the game or season. *Example: A player engages an opposing player in a manner where the opposing player was unsuspecting or did not have a fair opportunity to initially engage back.*

A player who is deemed to be the inciter of an altercation shall be assessed an **roughing minor penalty, a major penalty for roughing and a ten-minute misconduct**.

A player who is deemed to be both the inciter and avenger of an altercation shall be assessed an **roughing minor penalty, a major penalty for roughing, and a game misconduct penalty**.

**Match Penalty** - Any player wearing tape or any other material on his hands (including and not limited to brace, jewellery, etc.) below the wrist, who cuts or injures an opponent during a fisticuff/altercation will receive a match penalty in addition to any other penalties imposed, including fisticuff penalties.

A match penalty shall be assessed to a player who punches an unsuspecting opponent and causes an injury.



## NEW - Interference on the Goalkeeper

**Interference on the goal keeper - Rule 534 and Rule 470/471** - This rule is based on the premise that an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances be allowed. Goals should be **disallowed** only if: (1) an attacking player, either by his positioning or by contact, impairs the goalkeeper's ability to move freely within his crease or defend his goal; or (2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his goal crease. Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. The rule will be enforced exclusively in accordance with the on-ice judgment of the Referee(s), and not by means of video replay or review.

For purposes of this rule, "contact," whether incidental or otherwise, shall mean any contact that is made between or among a goalkeeper and attacking player(s), whether by means of a stick or any part of the body.

The overriding rationale of this rule is that a goalkeeper should have the ability to move freely within his goal crease without being hindered by the actions of an attacking player. If an attacking player enters the goal crease and, by his actions, impairs the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed.

If an attacking player has been pushed, shoved, or fouled by a defending player so as to cause him to come into contact with the goalkeeper, such contact will **not** be deemed contact initiated by the attacking player for purposes of this rule, provided the attacking player has made a reasonable effort to avoid such contact.

If a defending player has been pushed, shoved, or fouled by an attacking player so as to cause the defending player to come into contact with his own goalkeeper, such contact shall be deemed contact initiated by the attacking player for purposes of this rule, and if necessary a penalty assessed to the attacking player and if a goal is scored it would be disallowed.

**Penalty** - In all cases in which an attacking player initiates intentional or deliberate contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, the attacking player will receive a penalty (minor or major, as the Referee deems appropriate). In all cases where the infraction being imposed is to the attacking player for hindering the goalkeeper's ability to move freely in his goal crease, the penalty to be assessed is for interference.

In exercising his judgment, the Referee should give more significant consideration to the degree and nature of the contact with the goalkeeper than to the exact location of the goalkeeper at the time of the contact.



**Contact Inside the Goal Crease** -If an attacking player stands in the goal crease, without interfering with the goal keeper, the Referee has the option to stop play and the ensuing face-off shall take place at the nearest face-off spot in the neutral zone. This rule is applied when the attacking player makes incidental contact with the goalie or the attacking player hinders(blocks) the view of the goalie to clearly see the play while maintaining a position within the goal crease.

If an attacking player initiates contact with a goalkeeper, incidental or otherwise, while the goalkeeper is in his goal crease, and a goal is scored, the goal will be disallowed.

If a goalkeeper, in the act of establishing his position within his goal crease, initiates contact with an attacking player who is in the goal crease, and this results in an impairment of the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed.

If, after any contact by a goalkeeper who is attempting to establish position in his goal crease, the attacking player does not immediately vacate his current position in the goal crease (i.e. give ground to the goalkeeper), and a goal is scored, the goal will be disallowed. In all such cases, whether or not a goal is scored, the attacking player will receive a minor penalty for goalkeeper interference.

If an attacking player establishes a significant position within the goal crease, so as to obstruct the goalkeeper's vision and impair his ability to defend his goal, and a goal is scored, the goal will be disallowed.

For this purpose, a player "establishes a significant position within the crease" when, in the Referee's judgment, his body, or a substantial portion thereof, is within the goal crease for more than an instantaneous period of time.

**Contact Outside the Goal Crease** - If an attacking player initiates any contact with a goalkeeper, other than incidental contact, while the goalkeeper is outside his goal crease, and a goal is scored, the goal will be disallowed.

A goalkeeper is not "fair game" just because he is outside the goal crease. The appropriate penalty should be assessed in every case where an attacking player makes unnecessary contact with the goalkeeper. However, incidental contact will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player has made a reasonable effort to avoid such unnecessary contact.

When a goalkeeper has played the puck outside of his crease and is then prevented from returning to his crease area due to the deliberate actions of an attacking player, such player may be penalized for goalkeeper interference. Similarly, the goalkeeper may be penalized, if by his actions outside of his crease he deliberately interferes with an attacking player who is attempting to play the puck or an opponent.

## Change of Players and Stoppages

**Change of Players Procedure During Stoppage of Play (Rule 412):** We are improving in this area, however average game length is still 2 hours - 16 minutes for games without overtime. We have 60 minutes of regulation playing time which is where the actions of the game take place that the fans pay to watch. The overall length of the game is dependent on our ability to keep play moving.

\*Line changes to each team are permitted once per stoppage and/or 5 seconds to each team. Line changes need to be done at once and within the 5 seconds.

\*Referee's: Please position yourself between the benches about 5 - 8 meters from the boards where you are easily visible to both teams. When allowing the visiting team their change within the 5 seconds, have eye contact with the visiting coach and bench. Then raise your hand to allow the home team their change while having eye contact with the home team coach and bench. It is also good to get in the habit of pointing to the face-off location. This allows a coach to know which center man he wants out for the face-off. In the quick time frame we have to conduct a line change, the linesman are not always in a position yet to allow a team to know where the face-off location is.

\*During a scrum/fight, NO line changes are permitted. Teams are putting players on during scrums and by the time the scrum is done, in some situation we have 6 - 10 players on the ice for the same team. The allowing of a line change will not start until the players currently on the ice are exiting the area, returning to their respective bench and the teams know the on ice strength of the following face-off.

Linesman: At the end of the 5 seconds for the home team change, or sooner if the facing off players are ready, the Linesman shall drop the puck. It shall not be the responsibility of the Linesman to wait for the players to come into position for the face-off.



## Video Replay

**Video Goal Judge System(Rule 330):** When the conclusion of play is caused by the play being deemed a goal or no goal and Video Replay is necessary, the Referee must give a distinctive signal. However, if there is any uncertainty, still give the signal, then immediately indicate that you are calling for a review.

**New Procedure for Referee:** Following the VGR, the Referee must make signal(goal or no goal) as previously done. Following the signal the Referee will then proceed to the scorekeeper to give the number of the player that scored the goal or if **no goal on play**, inform the timekeeper why it was not a goal to announce on the PA system. Example's: After review it is deemed no goal, due to the puck being kicked in. After the review it is deemed no goal, due to the net being dislodged.

### 7 Criteria for VGJ review :

1. Puck crossing the goal line.
2. Puck in the net prior to the goal frame being displaced.
3. Puck directed into the net prior to or after the expiration of time at the end of the period.
4. Puck directed into net the net by hand or kicked into the net.
5. Puck deflected into the net off a game official.
6. Puck struck with a high stick above the height of the crossbar by an attacking player prior to entering the net.
7. Establishing the correct time on the official clock, provided the game time is visible on the VGJ monitor.

### **New: Beginning January 22nd 2012(Qualifying Round) and Remainder of Play-Offs:**

Each team, shall be permitted once per game, a request to review a goal/non-goal. Any player designated by the Coach may ask the Referee for the VGR. All other VGR during the course of the game shall be applied only by at the request of the Referee.

In the event a team makes an official request for VGR, that the Referee would have otherwise not reviewed, and the decision following the conclusion of the VGR is not changed from the Referee's on ice ruling, that team will lose their Time-Out(Rule 422) for the remainder of the game. No VGR can take place, other than the 7 criteria allowed under Rule 330.

**Linesman Procedure:** Confer with the Refs how you seen the play. Once the review has begun, one linesman stay at the penalty crease area to make sure the area is clear from all players trying to watch the monitor. The second linesman needs to position himself between the players benches in case anything was to happen. During the VGJ review, if the play was originally deemed a goal, leave the puck at the center ice dot. If the play was originally deemed no goal, leave the puck at either end zone face off dot while the review is on.



## Diving

**Diving/Embellishment:** Definition(Rule 576) - Any player who, at the discretion of the Referee, blatantly embellishes a fall, a reaction or fakes an injury in attempt to draw a penalty by his action.

*\*Heightened awareness:* Diving can happen in many different forms, however the great majority of all diving infractions happen around the potential of 3 calls(Hooking, Holding and Interference). These 3 calls are categorized as non-aggressive penalties.

*\*Understanding:* put yourself in the shoes(skates) of a player or coach of a team that received a penalty for an infraction(Team A) and the player of the opposing team(Team B) dived on the play.

Scenario 1: Referee calls a minor penalty on Team A for an infraction that a player of Team B dove on.

Scenario 2: Referee calls 2 minutes for diving against Team B.

Team A in scenario 1 plays shorthanded and in scenario 2, Team A, has a power play. This is all based on the same play, but interpreted differently by the Referee. You can soon see how a coach/player of Team A may become upset or confused when they went from what should have been a power play to being short handed.

*\*Goaltenders:* the rule book does a great job of protecting and allowing the goal tender to properly do his job. We have specific penalties called against opposing players when they occur against a goal keeper. However, you have to be very aware when goal tenders use this protection as a defiance to the game by diving or more appropriate, embellishing a call. The majority of the time it is being done in 2 forms:

1 - the goalie use's his body in a manner to make you think he was bumped(hit) on a play and falls to the ice, when in reality he was not contacted.

2 - A goalie covers the puck and when the whistle goes comes up shaking his hand like he has been slashed, but in reality he was never touched.

*The call:* I would prefer that on a play where you feel a player dived to try and persuade you into making a call, you ONLY take the player that dived. However, if a player embellished a call, there will be times where you have to take a player from each team.

*\*The EBEL is made up of men and the game deserves men to play the game. It is one of the most disrespectful acts in the game when players dive, fake or embellish plays. Our fans, TV and most importantly "THE GAME" deserve better. As Referee's, you are considered "keepers of the game", it is up to you to know, follow and understand the rule book. The rules were created for the betterment of the game. The grey area that comes into play is the interpretation of the rules. If you have questions, concerns or an element of doubt, please call myself and make this part of your Pre-Game discussion. It is imperative we are all on the same page moving forward. Diving is not a legal act in any game!*

## Intermission and conclusion of game:

*Reminder:* Between 1st and 2nd periods if a coach, player or equipment manager voices remarks to an official that is abusive or questioning the integrity of a call in regards to the game that you feel is inappropriate, the following will happen:

Rule 550 and/or rule 551 - Assess a 'bench minor' penalty to that team. When the Referee enters the ice to start the next period, inform the official score keeper of the bench minor assessed. Also; the opposing coach and the team in which the bench minor was assessed either through the Captain or Assistant Captain. You also have the latitude to assess a Game Misconduct if he persists or is guilty of any kind of racial remarks (Game Misconduct is only to be used in very bad situations).

\*If a coach/player/club official enters your room after the game in an unfavorable manner or to discuss the game or calls - politely inform him he is not allowed and a fine from the league will be issued if he does not leave immediately. If he does not immediately leave, please discuss nothing with him and write a game report to the league. The league will then take appropriate action.

**New:** The above information is for the fairness and respect for each person to do his job without bias. In addition to the procedure, following the conclusion of a period, the Referee/Linesman are not to discuss anything with a coach, even if the coach is still in the bench. This goes both ways, if the coach has a question for you or you have a question for the coach. It is imperative you wait until the beginning of the next period when both teams are present on the ice. Understand when you are on the ice talking to a coach at the conclusion of a period, players are gone along with the opposing team, all eye's including TV are on you and the coach. No one knows what you are discussing, but everyone not involved may assume the worse and feel there may be an unfair advantage. By waiting until the beginning of the next period; play will resume quickly, the opposing coach has an opportunity to see and ask what was discussed and TV/ the fans are not as engaged to your conversation.



## NEW - High Sticking (Rule 530):

**High Sticking - Rule 530(c):** "If the high sticking action that caused the injury was judged accidental, the offending player shall be assessed a **double minor** penalty".

\*Any contact made by a stick on an opponent above the shoulders is prohibited and a **minor** penalty shall be imposed.

\*When a player carries, holds or contacts any part of his stick above the shoulders of the opponent so that injury results, the Referee shall assess a **double minor** penalty for all contact that causes an injury, whether accidental or careless, in the opinion of the Referee.

\*When, in the opinion of the Referee, a player attempts to or deliberately injures an opponent while carrying, holding or contacting any part of his stick above the shoulders of the opponent, the Referee shall assess a **match** penalty to the offending player.