



2023 Rule Changes



1.2 Game Time and Stop Time

- a) Regulation games will be played in two periods of twenty (20) minutes each, with a two (2) minute rest at half time after which the teams shall change ends.
- b) If a game is within 1 goal or tied in the last two (2) minutes of regulation time, the remainder of the game will be played stop time.

1.3 Tied Games

b) For games where a tie is not desirable (pre-quarter finals, quarter-finals, semi-finals and finals, or other types of single elimination competitions), the outcome of the game shall be settled as follows:

- At the conclusion of the tied match, a two-minute rest will be allowed, and the teams will play a ten (10) minute sudden death playoff, with the announcement that the first team to score will be declared the winner.
- The two teams will start at the opposite end zone of the respective players bench for the overtime period

d) Shoot Out:

- Home team will determine which team will initiate the alternating sequence of shots. Each goalkeeper will defend that own goal and a common goal cage is not to be employed.

5.1 Pre-Game Procedures

- c) In cases where a substitution for an injured or ill goalkeeper must take place; such substitution can only be made by a player already on the roster.
- d) In the event a player's name is left off the game sheet, it shall be added at the time recognised provided the player is listed on the original team roster.



4.2 Referees

q) In the event that a single IHNZ appointed referee is not available for a game the following procedure will occur:

- i) The two team captains can agree to proceed with a single referee.
- ii) If the two captains do not want to proceed with a single referee, then the home team will provide a player from their roster acceptable to both team captains and the IHNZ sanctioned referee, to act as the second referee. The IHNZ sanctioned referee will be the lead referee.
- iii) If the above is not acceptable to both teams, then the game will be cancelled and rescheduled

r) In the event that no IHNZ appointed referee is available for a game the following procedure will apply:

- i) Each team will provide one referee acceptable to the other team to referee the game with the home team's referee being the lead referee
- ii) If the above is not acceptable to both teams, then the game will be cancelled and rescheduled

5.5.1 Face-Offs

f) When a stoppage of play has been caused by any player of the attacking side, the ensuing faceoff shall be made on the centre face-off spot.

NOTE: This includes stoppage of play caused by a player of the attacking side shooting the puck on to the back of the defending team's net or out off the goalframe without any intervening action by the defending team.

g) When an infringement of a rule has been committed by player(s) of one team the ensuing faceoff will be made at one of the end zone face-off spots of the offending team.

h) When an infringement of a rule has been committed by players of both teams the ensuing faceoff will be made at the nearest face-off circle to where the play was stopped.

i) When a stoppage occurs, the puck shall be faced-off at the face-off spot closet to where the stoppage occurred unless otherwise expressly provided by these rules.

5.5.2 Time Outs

- b) One time-out of one-minute duration for each team per game will be available. A game time out may be called by the Referee at any time during the game.
- c) When a team has called a time-out, the teams may go to their player bench, except for penalised players.



5.5.6 Injured Players

c) Should a goalkeeper incur an injury that does not allow them to play the remaining balance of the game and there is no substitute goalie, the goalkeeper's place will be taken by a team member who shall be allowed ten minutes to dress in the goalkeeper's full equipment. The injured goalie cannot return to the game.

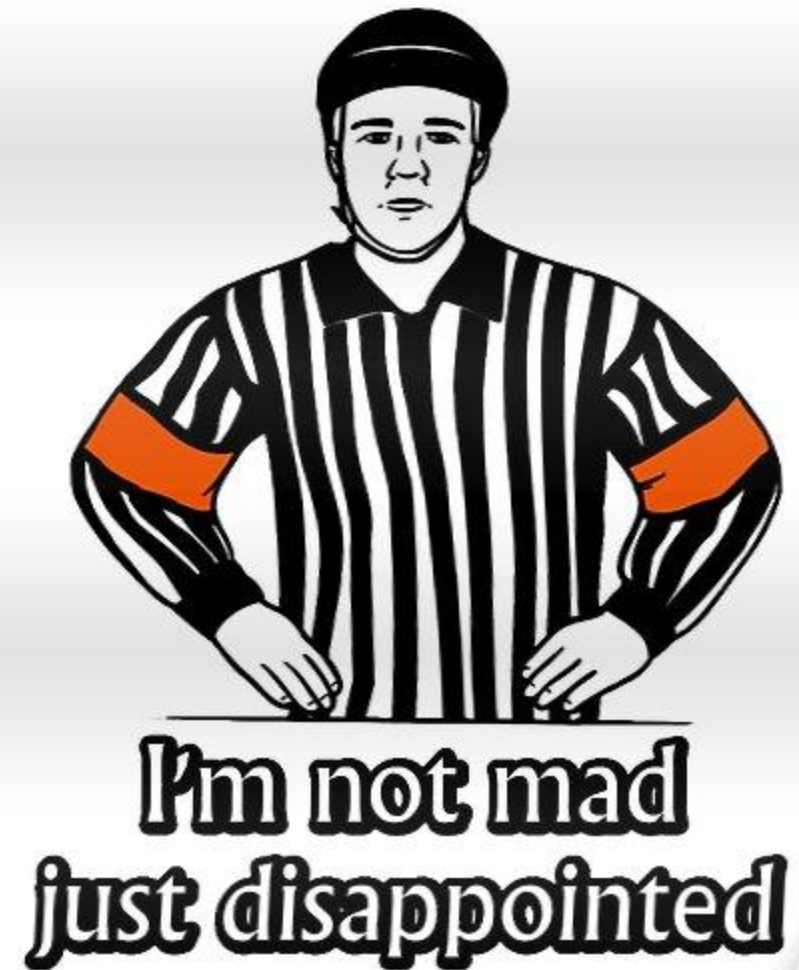


5.5.9 Puck Out of Bounds or Unplayable

c) Either team may play the puck off the back of the net within 3 seconds after which play will be stopped. Should the puck stop on top of the net play shall be stopped and a face-off shall take place in the end face-off zone except when the stoppage is caused by the attacking team, then the face-off shall take place on the face-off spot at the centre circle.

6.1.4 Misconduct Penalties

d) If an injured player receives a Misconduct Penalty, the penalised team shall place a substitute player on the penalty bench before the penalty expires and no other replacement for the penalised player shall be permitted to enter the game except from the penalty bench. For violation of this rule a Bench Minor Penalty shall be imposed. The penalised player who has been replaced on the penalty bench shall not be eligible to play until that penalty has expired.





6.3 Calling of Penalties

e) Should the same offending player commit other fouls on the same play either before or after the Referee has blown a whistle, the offending player shall serve such penalties consecutively.

f) If a team has a Delayed Minor Penalty and that team is scored upon during the delayed penalty, the penalty shall not be assessed, but it shall be recorded on the Official Score Sheet and count in the offending player's penalty total. If the Delayed Penalty is Major, then that penalty will be assessed.

6.4.3 Illegal Equipment

e) If a goalkeeper's helmet comes off during the play the Referee shall stop play immediately. No penalty shall be assessed unless the Referee determines that the goalkeeper deliberately took their helmet off to stop the play. A Minor Penalty shall be assessed unless the criteria for a Penalty Shot shall be met. For 16U and above, if any other goalkeepers' equipment shall come off during the play the Referee shall allow the play to continue. For 14U and under the referee will stop play immediately. If the Referee determines that the goalkeeper deliberately took their equipment off to stop the play a Minor Penalty will be assessed.

6.4.7 Goalkeeper Penalties

NOTE: In the case of a puck thrown forward by the goalkeeper being taken by an opponent, the Referee shall allow the resulting play to be completed. However, should the throw be received by a teammate, the play shall be stopped for a forward hand pass by the goalkeeper with a face-off to be taken at the end zone face-off circle. The goalkeeper shall be permitted to roll the puck to a player of his team providing the puck is rolled outside the privileged area or behind his goal line to the side of the goal cage.

6.4.20 Handling Puck with Hand

- a) A Minor Penalty shall be imposed on a player, except the goalkeeper, who closes the hand or glove intentionally on the puck and by doing so gains an advantage. This will not include a player who closes their hand on the puck to catch or stop the puck and immediately drops it to the rink without gaining or attempting to gain an advantage.
- c) A player shall be permitted to stop or “bat” a puck in the air with an open hand, or push it along the floor by hand, unless the player has directed the puck to a teammate, in which case the play shall be stopped and the puck faced-off at the spot where the offense occurred.
- d) A goalkeeper is permitted to “roll” the puck out to the side and not directly towards the opposing team goal. The goalkeeper may roll the puck to a player of his team without the Referee stopping the play for a hand pass.
- e) For a violation of a hand pass in the attacking zone the face off shall take place at the centre spot. If the violation occurred in the defending zone the face off shall take place at the endzone face-off circle on the side the pass originated.

6.4.21 High Sticks

d) A Minor Penalty, or at the discretion of the Referee, a Double Minor or a Major Penalty and a Game Misconduct penalty, shall be imposed on any player who makes contact with or intimidates an opponent while carrying the stick blade above the shoulders of an opponent. If injury results, a double minor or a Major Penalty and a Game Misconduct Penalty shall be imposed.

NOTE: When deciding between a double minor or major and game misconduct for high sticking, consideration is made to the extent of the injury to the fouled player. An injury that requires a player to retire from the game for an extended period of time for medical treatment should be assessed a major and game misconduct player. An injury or cut that requires minimal medical attention should be assessed a double minor penalty for high sticking.

6.4.23 Hooking

- a) A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on a player who impedes or seeks to impede the progress of an opponent by hooking with either end of that player's hockey stick.
- b) A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who injures an opponent by hooking.

Removed:

NOTE: When a player is checking another in such a way that there is only stick-to-stick contact, such action is NOT either hooking or holding. That player may turn the stick down over the opponent's stick.

6.4.24 Interference

d) Unless the puck is in the goal crease area, a player of the attacking side not in possession may not stand on the goal crease line or in the goal crease or hold a stick in the goal crease area, and if the puck should enter the net while such a condition prevails, a goal shall not be allowed. The puck shall be faced off at the centre face-off spot.

NOTE: Reference is made to “stand on the goal crease line or in the goal crease”. A player who is skating through the crease and does not make contact with or interfere with the goalie’s ability to play the puck is not considered to have interfered with the goal.

NOTE: Reference is made to “hold a stick”: This is intended to refer to a player who is holding their stick in the crease in a way that is intended to interfere with the goalie’s ability to play the puck. A stick that is in the crease away from the play or in motion to play a puck is not considered to be interference.



6.4.24 Interference

- NOTE: There is no reference to a player skating their line. Skating a line does not absolve a player of interference. The player needs to pick a different line if they are not the puck carrier and will be skating between a fore-checking defender and the puck carrier or a player the defender is shadowing.
- NOTE: While a defending player can “stand their ground” this infers that they are stationary. Any movement to hold space or make contact with another player may be penalized as interference, charging or boarding.



6.4.32

Throwing Stick

- a) A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on a player who throws their stick while on the playing surface, except when such an act has been penalised by the award of a Penalty Shot under rule 6.4.35.
- b) A Bench Minor and a Game Misconduct Penalty shall be imposed on any player or Team Official who throws a stick or any other object onto the playing surface from the player bench or penalty bench. If the player is not identified, then a Bench Minor shall be imposed.
- c) A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who throws the player's stick, of any part thereof or any other object, outside the playing area.



6.4.33 Tripping

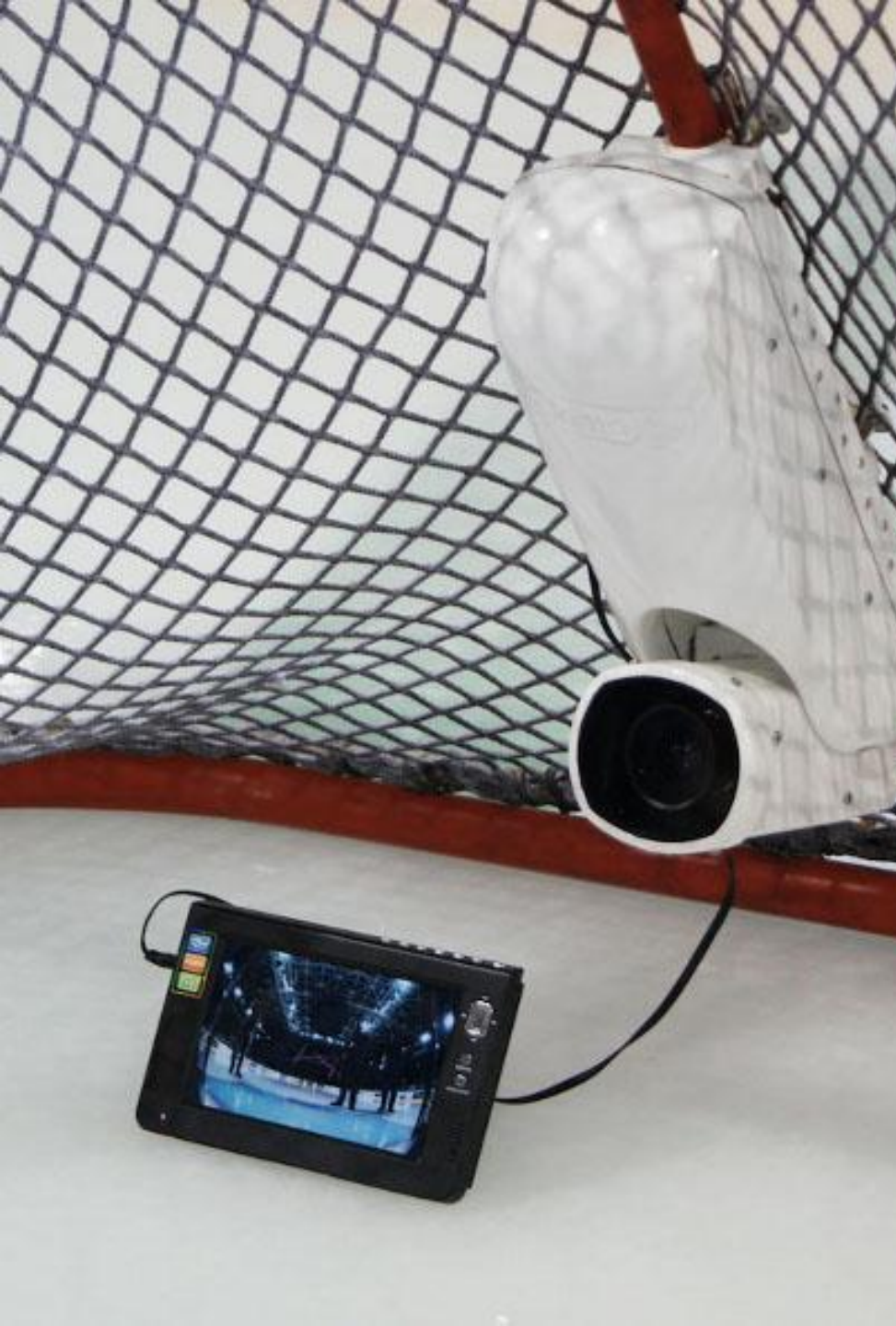
NOTE CHANGED TO: A penalty will NOT be assessed if a player gains possession of the puck and with the same action trips the puck carrier after gaining possession of the puck.



6.4.35 Body Checking NEW RULE

- a) A Minor Penalty shall be imposed on any player deemed guilty of body checking
- b) A Double Minor Penalty for body checking shall be imposed on any player who makes initial contact with the opposing player's head
- c) A Major Penalty and a Game Misconduct Penalty shall be imposed if the action of body checking results in an injury to the player being checked

NOTE: It is not intended that there be no body contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck while attempting to play the puck shall not be considered roughing or body checking. However, this does not imply that players NOT in possession of the puck may throw their bodies into an opponent in order to achieve possession.



6.4.37 Video Review

- In the case where IHNZ approved goal cameras are in use for an event a Coach's Challenge will be available: The video review mechanism triggered by the Coach's Challenge can only be utilized in GOAL/NO GOAL situations and is intended to be extremely narrow in scope.
- In all Coach's Challenge situations, the original call on the rink will be overturned if, and only if, a conclusive and irrefutable determination can be made on the basis of video evidence that the original call on the rink was clearly not correct.
- If a review is not conclusive and/or there is any doubt whatsoever as to whether the call on the rink was correct, the original call will be confirmed.
- Each team can request one Coach's Challenge per game. In the event that the Coach's Challenge is unsuccessful the team making the request will be issued a bench minor penalty for delay of game.



7 DISCIPLINE

- a) An IHNZ Disciplinary Panel will hear all disciplinary actions that occur at any IHNZ sanctioned game or event in accordance with the IHNZ Disputes and Disciplinary Policy or as determined by the IHNZ Board.
- b) An Official's Game Report to IHNZ shall be made in the following cases:
 - c) Any Game Misconducts
 - d) Any Match Penalties
 - e) Any Misconduct Penalties for Abuse of Officials
 - f) A player incurring a Match Penalty shall be investigated promptly by IHNZ which shall have full power to impose such further discipline as deemed fitting.
 - g) A Match Penalty shall disqualify that player for the remainder of the tournament or until IHNZ investigates the matter fully. IHNZ has the authority to amend or adjust the duration of suspension in accordance with the IHNZ Disputes and Disciplinary Policy.