

## UPDATES TO NZ RULE BOOK 2016

Rules shown in red were trialled at the NZ National Club Championships in 2015

### Section 3: The Floor / Playing Area

Rule 1009 – Standard dimensions of floor changed from 40m-58m long to 40m-61m long.

### Section 4: Teams and Players

Rule 1025: A captain who comes off the player bench specifically to argue a call was previously given a misconduct penalty. In the new rule book a warning is given for the first infringement, then a penalty is assessed for a second infringement.

### Section 5: Skaters Equipment

Rule 1039, 1040: Requests for equipment measurement: Previously, the skater whose stick was requested to be measured had to be on the floor at the time of challenge. They can now also be on the bench. Additionally, a challenge to measure a stick can be made at any time during a game (at any stoppage). Previously this was restricted to certain times during the game.

### Section 6: Playing Rules / General

Rule 1045: Puck may be 7.5-8cm in diameter, changed from 7.62-8cm.

Rule 1052: Where the referee makes a mistake and stops play, the faceoff takes place closest to where the puck was last played. Previously the faceoff would take place at centre.

Rule 1053: In a delayed penalty situation, if the non-penalised team causes the stoppage of play, the faceoff is taken at one of the high zone spots closest to the goal of the team assessed the penalty. Faceoff location when player is assessed a misconduct penalty was previously where the puck was when play was stopped. Now, if puck was in attacking zone of the player being penalised, the faceoff goes to a high zone faceoff spot.

Rule 1055: Where a player in the defending zone freezes the puck, the faceoff will be at one of the end zone faceoff spots, regardless of where in the defending zone the puck was frozen. Previously the faceoff would have taken place at the closest faceoff spot.

Rule 1057: When a shot is taken and the puck deflects out of play off the goal frame, the faceoff will be in the end zone closest to where the puck deflected out of play. Previously, the faceoff would have been taken closest to where the puck was shot by the attacking skater. This rule rewards shots on goal by awarding an attacking zone faceoff.

Rule 1059: The attacking player must always place their stick on the faceoff spot first. Previously this was a Home/Away team rule.

Rule 1060: Faceoffs cannot be won with the glove or by kicking the puck. A player who does so will be removed from the faceoff and replaced. The previous rulebook contained no such restriction.

Rule 1061: Any skater or the coach can ask the referee for a timeout, it does not have to be the captain as was previously required. Both teams may call a timeout at the same stoppage but must notify referees before first time out has expired – i.e. before the ref has blown their whistle.

## **Section 7 – Playing Rules / Stoppages of Play**

Rule 1074: A faceoff for high sticking in the attacking zone only comes out to one of the high zone faceoff spots. Previously this infraction came all the way down to the end zone of the team committing the high stick. Also, where a team on the power play high sticks the puck, the ensuing faceoff will take place at one of the two end zone faceoff spots in the offending team's defensive zone, regardless of which team next plays the puck. This rule was not previously specified.

Rule 1082: Concussion protocol for referees added to NZ rule book. This was not previously specified. If the referee suspects a player has a concussion, the player will be ordered from the remainder of the game unless the player is medically cleared.

## **Section 8: Playing Rules / Player Changes**

Rule 1085: Player changes on the fly must be made within 1.5m of the bench. Was previously 3m. If the puck hits players at the bench who are changing and the puck changes direction thereby disadvantaging one team, the referee may stop play for a faceoff without calling a penalty.

## **Section 9: Playing Rules / Goals**

Rule 1094: A goal may be allowed if the net is off, provided the player was in the act of shooting the puck prior to the goal net coming off, and the puck would have entered the goal net had the goal been in its normal position. Previously this was not specified.

## **Section 10: Game Penalties / Duration and Situations**

Rule 1096: If during a delayed penalty, two or more minor penalties were to be assessed to more than one player and a goal is scored, the referee will ask the captain of the penalised team which penalty to cancel. The second and subsequent penalties will still be imposed. The

order of the penalties assessed will not be taken into consideration. Previously the order of the penalties was the determining factor. Also, if a player is assessed a misconduct meaning they will take no further part in the game they MUST go to the dressing room. Previously this was at the discretion of the referee.

Rule 1105: A match penalty is now recorded as 14PIM, was previously 10PIM.

Rule 1107: 3x minor penalties to a player in one game results in an additional misconduct penalty, and any additional penalty assessed subsequently results in a game ejection for that player.

Rule 1109: Teams may go down to 2 skaters on the floor. Was previously a minimum of 3 skaters on the floor per team.

## Section 11: Description of Game Penalties

Rule 1116: At no time is a skater allowed to grab an opponent's stick from an opponent sitting on their player bench or from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty. This was not previously specified. Also, a player who shoots a goaltender's stick back to them will be penalised for throwing the stick. A player must hand the stick back to their goaltender.

Rule 1119: Closing hand on puck is now a penalty in every situation. Previously this was simply a faceoff.

Rule 1121: Subsequent violation of dangerous equipment rule by a team after a warning – next player receives a misconduct penalty. Was previously a minor penalty. Also updates the definition of dangerous equipment – can include personal accessories which must be removed at the request of the referee. Damage to cage or visor – a player may finish their shift if their cage or visor is damaged during that shift without penalty but must fix any damage before their next shift.

Rule 1132: Contact with spectators was previously a game misconduct, now a match penalty.

Rule 1140: Subsequent violation of illegal equipment rule by a team after a warning – next player receives a misconduct penalty. Was previously a minor penalty.

Rule 1148: Penalty for playing without helmet now a minor penalty, was previously a misconduct.

Rule 1152: New penalty for intentionally slashing an opponent between the legs. Game misconduct or match penalty.

Rule 1153: New penalty for slew-footing. Match penalty.

Rule 1155: Spitting is now a match penalty. Was previously a game misconduct.

Rule 1157: Team official stepping onto playing surface was previously a minor penalty. Now a game misconduct.

Rule 1158: Throwing stick outside playing surface is now a game misconduct in every situation. Previously this was only a game misconduct if it was thrown in the direction of spectators.

Rule 1161: A player who shoots the puck after the whistle or period and in the judgement of the referee had sufficient time to refrain from shooting will be assessed a misconduct. Was previously a minor penalty. A player who attempts to incite an opponent is assessed a misconduct. Was previously a minor penalty. A player penalised for obscene gestures is assessed a match penalty, was previously a game misconduct. A minor penalty may be assessed for embellishment/diving. This was not previously defined.

## Section 12: Penalty Shots

Rule 1164: A fouled player no longer needs to be in control of the puck to have a penalty shot awarded in their favour. If the skater is in obvious position to gain control of a loose puck, and all other criteria are met, possession and control of the puck is not required. This is a significant change to the rule. Also, if a penalty shot is to be called and the attacking skater loses control of the puck, the play will be stopped immediately - there are no long delayed penalty calls for penalty shots. Not previously specified.

Rule 1166: In the final two minutes of regulation time or at any time in overtime if a team intentionally places too many players on the playing surface (as a tactic to slow the game down, not accidentally), or if any player intentionally dislodges the goal net from its proper position, a penalty shot will be awarded against the offending team.

Rule 1169: Should two penalty shots be awarded to the same team at the same stoppage of play (for two separate fouls), only one goal can be scored. Should the first penalty shot result in a goal, the second penalty shot is automatically cancelled, but the appropriate penalty is assessed for the second infraction. If the first shot is unsuccessful, the second shot is taken. The order of the penalty shots will be decided by the order of the infractions during game action. Not previously specified.

Rule 1171: Interfering with player taking penalty shot (from opposition player bench) was previously an automatic goal. Penalty is now a misconduct against the offending player and the shooter is permitted to re-take the penalty shot. The 'spin-o-rama' and the 'lacrosse-like' manoeuvre are not permitted during a penalty shot.

## Section 13: Rules Specific to Goaltenders

Rule 1174: A temporary goaltender (a skater who acts as goaltender where the regular goaltender is injured) may wear the goaltender's blocker, glove, chest protector and use the goaltender's stick. The temporary goaltender has a 10 minute period to change into goaltender's equipment (Rule 1195). Previously the rule book was not clear on this rule.

Rule 1178: If an attacking skater who is inside the crease visually obstructs the goaltender from seeing the puck to stop it from entering the net, the goal will be disallowed. If the attacking

skater establishes position in the goal crease, the play will be stopped and faceoff taken to the high zone spot.

Rule 1187: Pad covers and roller-fly technology is now specifically permitted by the rule book. Previously the rule book was not clear on these goaltender additions.

Rule 1188: Square thigh protectors on goaltender pants are illegal. Goaltender pants must fit the contours of a goaltender's legs. Previously not specified.

Rule 1191: All goaltenders 18 years and younger must wear a neck and throat protector regardless of event, tournament or age grade. Previously not specified.

Rule 1207: A goaltender is allowed to cover the puck on the net if the puck was put there by a player other than the goaltender. Previously this was a minor penalty against the goaltender.

Rule 1212: A goaltender who punches another player with their blocker receives a match penalty. A goaltender who removes their glove/blocker to fight is assessed an additional misconduct (the same penalty assessed to a regular skater who removes their gloves to fight).

Rule 1218: A penalty shot is assessed when a goaltender fouls an attacking skater who is on a breakaway. Previous rulebook was inconsistent on this.