

*IHNSW*  
*CASEBOOK*  
*2018-2022*



***PREAMBLE***

The IHNSW on-ice officials' casebook has been created to help on ice officials prepare to officiate IHNSW competitions. An on-ice official must be prepared mentally and physically for a very demanding but enjoyable schedule of hockey games and activities. Remember the key to officiating is consistency, the application of a penalty from an infraction must be the same at the start of the season, as it is at the end of a season, must be the same at the start of the game, as it is at the end of a game. Do not be swayed by the emotion of the event, neither to 'put your whistle in your pocket' nor 'over police', simply work your OBI's and in particular the B's. An infraction of any level of significance that results in a benefit to the team of the offending player **MUST** be penalised at any time of the game.

- IHNSW Support ZERO tolerance for Abuse of Officials – ALL infractions should be penalised appropriately and to the letter of the rule book.
- IHNSW Support ZERO tolerance for Checking to the Head or Neck – ALL contact with the head or neck as a result of a body check will be appropriately penalised UNDER IIHF RULE 124.
- IHNSW Support ZERO tolerance for Fighting – Any instance of blows exchanged by players in IHNSW **MUST** be penalised by Match (25') Penalties.

In the following casebook, all grade specific interpretations will be highlighted in:

**BLUE TEXT BELOW THE RULE**

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OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



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## **GRADE INTRODUCTIONS**

### ***Non-Deliberate Body Checking Grades (Squirts, Peewee's, Juniors, Woman's & Seniors)***

Body checking is not permitted in any area of the ice. Body checking occurs when a player's intent is to gain possession of the puck by separating the puck carrier from the puck with a distinct and definable moment of impact. Angling is permissible. Angling is a legal skill used to influence the puck carrier to a place where the player must stop due to a player's body position. Incidental contact, when two players collide unintentionally, may occur. In occasions where incidental contact off the puck takes place between two or more players, any player deemed able to have avoided the contact should be penalised appropriately under IIHF Rule 150 – Interference, a lack of skating ability does not mitigate this rule. In occasions where contact is incidental and totally unavoidable, no penalty should be applied.

### ***Modified Body Checking Grades (Bantams)***

No contact made between two players travelling in opposite directions, that is avoidable, will be considered legal. The only exception to this would be in the instance where torso contact is made with torso in the act of a poke check or stick check and is not of excessive force. If two players are travelling in the same direction, the defending player without the puck may legally initiate contact with the puck carrier. The determination on legal contact versus illegal body checking shall be the initiation of contact without excessive force with an attempt to win possession of the puck while both players travel in the same general direction of play. A defenseman travelling backwards while defending against a rushing attacking player may legally arrest their momentum and use their torso to contact the attacking player to prevent that player from gaining the zone or driving the net. Should the defending player arrest their momentum and take step forward into the attacking player, this would be deemed excessive force and a penalty. This type of contact, to be deemed legal, must be torso to torso contact, use of limbs to make contact will be penalized. Should the shoulder be used to drive upwards and/or into the attacking players head, whether intentional or not, this would be deemed checking to the head.

### ***Full Body Checking Grades (Midgets & ECSSL)***

*In IHNSW the focus of the body check always must be to separate the opponent from the puck.*

The principles of body checking are:

- Only a player in control and possession of the puck is eligible to be body checked.
- Only the trunk (hips to shoulders) of the body shall be used to deliver a body check.
- The check must be delivered to the trunk (hips to shoulders) and directly from in front or the side of the opponent.
- Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage provided they use their body to check the opponent within the rules.
- Players will be held accountable for acts of an intimidating or dangerous nature and use of excessive force, defined as force that is clearly much greater than that required to separate the opponent from the puck.
- Differences in size and weight are not mitigating reasons for illegal contact.

Players **MUST** be penalised for the following acts:

- Running or jumping into the opponent to deliver a check.
- Accelerating through a check to punish the opponent.
- Skating a great distance to deliver a check with excessive force.
- The use of the forearm or hands to deliver a check.
- Delivering an avoidable check to a player who has already relinquished control of the puck by a pass or shot. This is oftentimes referred to as “finishing” the check.

There is no tolerance for finishing a check in IHNSW, always once the puck has been relinquished by the player, the checking player must withdraw from the committed check. Any contact with a player who does not have direct possession and control of the puck will be penalized always. Differential in size between players and players being in a vulnerable position are not mitigating circumstances in IHNSW for any penalty or penalty escalation.

## *Replacement of “Injury” with “Reckless Endangerment”*

The term “injury” as a classification criterion throughout the entire rule-book has been removed and replaced with the term “reckless endangerment”. This allows officials to retain previous selection criteria of penalties, reckless endangerment or injury Major (‘5) and Automatic Game Misconduct (20’), reckless endangerment and injury Match (25’). However, in incidents where an injury is sustained as misfortune rather than because of the infraction, an escalation is not required. Additionally, this allows officials to focus judgment of penalty assessment on the action of the offending player not the result of the infraction.

## *RULE 66 – ICING THE PUCK/GAME SPECIFICS*

ii. There are two decisions a linesman must make under hybrid icing rules. First, he must determine that the shot from a player’s own side of centre ice will cross the icing line in the attacking zone. Second, he must determine whether a defending skater or attacking skater would be first to touch the puck.

iii. This second decision must be made no later than the instant the first of the players reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.

The linesmen must make the second decisions NO LATER than the end zone faceoff spots, however, if the result of the race is clear in the mind of the linesmen this decision should be made earlier. It is imperative that in the event of an icing being called during a ‘race’ for the puck a whistle is blown the instant the puck crosses the goal line to avoid unnecessary late contact.

Icings are an integral part of the game of ice hockey, officials should only be waving off icings with strong hockey reasons, the default position of all officials should be to call the icing UNLESS otherwise forced by a player’s distinct action.

## *RULE 84 – INTENTIONAL OFFSIDE*

iii. A delayed offside will be ruled an intentional offside if:

1. The puck is shot at or near the goal net by the attacking team during the course of the delayed offside, forcing the goaltender to make a save;

An attacking rush can never result in an intentional offside under IIHF Rule 84 iii.

Similarly, a puck passed back to the point man for a shot that crosses the line and exits the zone prior to the shot should not be ruled an intentional offside.

### ***RULE 85 – INJURED SKATER***

i. If it is obvious that a player has sustained a serious injury, on-ice officials will stop play immediately and summon the appropriate medical personnel to the ice.

At any time, should a skater be injured and cannot continue to play or go to the players bench as a result of ANY form of head contact this injury is to be considered ‘serious’ and the appropriate actions in Rule 85 i. and v. taken.

### ***RULE 88 – PLAYER CHANGE DURING GAME ACTION***

If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action (including gaining territorial or numerical advantage) while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a penalty for too many men will be assessed..

For a territorial or numerical advantage to be gained, at the time of the infraction both players are required to be on the ice. A player with one foot off the ice or over the boards is considered off the ice.

### ***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. A deflected puck is an accidental movement of the puck by a skater’s body, stick, or skate. A directed puck is an intentional movement of the puck by a skater’s body, stick, or skate.

Any redirection of the puck into the goal net by the action of an attacking players skate moving whether intentional or not will not be allowed. The only instance a goal will be awarded after striking an attacking players skate is in the instance where the skate is not in movement AND the deflection is accidental.

### ***RULE 99 – USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS***

IHNSW does not support Video-Goal Judge review to determine goals.

### ***RULE 116 – ABUSE OF OFFICIALS***

A Match Penalty, Game Misconduct or 2nd Misconduct (resulting in an Automatic Game Misconduct) cannot be assessed under this rule after end of the game. Any incidents occurring from the conclusion of the game until the officials leave the arena should be reported to the IHNSW under IIHF RULE 5 – PROPER AUTHORITIES AND DISCIPLINE.

Actions which show a flagrant disregard for the rules of play may be dealt with after the game by proper authorities.



### ***RULE 119 – BOARDING***

Did the checking player have an opportunity to mitigate the impact and not make an attempt to pull out? Were the boards used as a weapon to increase the impact to the opponent, did the checking player use excessive force and/or increased acceleration to deliver the check? Was the opponent thrown violently into the boards as a result of the check?

If the answer to any of the above questions is yes, a Boarding penalty will be assessed, at least a Minor (2') plus Misconduct (10').

A player who has enough time to pull out of a hit against a player in a vulnerable position and instead follows through with the hit will be assessed Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent as a result of this penalty will be assessed a Match (25').

A Minor (2') plus Misconduct (10') penalty CANNOT be assessed for this penalty in senior hockey, any player assessed a penalty for boarding will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

### ***RULE 122 – CHARGING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

### ***RULE 123 – CHECKING FROM BEHIND***

*iv. If the skater being checked turns his back towards an opponent and puts himself in a vulnerable position immediately before a check to create a checking from behind situation, no penalty for checking from behind will be assessed (although other penalties might still be assessed).*

The above rule interpretation would be penalised under Rule 122 Charging if the hit is directing the opponent in to open ice or Rule 119 Boarding if the hit is directing the opponent in to the boards.

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be assessed a Match (25').

A Minor (2') & Misconduct (10') penalty CANNOT be assessed for this penalty in senior hockey, any player assessed a penalty for Checking from Behind will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

### ***RULE 124 – CHECKING TO THE HEAD OR NECK***

There is no such thing as clean hit to the head or neck. Whether accidental or intentional, every direct hit to the head or neck of an opponent must be penalised. An opponent in a vulnerable position receiving a hit to the head does not mitigate the player and must still be penalised.

*IIHF Rule 124 v. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck area, a penalty for checking to the head or neck will not be assessed.*

The above rule interpretation does NOT apply in IHNSW

*IIHF Rule 124 vi. A skater who delivers a bodycheck to an opponent who is skating with the puck with his head down in the direction of the skater and does not use an upward motion or drive his body up into the opponent, will not be penalized for checking to the head or neck.*

The above rule interpretation does NOT apply in IHNSW

A player who makes secondary or indirect contact, or the opponent materially changed the position of his body

or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact, with no other danger factors shall be assessed a Minor (2') & Misconduct (10').

All other head contact shall be assessed either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

A Minor (2') & Misconduct (10') penalty CANNOT be assessed for this penalty in senior hockey, any player assessed a penalty for Checking to the Head or Neck will receive either a Major (5') and Automatic Game Misconduct (20') or a Match (25').

### ***RULE 125 – CLIPPING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

### ***RULE 127 – CROSS-CHECKING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

### ***RULE 139 – ELBOWING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

## ***RULE 143 – HIGH-STICKING***

A player who causes accidental harm to an opponent by a high-sticking foul will be assessed a Double-Minor (4').

A player who recklessly endangers an opponent by a high-sticking foul will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

In senior hockey, a player who carries his stick or any part of it, in a manner that may be considered dangerous, in the vicinity of an opponent's head or neck will be immediately penalised under this rule.

## ***RULE 144 – HOLDING***

A player who removes one or both hands from their stick or extends a limb to impede the movement of an opponent or in any other way to prevent him from skating freely while in possession of the puck will be immediately penalised under this rule.

A player who recklessly endangers as a result of this penalty will be assessed a Major (5') and Automatic Game Misconduct (20') or a Match (25') under Rule 158 Roughing or Rule 150 Interference.

## ***RULE 146 – HOOKING***

A player who in the act of a stick lift, or in an attempt to impede an opposing player, raises his stick parallel to the ice and extends to reach for the opposing player, is likely to be penalised for hooking. These two actions are key indicators for a hooking infraction.

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

### ***RULE 149 – INTERFERENCE***

Skaters in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing so long as the efforts to establish position in front or to remove that skater from in front do not cross the lines of a fair battle for territory. A player who causes an opponent in front of the net to fall to or be thrown to the ice, resulting in the opponent being ‘taken out of the play’ must be penalised. A player who removes one or both hands from their stick, or extends a limb, to obstruct or prevent an opponent without possession of the puck from skating, receiving a pass, or moving about the ice freely will be immediately penalised under this rule. A player, who backing up in a defensive manner, holds up the attacking player and as a result, lifts the attacking player off the ice with sustained contact must be penalised. A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5’) and Automatic Game Misconduct (20’) or Match (25’).

### ***RULE 152 – KNEEING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5’) and Automatic Game Misconduct (20’) or Match (25’).

### ***RULE 153 – LATE HIT***

DEFINITION: A late hit constitutes a bodycheck 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.

In Midget and ECSL hockey, a player in the immediate vicinity of an opponent would be considered a player who can complete a hit within 1 second of the puck leaving the opponents stick.

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 (2’).

A skater who delivers a late hit to an unsuspecting opponent will receive a Major (5’) and Automatic Game Misconduct (20’).

A skater who recklessly endangers a vulnerable opponent with a late hit will be assessed a Match (25’).

### ***RULE 159 – SLASHING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5’) and Automatic Game Misconduct (20’) or Match (25’).

***RULE 167 - TRIPPING***

A player who recklessly endangers an opponent as a result of this penalty will be assessed either a Major (5') and Automatic Game Misconduct (20') or Match (25').

***RULE 168 – UNSPORTSMANLIKE CONDUCT***

Rule i. 1. Used as a minor to each player involved is a strong management tool to avoid having to award Misconduct (10') penalties under Rule iii. 5.

Rule i 1. is only applicable for actions taking place between two players, this minor penalty CANNOT be applied for abuse of official.

***RULE 221 – HOLDING THE PUCK OUTSIDE GOAL CREASE/GOALTENDER***

*ii. A goaltender who falls on or gathers the puck into his body in the area between the goal line and the hash marks of the end zone faceoff circles will be assessed a minor penalty unless he is being pressured by an opponent and is unable to play the puck safely with his stick.*

The goaltender is not allowed to delay playing the puck, thus creating pressure, and being unable to safely play the puck to a teammate. If the goaltender is able to play the puck PRIOR to being pressured, they are obliged to. 'Being pressured' is defined as no defensive player being between the goaltender and the attacking player AND the attacked player skating towards the goaltender with intent to gain possession. In all other instances, the goaltender must play the puck or be assessed a Minor (2').

### ***FIGHTING GAME SITUATIONS***

A fight shall be deemed to have occurred when at least one player punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the Linesmen to intervene and separate the combatants.

**Two Willing Combatants** – In the event of a fight resulting from two willing combatants with no clear instigator or aggressor both players will be penalised with a Match (25') Penalty under IIHF Rule 141 i.

**Instigator & Two Willing Combatant** – In the event of a fight resulting from a clear instigating action, aggressive and agitating nature, the instigator will be penalised with an additional Minor (2') Penalty under IIHF Rule 141 iv.

**Aggressor** – In the instance when one or both players resist a linesman who is trying to circumvent the continuation of a fight, or 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, will be penalised with a Match (25') Penalty under IIHF Rule 141 vi.

**Instigator/Aggressor & No Willing Combatant** – In the event only one combatant, throws punches to an opponent who is in a defenceless position or who is an unwilling combatant, the sole combatant will be penalised with a Match (25') Penalty under IIHF Rule 141 vi.

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OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



## **SUPPORTED OFFICIATING SYSTEMS**

Ice Hockey New South Wales support the following officiating systems as per IIHF guidelines.

**Two-Man:** The IIHF two referee systems is approved for use in IHNSW only when three officials cannot be sourced. It is not a valid training tool at this level of hockey and should not be used as such.

**Three-Man:** The IIHF one referee and two linesmen system is the preferred officiating systems for use in IHNSW.

**Four-Man:** The IIHF two referee and two linesmen system is approved for use in IHNSW only as a game management tool with two experienced national level officials. This system can be used as a training tool for officials approaching national level, only with prior permission from IHNSW and only with an experienced national level official as the 2<sup>nd</sup> referee.

### ***SPECIAL EQUIPMENT RULES***

#### **RULE 31 – FACIAL PROTECTION & MOUTH GUARD**

- vi. All skaters in the age category Under-18 must wear a cage constructed in such a way that neither the puck nor a stick blade can penetrate it.
- vii. Skaters are not allowed to wear a coloured or tinted visor.

#### **RULE 34 – HELMET**

- vii. Skaters must wear their helmets while sitting on the players' bench or in the penalty box except when the helmet is being cleaned or repaired.

IIHF Rule 34 is extended until all players and officials have left the ice after the game. helmets when crossing the ice to return to players benches after intermissions. The intention of these rules is that in no circumstance can a player be on the ice at any time before, during or after a game without their helmets being worn with chin strap properly fastened.

#### **All Players Under 18 (including all players in Midgets):**

- All players must wear a full cage or visor.
- All players must wear Neck and Throat Protectors.
- Mouth Guards are NOT mandatory for players in these age grades.

#### **Male Players Under 21:**

- All players must wear a half or full cage/half or full visor.
- All players must wear a Mouth Guards.

#### **Male Players 21 and Over:**

- All players must wear a half or full cage/half or full visor.

#### **Adult Female Players:**

- All players must wear a full cage or visor.





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