



IHNSW SENIOR B CASE BOOK 2018

Senior B

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



PREAMBLE

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 officials are advised to strictly adhere to the following IIHF Rules:

RULE 116 – ABUSE OF OFFICIALS

iii. Misconduct Penalty ('10)

1. A player who challenges or disputes the ruling of an on-ice official;

RULE 168 – UNSPORTSMANLIKE CONDUCT

i. Minor Penalty ('2)

1. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect will be assessed a minor penalty.
2. An identifiable player who uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink will be assessed a minor penalty.

Senior B

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



CONTENTS

PREAMBLE	2
RULE 65 – ICING THE PUCK/HYBRID	4
RULE 84 – INTENTIONAL OFFSIDE.....	4
RULE 99 – USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS	4
RULE 116 – ABUSE OF OFFICIALS	4
RULE 119 – BOARDING	5
RULE 122 – CHARGING	5
RULE 123 – CHECKING FROM BEHIND	5
RULE 124 – CHECKING TO THE HEAD OR NECK	5
RULE 125 – CLIPPING	6
RULE 127 – CROSS-CHECKING	6
RULE 139 – ELBOWING	6
RULE 143 – HIGH-STICK	7
RULE 144 – HOLDING	7
RULE 146 – HOOKING	8
RULE 150 – INTERFERENCE	8
RULE 153 – KNEEING	9
RULE 159 – SLASHING	9
RULE 167 – TRIPPING	9
RULE 168 – UNSPORTSMANLIKE CONDUCT	9
FIGHTING & ROUGHING	10
SUPPORTED OFFICIATING SYSTEMS	10
SPECIAL EQUIPMENT RULES	11

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 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 awarded 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.

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OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



RULE 119 – BOARDING

Did the opponent put himself in a vulnerable position immediately prior or simultaneously with the check and thus in a defenceless position? 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?

A Minor (2') penalty CANNOT be awarded 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').

An infraction resulting in injury, or that recklessly endangers an opponent (infraction being of a violent and dangerous nature) shall be awarded a Match (25').

RULE 122 – CHARGING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 123 – CHECKING FROM BEHIND

A Minor (2') & Misconduct (10') penalty CANNOT be awarded 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').

An infraction resulting in injury, or that recklessly endangers an opponent (infraction being of a violent and dangerous nature) shall be awarded a Match (25').

RULE 124 – CHECKING TO THE HEAD OR NECK

A Minor (2') & Misconduct (10') penalty CANNOT be awarded 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').

Direct contact to the head resulting in injury, or contact to the head that recklessly endangers an opponent (infraction being of a violent and dangerous nature) shall be awarded a Match (25').

Senior B

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



RULE 125 – CLIPPING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 127 – CROSS-CHECKING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 139 – ELBOWING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

Senior B

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



RULE 143 – HIGH-STICKING

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.

A player who injures an opponent as a result of this penalty will be awarded a Double Minor (4').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

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 injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 146 – HOOKING

A player who raises his stick parallel to the ice and makes contact with an opposing player will immediately penalised under this rule. A player who executes or attempts a stick lift that is of a significant violent nature that one or both sticks become parallel to the ice will immediately penalised under this rule. A player who makes contact with an opposing players gloves in any manor will be immediately penalised under this rule.

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 150 – 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 prevents 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 injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

Senior B

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



RULE 153 – KNEEING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 159 – SLASHING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 167 - TRIPPING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a 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.

FIGHTING & RULE ROUGHING

Fighting Definition: A player who punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

Roughing Definition: A player who jostles or strikes an opponent during the game.

Fighting: Fighting is not permitted IHNSW in any form, any prolonged confrontation where a player throws and lands a punch should be penalised with a Match (25')

Fighting. Any incorrectly awarded Major (5') & Game Misconduct (20') penalties will be automatically upgraded to a Match (25') penalty.

Scrum (Pushing and Shoving): Any avoidable contact after the whistle shall be penalized strictly, including scrum situations around the goal or along the boards. Officials are instructed to assess an additional penalty to those players acting as the aggressor or who instigates any contact after the whistle.

“Dropping the gloves”: A Misconduct (10') should be awarded any time a player drops his gloves with the intention to fight or intimidate an opponent, this included “shaking the gloves” in an attempt to instigate an opponent.

Instigator: If there is a clear instigator and aggressor in a fight, that player will be assessed a minor penalty as the aggressor in addition to any other penalties he may incur. Minor (2') Roughing.

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 BANTAM only when three officials cannot be sourced. It is not a valid training tool at this level of hockey and should not be used so.

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

Four-Man: The IIHF two referee and two linesmen system is approved for use in IHNSW BANTAM by IHNSW only when used as a training tool to support up and coming officials or as a game management tool with two experienced national level officials. At a minimum, this system can only be used when one or both referee's is of a national standard and if applicable the training official is approaching national standard.

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SPECIAL EQUIPMENT RULES

RULE 31 – FACIAL PROTECTION & MOUTH GUARD

- iv. Male players born after December 31, 1974, must wear, as a minimum, a visor.
- 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

- i. During the pre-game warmup and the game itself (regulation time, overtime, and penalty-shot shootout), skaters must wear a certified helmet manufactured specifically for ice hockey with chin strap properly fastened.
 - ii. If a skater fails to wear a helmet during the pre-game warmup in an IIHF competition, the standby referee will report the rules violation to the proper authorities. In national competitions, the procedure must follow the national association rules.
 - 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 i is extended until all players and officials have left the ice after the game.
- IIHF Rule 190 iv Does NOT apply in NSW, backup goaltenders ARE required to wear their 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.

Senior B

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



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