



Ice Hockey New South Wales
Young Officials 18U
Green Jersey Program



1. General information

The IHNSW Green Jersey program started in 2019.

The aim of the program is to encourage more junior players to try officiating in the hopes that they are confident and comfortable to move into Refereeing when they turn 18. The following options support this aim:

- Provided training from experience Referees
- Provided support and mentoring from experienced Referees on game day
- Officiating the non-competitive grades to minimise pressure to be perfect
- Full ice and cross ice officiating options
- Zero tolerance to abuse
- Support the progression from green jersey to Referee

All Juniors aged 12 – 17 are eligible to participate in the Green Jersey Program.

All adult Referees participating in the Green Jersey program must have a current working with children clearance.

IHNSW will provide a Green Jersey training course at the start of each season with 1-2 hours classroom time and 1-2 hours of ice time to practice the skills required.

The jerseys cost \$75, adult S, M, L, XL sizes are available.

The supporting adult Referee assignments will be booked via Horizon and in the background Robyn and Shannon will align the assignments. To be assigned to 9U (Atoms) and 11U (Squirt) games, Green Jersey Referees are to email Shannon directly.

IHNSW has made a conscience decision not to send Level 1 Green Jersey Officials to games without a qualified adult Referee. This is to ensure the Green Jerseys have the appropriate support while they are learning to officiate.

If/when adult Referees cannot attend a 9U (Atoms) game, the coaches will officiate instead of Level 1 Green Jerseys. The affected Green Jerseys and 9U (Atoms) coaches will be advised the day before the game.

If/when Green Jersey are not available for 11U (Squirt) games, Robyn will request a qualified adult Referee to fill the gap.

Green Jersey contacts:

Green Jersey Admin Shannon Boengkih - greenjersey@ihnsw.com.au

Referee Admin – Robin Ravelje - robbied@exemail.com.au

EO IHNSW – Emily Luke- eo@ihnsw.com.au

We hope all the Green Jerseys enjoy learning to officiate and gain the confidence, skill and the desire to continue officiating into adulthood.

Minimum Age Requirement for Division able to Officiate

Division	Minimum Age Requirement
9U (Atoms)	13U Age Group
11U (Squirts)	13U Age Group
13U (Pee Wee)	15U Age Group
15U (Bantam)	17U Age Group
17U (Midget)	Adult Officials
Senior / Womens	Adult Officials

2. Green Jersey Officiating Structure

2.1. Level 1 – 13U (Peewee) aged players and older (12yr+).

- All officials under 18 years old start out at Level 1.
- Strongly encouraged at the start of season to attend a one-day officiating course.
- Will wear a green coloured officials jersey
- Can officiate:
 - Cross ice 9U (Atoms) 3 on 3 games with a supervising adult Referee.
 - Full ice 11U (Squirts) games as a Linesperson.

2.2. Level 2 – 15U (Bantam) aged players and older (14yr+)

- Level 1 must pass Referee assessment to move to Level 2. *See Referee evaluation form in a following chapter*
- Must attend the start of season officiating course.
- Must pass the online officials test
- Will wear a green coloured officials jersey
- Can officiate:
 - Cross ice 9U (Atoms) 3 on 3 games with a supervising adult Referee.
 - Full Ice 11U (Squirts) games as a Linesperson
 - Full ice 13U (Pee Wee) as a Linesperson.

2.3. Level 3 – 18U (Midget) aged players (16yr+)

- Must have completed one year at Level 2
- Level 2 must pass Referee assessment to move to Level 3. *See Referee assessment in a following chapter*
- Must attend the start of season officiating course
- Must pass the online officials test
- Will wear a green coloured officials jersey
- Can officiate:
 - Cross ice 9U (Atoms) 3 on 3 games
 - Full ice 11U (Squirts) games as a Referee or Linesperson
 - Full ice 13U (Pee Wee) as a Referee or Linesperson
 - Full ice 15U (Bantam) as a Referee or Linesperson

2.4. 2.4 Payment structure

Green Jerseys will be paid by IHNSW the amounts for the following allocations, these are reviewed annually:

- \$20 per 1-hour session cross ice 9U (Atoms) 3 on 3 officiating duties.
- \$20 per 1-hour full ice 11U (Squirts) Linesperson duties.
- \$25 per 1-hour full ice 11U (Squirts) Referee duties (L3 only).
- \$20 per 1-hour full ice 13U (Peewee) Linesperson duties.
- \$30 per 1-hour full ice 13U (Peewee) Referee duties (L3 only).
- \$25 per 1-hour full ice 15U (Bantams) Linesperson duties.
- \$35 per 1-hour full ice 15U (Bantams) Referee duties (L3 only).

Green Jersey officials to provide bank account details to eo@ihnsw.com.au

3. Green Jersey Progression

To progress to the next officiating level the prerequisites must be met and an experienced Referee must observe and give feedback on the Green Jersey official. The focus is on meeting officiating standards for each of the listed level requirements. See sample evaluation form below. To request an evaluation, email eo@ihnsw.com.au. Evaluation forms can be found at

Green Jersey Official Evaluation Form	
Official Evaluated: _____	Date: _____
Official's Level: _____	System: 3 on 3 / Full Ice
Evaluator: _____	
Position being assessed: Referee Linesperson	
Level (Circle one): 9U (Atom) 11U (Squirt) 13U (Pee Wee) 15U (Bantam)	
CATEGORY	COMMENTS
Appearance Excellent Competent Needs Improvement	
Skating Excellent Competent Needs Improvement	
Positioning Excellent Competent Needs Improvement	
Face-offs Excellent Competent Needs Improvement	

Ice Hockey NSW Green Jersey Official Evaluation Form 1

Signals Excellent Competent Needs Improvement	
Judgment Excellent Competent Needs Improvement	
Awareness Excellent Competent Needs Improvement	
Summary & Referee comments:	
Type of Game during assessment: Easy Average Difficult	
Evaluation result (circle one): Pass Needs Improvement	
Pass = competent or better in all areas	
Please return evaluation forms to eo@ihnsw.com.au	

Ice Hockey NSW Green Jersey Official Evaluation Form 2

4. Officiating Basics (Linesperson)

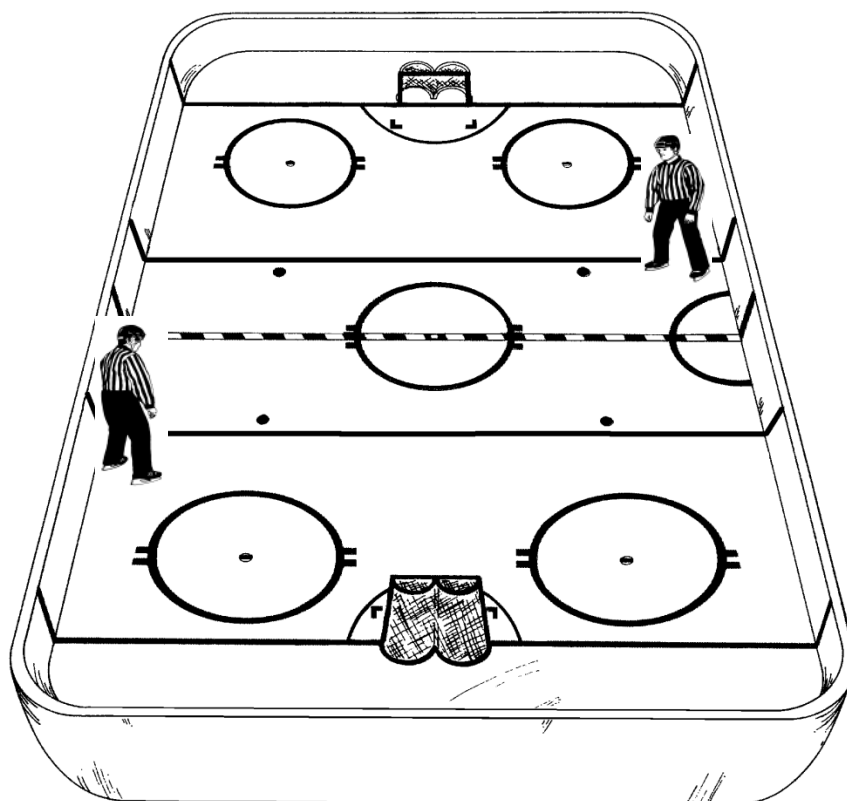
4.1. Basic Positioning:

4.1.1. Start of the Game

When the referee is taking the opening face-off at centre ice, the two linesperson should be on opposite sides of the ice against the side boards, just outside the blue line.

To ensure consistency in the judgment of offside situations, the linespersons will be in charge of the majority of the decisions made at a designated blue line. The linesperson focuses on the designated blue line for the first half of the game and then changes their designated blue line halfway during the game at their discretion.

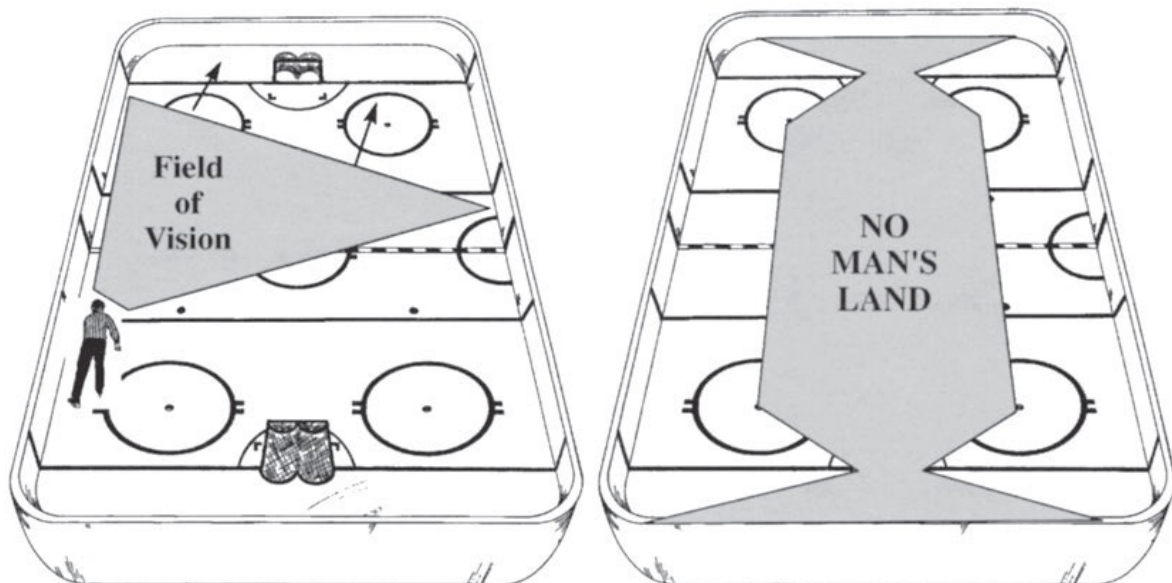
Before the game commences, both linespersons must decide which designated blue line they will focus on for the first half of the game. Linespersons must clearly communicate with each other using verbal or visual cues, or both, prior to switching blue line responsibility at the halfway point of the game.



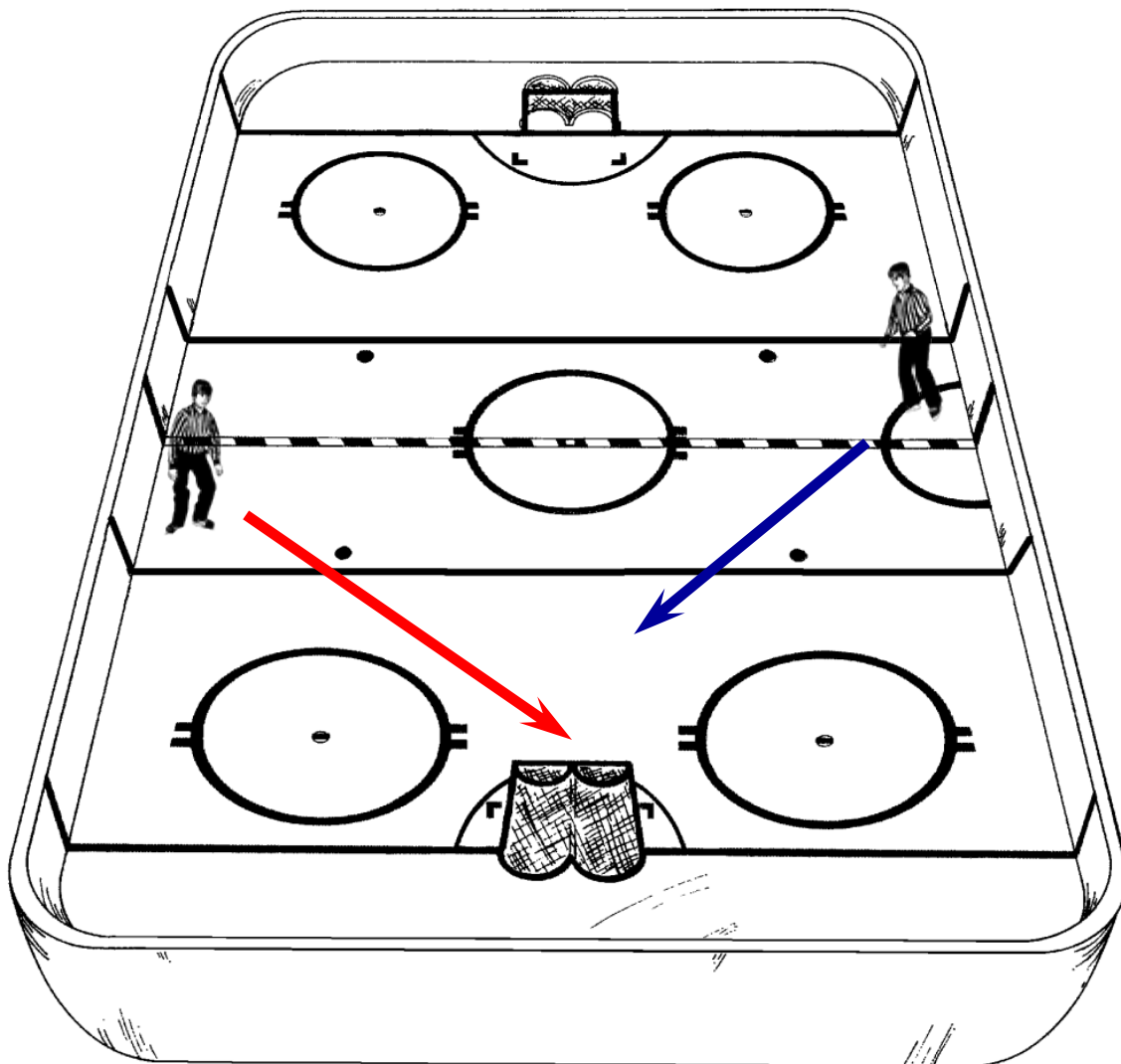
4.1.2. Positioning while game is being played

It is important to note that the designated blue line doesn't mean that the linesperson cannot change with their partner or cover their partner if they end up in a bad position or angle towards the play. The goal is always to utilise team work to make the best possible decision during the entire game. If the linespersons switch blue lines, then the blue line should be kept under the responsibility of that linesperson until it is appropriate to change back the responsibility of the blue lines according to the previous mentioned structure.

Both linespersons should work as a team, and always be aware of what is going on and knowing where the other linesperson is at all times. They should always be alert and ready to cover each other's lines if one linesperson should fall or be trapped out of the play. They should always be prepared to cover for the referee if they fall or get trapped out of the play, or if the play turns around and the referee is caught out of position. If this happens the linesperson may have to enter the end zone and implement "end zone positioning" until the referee is back into position. Working as a team, along with the referee, they should have complete control of the hockey game.



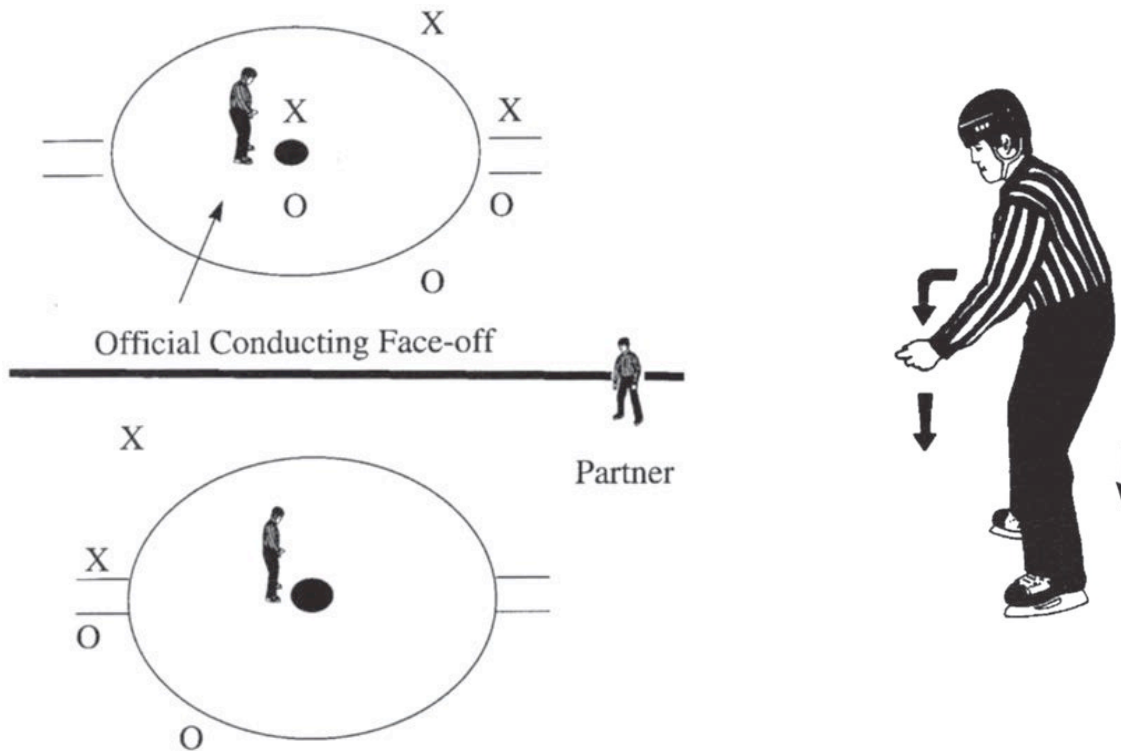
4.1.3. Goal Scored or Goalie Save



Goal Scored: Front Linesperson will collect the puck and proceed to the centre ice faceoff spot ready to drop the puck while the back Linesperson will follow the teams to the bench and then stands in a position opposite the other Linesperson ready to cover either blue line depending on where play goes after the puck is dropped.

Goalie Save: Front Linesperson collects the puck and moves to the appropriate face off location ready to drop the puck, back Linesperson follows teams to bench then lines up on the opposite side to the face off on the blue line.

4.2. Dropping the Puck in a Faceoff



The action of the Referee or Linesperson in dropping the puck between the sticks of two opposing Players to start or resume play is called a “face-off”. A “face-off” begins when the Official indicates the “location of the “face-off” and the Officials and Players take their appropriate positions. The “face-off” ends when the puck has been legally dropped.

A goalkeeper may not participate in a “face-off”.

The official should be in the “ready” position before the players.

The puck is dropped at the instant both players are in the proper position for a fair faceoff.



4.2.1. Face-Off Procedure

As soon as the line change procedure has been completed by the Referee and they lower their hand to indicate no further changes, the Linesperson conducting the “face-off” shall blow their whistle. This will signal to both teams that they have no more than five (5) seconds to line up for the ensuing “face-off”. At the end of the five (5) seconds (or sooner if both centres are ready), the Linesperson will conduct a proper “face-off”.

However if:

- (I) One or both centres are not positioned for the “face-off”,
- (II) One or both centres refrain from placing their stick on the ice,
- (III) Any Player has encroached into the face-off circle,
- (IV) Any Player makes physical contact with an opponent,
- (V) Any Player who lines up for the “face-off” in an off-side position, or
- (VI) One of the centres wins the face-off by using the skates,

the Linesperson may assess a warning for a “face-off” violation prior to dropping the puck.

In the last two (2) minutes of regulation time or any time in overtime, the Linesperson will still blow their whistle to initiate the “face-off”, but the five (5) second time limit will not be enforced. However, Players must abide by the verbal directions given by the Linesperson in their attempt to conduct a fast and fair “face-off”.

4.2.2. Face-Off Procedure - Violations

If a centre should move prematurely prior to the “face-off”, or if the Referee or Linesperson shall have dropped the puck unfairly, the “face-off” shall be considered a “face-off” violation. A warning shall be issued to the offending team and the “face-off” must be conducted again.

When two (2) “face-off” violations” have been committed by the same team during the same “face-off”, this team shall be penalised with a bench minor penalty to the offending team. This penalty shall be announced as a “bench minor penalty for “Delay of Game” – Face-off Violation.”

“Face-off” violations shall be summarised as follows (any of the On-Ice Officials may identify a “face-off” violation):

- (I) Encroachment by any Player other than the centre into the “face-off” area prior to the puck being dropped. Players on the perimeter of the face-off circle must keep both skates outside the face-off circle – skate contact with the line is permitted. If a Player's skate crosses the line into the face-off circle prior to the drop of the puck, this shall be deemed as a “face-off” violation. A Player's stick may be inside the face-off circle provided there is no physical contact with their opponent or their opponent's stick.

- (II) Encroachment by any Player into the area between the hash marks on the outer edges of the face-off circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. Contact with the line with their skate is permitted. If a Player's skate crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a "face-off" violation. A Player's stick may be inside the area between the hash marks provided there is no physical contact with their opponent or their opponent's stick.
- (III) Any physical contact with an opponent prior to the puck being dropped. If either Player taking the "face-off" makes helmet-to-helmet contact with their opponent, they must receive a first "face-off" violation warning. If the Linesperson cannot differentiate which Player initiated the contact, both Players must receive a first "face-off" violation warning.
- (IV) Failure by either centre taking the "face-off" to "properly position themselves behind the restraining lines" or place their stick on the ice. "Properly position themselves behind the restraining lines" shall mean that the centre must place their feet on either side of the restraining lines that are parallel to the side boards (contact with the lines is permissible), and the toe of the blade of their skates must not cross over the restraining lines that are perpendicular to the side boards as they approach the faceoff spot. The blade of the stick must then be placed on the ice, at least the toe of the blade of the stick, in the designated white area of the face-off spot and must remain there until the puck is dropped.
- (V) Failure to comply with this positioning and "face-off" procedure will result in a "face-off" violation.

Whenever a team has committed two (2) "face-off" violations during the same "face-off", the Referee shall immediately assess the offending team a bench minor penalty for "Delay of Game". This penalty shall be announced as a bench minor penalty for Delay of Game – Face-off Violation.

Players who are late to the "face-off" location and therefore in an off-side position for the ensuing "face-off" will be warned once in the game by the Referee. This warning will also be given to the offending team's Coach. In this situation, the offending team's centre will not receive a warning for a "face-off" violation. Any subsequent violation shall result in a bench minor penalty for "Delay of Game" being assessed to the offending team. This penalty shall be announced as a "bench minor penalty for "Delay of Game" – Slow Proceeding to Face-off Location.

In the conduct of any "face-off" at any of the nine (9) face-off spots on the playing surface, no Player facing-off shall make any physical contact with their opponent's body by means of their own body or by their stick except in the course of playing the puck after the "face-off" has been completed.

For violation of this rule, the Referee may, at their discretion impose a minor penalty or penalties on the Player(s) whose action(s) caused the "physical contact". Nonetheless, this "physical contact" prior to the dropping of the puck shall be deemed as a "face-off" violation

and the centre will be warned by the Linesperson that the team has committed a “face-off” violation and any subsequent violation will result in a bench minor penalty for “Delay of Game” – “face-off” violation being assessed.

“Face-off” encroachment may be applied during “face-offs” at any of the nine (9) face-off spots on the playing surface. However, since no such lines are painted on the ice at the four (4) face-off spots adjacent to the blue lines, Linespersons shall use their judgment as to whether or not a violation has occurred. All Players, other than the centres, shall be uniformly back from the “face-off” location similar to being outside the face-off circle for “face-offs” in the end zones.

4.3. Icing

The *POTENTIAL* for icing exists when

- Either team shoots the puck from their defending side of the center red line.
- The puck does not touch, or is not played by, any player beyond the center red line.
- There is no reasonable chance for any player on the opposing (non-shooting) team to play the puck.
- The puck completely crosses the opposing team’s goal line.

4.3.1. Icing Specifics

For the purpose of this rule, the centre red line will divide the ice into halves. Should any Player of a team, equal or superior in “numerical strength” (power-play) to the opposing team, shoot, bat or deflect the puck from their own half of the ice beyond the goal line of the opposing team, play shall be stopped. For the purpose of deflected pucks, this only applies when the puck was originally propelled down the ice by the offending team.

For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred or not. As such, the team in possession must “gain the line” in order for the icing to be nullified. “Gaining the line” shall mean that the puck, while on the Player’s stick (not the Player’s skate) must make contact with the centre red line in order to nullify a potential icing.

For the purpose of interpretation of the rule, there are two judgments required for “icing the puck”. The Linesperson must first determine that the puck will cross the goal line. Once the Linesperson determines that the puck will cross the goal line, “icing” is completed upon the determination as to which Player (attacking or defending) would first touch the puck. This decision by the Linesperson will be made by no later than the instant the first Player reaches the end zone “face-off” dots with the Player’s skate being the determining factor. Should the puck be shot down the ice in such a manner that it travels around the boards and/or back towards the end zone “face-off” dots, the same procedure shall be in effect in that the Linesperson shall determine within a similar distance as to who will have touched the puck first.

For clarification, the determining factor is which Player would first touch the puck, not which Player would first reach the end zone “face-off” dots.

If the “race for the puck” is too close to determine by the time the first Player reaches the End Zone “face-off” dots, “icing” shall be called.

The puck striking or deflecting off an Official does not automatically nullify a potential “icing”.

If there is no “race” for the puck, icing should not be called until a defending skater crosses its defending blue line and the puck crosses the goal line (not between the goal posts).

If, in the opinion of the Linesperson, the goalkeeper feigns playing the puck, attempts to play the puck, or skates in the direction of the puck on an icing at any time, the “potential icing” shall not be called, and play shall continue.

If, however, a goalkeeper is legitimately out of the crease in an attempt to go to the Players’ bench to be substituted for an extra attacker and in no way makes an attempt to play the puck, the “icing” should not be nullified under this section.

If the goalkeeper is out of their crease prior to the shot being taken, and simply retreats to their crease making no attempt to play the puck or feign playing the puck, the “potential icing” shall remain in effect.

4.3.2. No Icing

When the puck is shot and rebounds from the body or stick of an opponent in their own half of the ice so as to cross the goal line of the Player shooting, it shall not be considered “icing”.

When a puck is shot by a team from their own half of the ice and is deflected several times before crossing the centre red line, icing shall be nullified if at least one of these deflections was off an opposing Player.

If the puck shall go beyond the goal line in the opposite half of the ice directly from either of the Players while facing-off, it shall not be considered a violation of this rule.

If, in the opinion of the Linesperson, any Player (other than the goalkeeper) of the opposing team is able to play the puck before it passes their goal line, but has not done so, play shall continue and the “icing” violation shall not be called. This includes the situation whereby the opposing team, while in the process of making Player substitutions during the play, are able to play the puck, but choose not to do so to avoid being called for “too many Players on the ice”. “Icing” should not be called.

If the puck touches any part of a Player of the opposing side, including their skates or their stick, or if it touches any part of the opposing team’s goalkeeper, including their skates or their stick, at any time before or after crossing the goal line, it shall not be considered “icing”.

If a goalkeeper takes any action to dislodge the puck from the back of the net, “icing” shall not be called.

If the puck was so shot by a Player of a side below the numerical strength of the opposing team, play shall continue, and the “icing” violation shall not be called.

When a team is “short-handed” as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an “icing” shall be determined at the instant the penalty expires. Should the puck be released from the stick of the Player shooting the puck down the ice prior to the penalty expiring, the “icing” infraction shall not apply. The action of the penalised Player remaining in the penalty box will not alter the ruling.

4.3.3. Line Change On Icing

A team that is in violation of this rule shall not be permitted to make any Player substitutions prior to the ensuing “face-off”.

However, a team shall be permitted to make a Player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured Player, a Player with a broken skate, or when a penalty has been assessed which affects the on-ice strength of either team.

The determination of Players on ice will be made when the puck leaves the offending Player’s stick.

4.3.4. Icing – Face-Off Location

Following an “icing”, the attacking team will have the choice of which end zone dot the “face-off” will take place.

If, in the opinion of the Referee, the defending side intentionally abstains from playing the puck promptly when they are in a position to do so, they shall stop the play and order the resulting “face-off” on the adjacent corner face-off spot nearest the goal of the team at fault.

If the Linesperson shall have erred in calling an “icing the puck” infraction (regardless of whether either team is “short-handed”), the puck shall be “faced-off” on the centre ice face-off spot.

4.3.5. Things to Consider When Icing Occurs:

- The width of the center red line is considered part of the zone the puck is in.
- The opposing goaltender is not obligated to play the puck at all. If the goalkeeper fakes a move toward the puck, it is still icing.
- If the puck passes through the goal crease, it is still icing.
- When icing is completed, the ensuing faceoff will be at the defending zone faceoff spot on the side of the ice from which the puck was shot.
- A shorthanded team cannot legally ice the puck under any circumstances

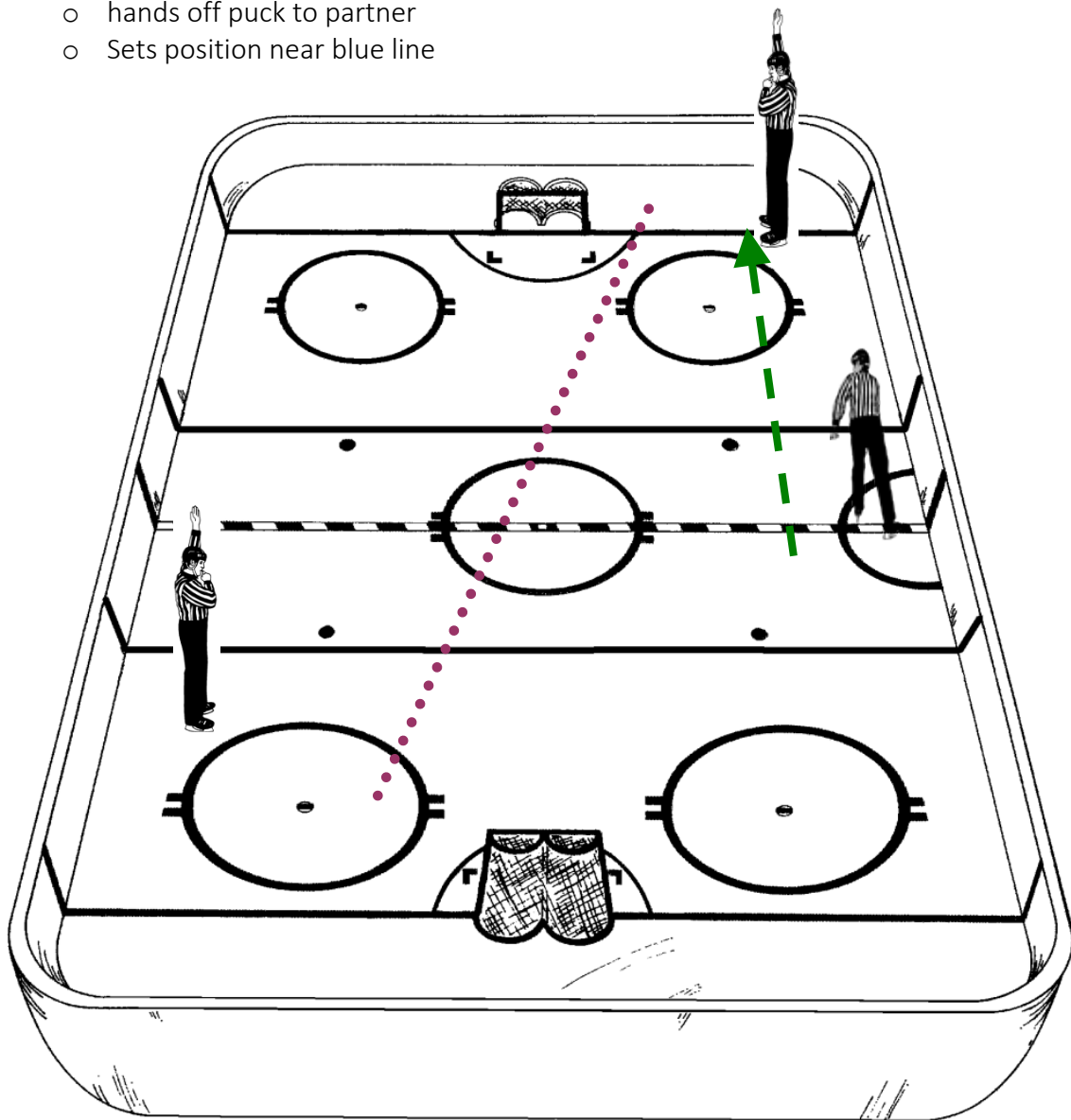
4.3.6. Potential Icing

Back official:

- Uses the delay signal to indicate that the potential for icing exists (may also yell "Icing" on close plays).
- Follows play to partner’s blue line
- Covers partner’s blue line

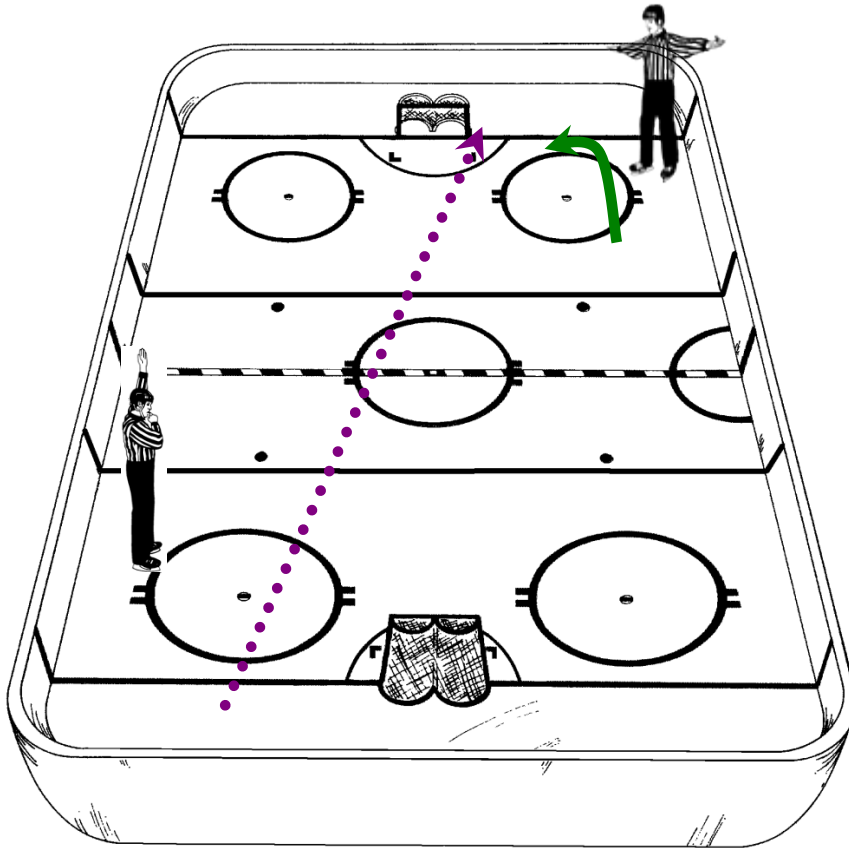
Front official:

- Pursues puck while watching play.
- Blows whistle and returns the delay signal if icing has been completed.
- Decision for Icing is made at the hash marks determining who would reach the puck first.
- If defending player reaches first then icing.
- If attacking player reaches first then no icing.
- At front official's whistle, back official points to face-off location
- Back official skates backward toward the face-off spot and gives icing signal near top of face-off circle
- Front official
 - retrieves puck
 - hands off puck to partner
 - Sets position near blue line



4.3.7. Icing Nullified (No Icing)

- Back official signals the potential icing and continues to front blue line.
- Front official makes icing determination near top of faceoff circles.
- Back official covers open blue line
- If waved off, front official uses the “washout” signal and—
 - Returns to blue line (linesman)



The back linesman (or referee in the two-man system) signals a possible icing by fully extending either arm over his head. The arm must remain raised until the front linesman or referee either blows the whistle to indicate an icing, or until the icing is washed out. Once the icing has been completed, the back linesman or referee shall first cross his arms in front of the chest and then shall point to the appropriate faceoff spot and skate to it.

4.4. Offsides

The official making the call should be inside the blue line as play enters the attacking zone. There is no set-in-stone exact position the official must be in every time. Instead, some latitude is given to allow the official to find the position that gives the best angle on the play entering the zone and gives a clear view of the determining edge of the blue line.



4.4.1. Signalling At The Blue Line

There are three basic signals that are used when play crosses the blue line and a potential off-sides occurs. They are:

Slow “delayed” whistle used in classifications where “tag-up” off-sides is used – non-whistle arm is raised straight above the head with a flat palm and fingers together. The delayed off-side is also verbalised by the official at the same time by yelling “Off-side”.



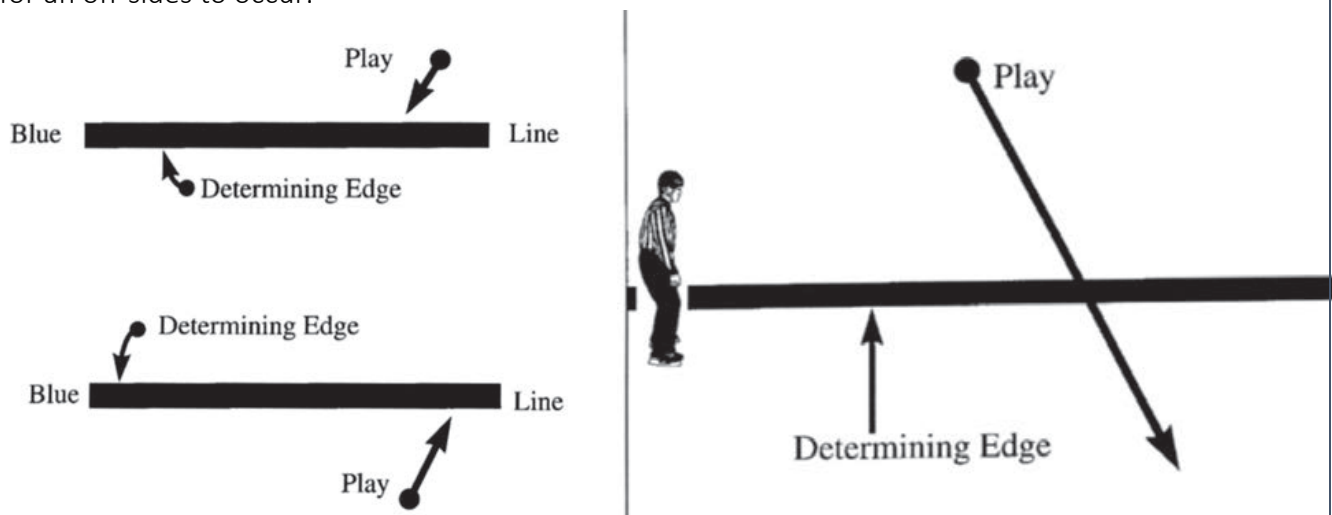
Point along the blue line using a full palm point with the fingers together



Washout – signal comes from the chest and then out, arms straight with palms flat and fingers together.



Another basic rule is the puck must completely cross the determining edge of the blue line for an off-sides to occur.



4.4.2. Off-side

The official must first blow the whistle and then extend the arm horizontally pointing along the blue line with the non-whistle hand.



4.4.3. Offside

Players of the attacking team must not precede the puck into the attacking zone.

The position of the Player's skates and not that of their stick shall be the determining factor in all instances in deciding an "off-side".

A Player is "off-side" when both skates are completely over the leading edge of the blue line involved in the play.

A Player is on-side when either of their skates are in contact with the blue line, or on their "own side" of the line, at the instant the puck completely crosses the leading edge of the blue line. On their "own side" of the line shall be defined by a "plane" of the blue line which shall extend from the leading edge of the blue line upwards. If a Player's skate has yet to "break the plane" prior to the puck completely crossing the leading edge, they are deemed to be "on-side" for the purpose of the "off-side" rule.

If, during a delayed off-side, an attacking Player in the attacking zone elects to proceed to their Players' bench (which extends into the attacking zone) to be replaced by a teammate, they shall be considered to have cleared the zone when both skates are off the ice and the Linesperson judges the skater to have left the playing surface.

A Player controlling the puck who shall cross the line ahead of the puck shall not be considered "off-side," provided they have "possession and control" of the puck prior to their skates crossing the leading edge of the blue line.

It should be noted that while the position of the Player's skates is what determines whether a Player is "off-side," nevertheless the question of an "off-side" never arises until the puck has completely crossed the leading edge of the blue line at which time the decision is to be made.

If a Player legally carries, passes, or plays the puck back into their own defending zone while a Player of the opposing team is in such defending zone, the "off-side" shall be ignored, and play permitted to continue.

4.4.4. Off-side – Deflections / Rebounds

For the purposes of this section, it is stipulated that an attacking Player has preceded the puck into the attacking zone.

When a defending Player propels the puck out of their defending zone and the puck clearly rebounds off a defending Player in the neutral zone back into the defending zone, all attacking Players are eligible to play the puck. However, any action by an attacking Player that causes a “deflection/rebound” off a defending Player in the neutral zone back into the defending zone (i.e. stick check, body check, physical contact), a “delayed off-side” shall be signalled by the Linesperson.

A puck that deflects back into the defending zone off an Official who is in the neutral zone will be “off-side” (or “delayed off-side”, as appropriate).

A puck which deflects off an attacking Player outside the blue line into the attacking zone, regardless of who originally propelled it or where it was propelled from, shall be ruled “off-side” or “delayed off-side”, as appropriate.

A puck which is propelled by the attacking team and deflects off any Player into the attacking zone shall be ruled “off-side” or “delayed off-side”, as appropriate.

4.4.5. Delayed Off-side

A situation where an attacking Player (or Players) has (have) preceded the puck across the attacking blue line, but the defending team is in a position to bring the puck back out of its defending zone without any delay or contact with an attacking Player or the attacking Players are in the process of clearing the attacking zone. If an “off-side” call is delayed, the Linesperson shall drop their arm to nullify the “off-side” violation and allow play to continue if:

- (I) all Players of the offending team clear the zone at the same instant (skate contact with the blue line, "3D" judgement is not used in this situation) permitting the attacking Players to re-enter the attacking zone, or
- (II) the defending team passes or carries the puck into the neutral zone.

If, during the course of the “delayed off-side”, any member of the attacking team touches the puck, attempts to “gain possession of a loose puck”, forces the defending puck carrier further back into their own zone, or who is about to make physical contact with the defending puck carrier, the Linesperson shall stop play for the “off-side” violation.

If, during a “delayed off-side”, an attacking Player in the attacking zone elects to proceed to their Players’ bench (which extends into the attacking zone) to be replaced by a teammate, they shall be considered to have cleared the zone when both skates are off the ice and the Linesperson judges the Player to have left the playing surface. If their replacement comes onto the ice in the attacking zone, while the “delayed off-side” is still in effect, they too must clear the attacking zone. Once all attacking Players have cleared the attacking zone and the

Linesperson have lowered their arm for the “delayed off-side”, all attacking Players may legally enter the attacking zone and pursue the puck.

4.4.6. Disallowed Goal – Off-side

If the puck is shot into the attacking zone creating a “delayed off-side”, the play shall be allowed to continue under the normal “clearing-the-zone” rules. Should the puck, as a result of this shot, enter the defending team’s goal, either directly or off the goalkeeper, a Player, the boards, the glass, a piece of equipment or an official on the ice, the goal shall be disallowed as the original shot was “off-side”. The fact that the attacking team may have “cleared the zone” prior to the puck entering the goal has no bearing on this ruling. The “face-off” will be conducted at the face-off spot in the zone closest to the point of origin of the shot that gives the offending team the least amount of “territorial advantage”.

The only way an attacking team can score a goal on a “delayed off-side” situation is if the defending team shoots or puts the puck into their own net without action or contact by the offending team.

Other than in situations involving a “delayed off-side” and the puck entering the goal or a successful Coach’s Challenge, no goal can be disallowed after the fact for an “off-side” violation, except for the human factor involved in blowing the whistle.

4.4.7. Intentional Off-side

An “intentional off-side” is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either team is “short-handed”.

If, while an “off-side call is delayed”, a Player of the offending team deliberately touches the puck to create a stoppage of play, the Linesperson will signal an “intentional off-side”.

If, in the judgement of the Linesperson, the attacking Player(s) are making an effort to exit the attacking zone and are in close proximity to the blue line at the time the puck is shot into the zone, the play will not be deemed to be an “intentional off-side”.

4.4.8. Off-side – Face-Off Locations

For violation of this rule, the play is stopped and the puck shall be “faced-off” in the neutral zone at the face-off spot nearest the attacking zone of the offending team when the violation occurs as a result of the attacking team carrying the puck over the attacking blue line, or from the face-off spot in the zone closest to the point of origin of the shot or pass (even if deflected off an attacking or defending Player or an official).

For every “delayed off-side” situation, including an “intentional off-side”, the Linesperson will raise their non-whistle arm. They will allow play to continue and, if a stoppage of play occurs, there will be four possible “face-off” locations:

- (1) If carried over the blue line – “face-off” outside the blue line.

- (II) If shot into the attacking zone (or errant pass) – nearest face-off spot in the zone from which the pass or shot originated that gives the offending team the least amount of “territorial advantage” (even if deflected off an attacking or defending Player or an official).
- (III) If the defending Player is pressured or about to be checked by an attacking Player – nearest face-off spot in the zone from which the pass or shot originated that gives the offending Team the least amount of “territorial advantage” (even if deflected off an attacking or defending Player or an official).
- (IV) If deemed to be an “intentional off-side” – face-off spot in the offending team’s end zone. When the Linesperson signals a “delayed off-side” and a defending Player shoots the puck which goes over the protective glass and out of play, the ensuing “face-off” shall be conducted at one of the defending zone end zone face-off spots and the defending Player would be assessed a minor penalty.

When the Linesperson signals a “delayed off-side” and the original shot deflects off a defending Player and out of play, the ensuing “face-off” shall take place at the nearest face-off spot in the zone from where the puck was shot.

When the defending team is about to be penalised in the defending zone and the Linesperson has a “delayed off-side” signalled against the attacking team on the same play, the ensuing “face-off” shall be conducted at one of the defending zone end zone faceoff spots.

4.5. Too Many Players

DEFINITION: A team is allowed a maximum of one goaltender and five skaters or six skaters on the ice. However, a bench-minor penalty for too many players can be assessed any time a team has one or more skaters on the ice than it is allowed.



Indication with six fingers (one hand open) in front of the chest.

Players may be changed at any time during the play from the Players’ bench provided that the Player or Players leaving the ice shall be within 1.50m of their Players’ bench and out of the play before the change is made.

At the discretion of the On-Ice Officials, should a substituting Player come onto the ice before their teammate is within the 1.50m limit of the Players’ bench (and therefore clearly causing their team to have too many Players on the ice), then a bench minor penalty may be assessed.

If in the course of making a substitution, either the Player entering the game or the Player retiring from the ice surface plays the puck with their stick, skates or hands or who checks or makes any physical contact with an opposing Player while either the Player entering the game or the retiring Player is actually on the ice, then the infraction of “too many Players on the ice” will be called.

If in the course of a substitution either the Player(s) entering the play or the Player(s) retiring is struck by the puck accidentally, the play will not be stopped, and no penalty will be called.

During the play, the Player retiring from the ice must do so at the Players' bench and not through any other exit leading from the rink. This is not a legal Player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

A Player coming onto the ice as a substitute Player is considered on the ice once both of their skates are on the ice. If they play the puck or interfere with an opponent while still on the Players' bench, they shall be penalised under Rule 56 – Interference.

A retiring Player (coming off the ice) who has one skate on the ice and one skate off the ice in the Players' bench is considered as "off the ice".

A bench minor penalty for "too many Players on the ice" shall be assessed for a violation of this rule. This penalty can be assessed by the Referees or the Linespersons. Should a goal be scored by the offending team prior to the Referee or Linesperson blowing their whistle to assess the bench minor penalty, the goal shall be disallowed, and the penalty assessed for "too many Players on the ice".

A Player serving a penalty in the penalty box, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be within 1.50m of their own Players' bench before any change can be made. For any violation of this rule, a bench minor penalty shall be imposed for "too many Players on the ice".

If by reason of insufficient playing time remaining, or by reason of penalties already imposed, a bench minor penalty is imposed for "deliberate illegal substitution" ("too many Players on the ice") which cannot be served in its entirety within the legal playing time, or at any time in overtime, a "Penalty Shot" shall be awarded against the offending team.

5. 3 on 3 Rules and Structure

For 3 on 3 cross ice 9U (Mites) and 11U (Atoms) rules, please see the rules at <https://ihns.com.au/leagues/atoms/>.

For More information please refer to the full IIHF Officials Rule Book available on the IIHF Website: www.iihf.com