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A. STADIUM AND STANDARD ICE RINK

A.1 DEFINITION OF STADIUM, NECESSARY EQUIPMENT
Organized tournament games of the EUROPEAN UNIVERSITY HOCKEY LEAGUE (further referred to as "EUHL") are played at ice hockey stadiums with the following equipment:

A.1.1 STANDARD ICE RINK
- STANDARD ICE RINK is defined in article A.2

A.1.2 SUITABLE LIGHTING
- STADIUM must be equipped with lighting suitable enough for all game participants and spectators to comfortably follow the game through the end.

A.1.3 SUITABLE SIGNAL AND TIMING DEVICES
- SIREN - STADIUM must be equipped with a siren or other suitable sound device operated by a timekeeper (SIREN is used to signal the end of periods or overtime).
- SCORE BOARD - STADIUM must be equipped with a scoreboard for the purpose of keeping the game participants and spectators informed as to all necessary information. Score Board must provide the following information:
  1) Names of both teams.
  2) Score of the game,
  3) Time of the game that runs from the length of the period to 0:00 or vice versa in minutes and seconds (from 20:00 to 00:00, or from 00:00 to 20:00),
  4) Time remaining to be served by at least two players on each team that runs from the length of the penalty time (2min, 5min, or 10min) to 00:00,
  5) Remaining time of each intermission that runs from the length of the intermission - 15:00 or 10:00 to 00:00
(Note: Length of an intermission is 10:00 minutes at least and 15:00 minutes at the most).

A.1.4 SUITABLE LOCKER ROOMS FOR PLAYERS
- STADIUM should provide suitable rooms for each team’s players, their equipment and team officials, equipped with benches, hangers and showers.

A.1.5 SUITABLE DRESSING ROOMS FOR OFFICIALS
- STADIUM should provide a suitable separate dressing room reserved solely for the game officials. The dressing room must be equipped with chairs or benches with hangers, toilet and shower.

A.1.6 SUITABLE PLAYERS’ BENCHES (PB) CLOSE TO STANDARD ICE RINK
- There are two identical PBs reserved solely for the dressed players and team officials,
- PBs must be located on the same side of the centre zone right next to the ice, opposite penalty boxes (the benches must be separated by a wall or other barrier and must be accessible from the locker rooms),
- Each PB must start approx. 200 cm from the centre red line and be approx. 1000 cm wide and approx. 150 cm deep,
- Each PB must have two doors, one in the centre zone,
Each bench must have room for 16 players and not more than 6 team officials,
- No other people besides players and team officials are allowed on the benches.
- VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE.
  Such violation must be included in the game report to be prepared immediately after the game.

A.1.7 SUITABLE PENALTY BENCHES (PEB) CLOSE TO STANDARD RINK
- There are two identical PEB for at least 5 players separately,
- PEBs must be located on either side of the off-ice officials` bench off the ice and across players` benches,
- PEBs must be at least 300 cm wide and approx. 150 cm deep,
- Only penalized players and off-ice officials are allowed on the penalty benches.

A.1.8 SUITABLE BENCH FOR OFF-ICE OFFICIALS
- Is located in between the penalty benches, must be approx. 400 cm wide and must have room for approx. 6 persons.

A.1.9 SUITABLE AREA WITH SEATS FOR GOAL JUDGES (RECOMMENDED)
- Located behind goal nets, rink boards and protective glass (netting) on both ends of the ice rink
  in a manner that adequately protects goal judges while performing their duties.

A.2 DEFINITION OF STANDARD ICE RINK
Organized tournament games of EUHL must be played on a white ice surface known as STANDARD ICE RINK, surrounded by rink boards with protective glass that allows playing a game called ice hockey. STANDARD ICE RINK consists of:
- Rink Boards (extend approx. 107cm - 122cm above the level of the ice surface):
  - Rink Boards must be made out of wood or plastic and must be constructed in such a manner that the surface facing the ice is smooth and free of any obstruction that could cause injury to players,
  - Gear affixing the boards must be mounted on the outer side of the ice rink.
- Kick Plate (extends approx. 15cm-25 cm above the level of the ice surface):
  - Affixed to the bottom of the rink boards must be a yellow kick plate.
- Doors (must open inwards, towards the spectator area and away from the ice):
  - All doors allow access to the ice surface.
- Protective Glass:
  - Must be affixed to the top of the boards at both ends of the rink (extend approx. 160cm-240cm over the boards) and alongside the rink (here, the glass extends at least 80cm above the boards), with the exception of players` benches,
  - Where the glass deviates from the rink boards, there must be padding installed to protect players from injuries.
- Protective Netting:
  - It is recommended to have protective netting mounted above rink boards and above protective glass behind goal nets.
- Lines:
  - The STANDARD ICE RINK is divided lengthwise by lines that should be
marked on the kick plate as well (recommended).

- Goal Lines (line width = 5cm)
  - Usually located 4 m from the end boards and determine location of the goal nets on the STANDARD ICE RINK (goal nets are located in the centre of the goal lines).
- Blue lines (line width = 30cm) - divide the STANDARD ICE RINK into three parts, creating three zones that are called:
  - DEFENDING ZONE /from the point of view of one team - zone, in which their goal net is situated/
  - NEUTRAL ZONE /located in the centre, between blue lines/
  - ATTACKING ZONE /from the point of view of one team - zone, in which their opponent’s goal net is situated/
  - Line is considered a part of the zone, in which the puck is situated.
- Centre red line (line width = 30cm)
  - Divides the STANDARD ICE RINK into two parts and is located in the centre of the ice.

-DEFINITION OF STANDARD ICE RINK AND DESCRIPTION OF ZONES-

-DIMENSIONS OF STANDARD ICE RINK-
- Corners = rounded, radius approx. 700 cm to 850 cm
- Length = approx. 5600 cm to 6100 cm
- Width = approx. 2600 cm to 3000 cm
-PLAYERS' AND PENALTY BENCHES-

-PLAYER CHANGE-
- Face-off Spots and Circles:
  - All spots and circles marked on the ice surface serve as guide points for on-ice officials when determining correct position of players at face-offs at the start of game, start of each period and after a stoppage of play.
  - Central circular face-off spot (its color is not defined, 30 cm in diameter) and circle (marked by a 5 cm blue line and with a radius of 450 cm with blue face-off spot as its centre)
    - Are located directly in the centre of the STANDARD ICE RINK
  - Face-off spots in the neutral zone (red in color, 60 cm in diameter)
    - Are located in the neutral zone, 150 cm from each blue line
  - Face-off spots (red in color, 60 cm in diameter) and circles in end zones (marked by a 5 cm red line and with a radius of 450 cm with red face-off spot as its centre)
    - Are located in the defending/attacking zone on both sides of these zones,
    - Symbol "P" or "L" is marked on opposing sides of the face-off spots

- On-ice Officials' Crease:
  - On-ice officials' crease is marked in the neutral zone in front of the off-ice officials' bench (marked by a 5 cm wide red line as a semi-circle with a radius of 300 cm)

- Goal Crease:
  - In front of each goal a 5 cm wide red line marks net a goal crease,
  - The goal crease should be painted light blue (recommended). Inner goal net area from the goal line to the back of the goal net should be white,
  - The goal crease including the goal line is a space extending to a height of 127 cm, i.e. towards the highest point of the goal net,
  - The goal crease area is marked as follows:
    a) A semi-circle with a radius of 180 cm marked by a 5 cm wide line with a centre point in the goal net on the goal line,
    b) Two red 15 cm long symbols of "P" or "L" are marked in the goal crease area,
    c) The symbols of "P" or "L" (line width is 5cm) are marked 122 cm from the goal line in the goal crease area and touch the inner side of the semi-circle.

- Goal Net (2pcs):
  - The goal nets must be positioned in the centre of the goal lines,
  - Vertical goal posts extend to a height of 122 cm above the ice surface and are 183 cm apart (internal measurements). Vertical goal posts and connecting horizontal crossbar must be made in compliance with approved design and material. Their outer diameter is 5 cm. Upper crossbar and vertical posts must be painted red,
  - The goal nets must have a frame with maximum depth of 112 cm and minimum depth of 60 cm that supports the netting. The frame must be painted white,
  - A netting of white nylon cord must be attached to the back of the goal frame in such a manner as to keep the puck in the goal net and must be
installed in such a manner as to remain stationary during the game,

- Inner parts of the goal frame, with the exception of the crossbar and the goal posts, must be covered with white padding that starts no less than 10 cm from the goal posts and is attached in a manner that does not restrict the puck from completely crossing the goal line,
- The goal posts must be installed in such a manner as to remain stationary during the game (goal nets with flexible pegs are recommended).

All stadiums that host EUHL games in the particular season are subject to approval by the EUHA BOARD COMMITTEE. Moreover, the EUHA BOARD COMMITTEE cooperates on approval of stadiums that in the particular season host international tournaments, in which the EUHA participates.
B. TEAMS IN THE EUHL, PLAYERS AND THEIR EQUIPMENT

B.1 TEAMS IN THE EUHL
Team manager or coach provides the referee (via scorekeeper) with a list of names and numbers of players eligible to play before each game and the list must include the name of the captain (marked "C") and no more than two alternate captains (marked "A"). The captain must wear the letter "C" and the alternate captains the letter "A" on the front visible part of their jerseys.

B.1.1 PLAYERS IN UNIFORMS
All players of each team must be dressed for the game uniformly in identical uniforms and stockings. Those must be identical in color. Each team is allowed to have no more than:

- 20 players
- 2 goalies
- TOTAL = 22 individuals for a game.

B.2 PLAYERS’ EQUIPMENT
- Players and goalies must wear uniforms, skates, sticks (players’ and goalies’), and protective equipment.
- Protective equipment, with the exception of gloves, helmets, and goalies’ leg guards, must be worn entirely underneath the uniform.
- Players in the age category under 18 must wear a certified face mask/cage and a certified neck guard.
- Players in the age category over 18 must wear a certified visor (usually made of Plexiglas).

**Note:** Agreed rules are to be followed at international tournaments, agreement between participating partners or associations (EUHA and others) is binding.

B.2.1 PLAYERS’ SKATES
- Players must wear ICE HOCKEY SKATES with safety blades. The skates must be made of a certified material approved by the EUHA.

B.2.2 PLAYERS’ STICK
- The sticks must be made of a certified material approved by the EUHA.

B.2.3 PLAYERS’ HELMET
- All players must wear a helmet tied with a chinstrap during a pre-game warm-up and throughout the whole game. The helmet must be made of a certified material approved by the EUHA.

B.2.4 PLAYERS’ PROTECTIVE VISOR
- It is recommended that all players wear a full-face mask or a protective visor (usually made of Plexiglas). The visor must be made of a certified material approved by the EUHA.

B.2.5 PLAYERS’ GLOVES
- The gloves must cover the hand and wrist areas and MUST NOT have the palm part removed to permit the use of bare hands. The gloves must be made of a certified material approved by the EUHA.
B.2.6 NECK GUARD
- It is recommended that all players wear a neck guard.
- Players and goalies in the age category "under 18" must wear a neck guard. The neck guard must be made of a certified material approved by the EUHA.

B.2.7 MOUTHGUARD
- It is recommended that all players wear a mouthguard.
- Players and goalies in the age category "under 20" must wear a mouthguard.

B.2.8 ELBOW PADS
- Elbow pads must be covered with a soft rubber protective layer made of a certified material approved by the EUHA.

B.3 GOALIES’ EQUIPMENT
- With the exception of skates and stick, goalies’ equipment must be constructed for the purpose of protecting the head and body and must not include any parts of uniform or other gear that would provide the goalie illegal assistance while tending the goal net. (Abdominal aprons are PROHIBITED).

B.3.1 GOALIES’ SKATES
- The goalie must wear ICE HOCKEY SKATES FOR GOALIES of the usual shape. The skates must be made of a certified material approved by the EUHA.

B.3.1 GOALIES’ STICK
- The stick must be made of wood or other material approved by the EUHA. The stick must be made of a certified material approved by the EUHA.

B.3.3 GOALIES’ GLOVES (BLOCKER AND CATCHER)
- The goalie must wear protective gloves, called:
  - BLOCKER
  - CATCHER
  The gloves must be made of a certified material approved by the EUHA.

B.3.4 GOALIES’ HELMET AND FACE MASK
- The goalie must wear a hockey helmet with a CAGE or FULL-HEAD protective helmet.
- Goalies’ cage mask must be constructed in such a way that a puck cannot enter through its openings.
- Goalies’ cage for age category of under 18 must be constructed in such a way, that neither a puck nor a stick can enter through its openings.

B.3.5 GOALIES’ LEG GUARDS
- Goalies’ leg guards (to be worn on legs). The leg guards must be made of a certified material approved by the EUHA.
- Aprons or other gear covering the space between the ice surface and bottom part of the leg guards are prohibited.

B.4 UNIFORMS
- All players of the team must wear uniform jerseys, pants, socks and helmets.
- The jerseys, including the arms and socks must be identical in color.
The jerseys must be worn on the outside of the pants.
Each player must wear a reasonably sized number - from 1 to 99, on the back of his jersey.

B.5 PUCK
- PUCK is usually black and must be made of vulcanized rubber or other certified material, approved by the EUHA, and can be printed with an advertisement.
- Dimensions of the puck must be:
  - Diameter - 7.62 cm
  - Thickness - 2.54 cm
  - Weight - 156 to 170 g

C. RESPONSIBILITIES OF OFFICIALS AND ON-ICE OFFICIALS

C.1 DELEGATING OFFICIALS’ RESPONSIBILITIES
The following must be provided for all EUHL games:
- REGULATION STANDARD ICE RINK
- FUNCTIONAL TECHNICAL EQUIPMENT FOR TREATMENT OF THE ICE SURFACE (ICE RESURFACING MACHINE)

The following officials must be appointed for all EUHL games:
- OFF-ICE OFFICIALS
  - Scorekeeper / Timekeeper - two
  - Penalty Bench Attendant - one/recommended
  - Announcer - two/recommended
  - Goal Judges - one/recommended
  - Video Goal Judges - (if allowed by equipment of the STADIUM)

- MEDICAL SERVICE
  - Provides necessary medical supervision and care for participating teams immediately before the game, during the game and after the game.

- SECURITY SERVICE
  - Provides adequate protection and keeps order at the STADIUM and in the LOCKER ROOMS immediately before the game, during the game and after the game.

C.2 ON-ICE OFFICIALS

C.2.1 ON-ICE OFFICIALS – EQUIPMENT
A. The referee and linesmen must wear black pants and official jerseys.
B. The referees and linesmen must wear skates and a black helmet with clear protective visor and must be equipped with a whistle and a metal tape measure that is at least 2 m long.
C. The arms of a referee’s jersey are marked with 8cm-10cm wide red or orange bands.

C.2.2 RESPONSIBILITIES OF ON-ICE OFFICIALS
C.2.2a RESPONSIBILITIES OF REFEREE
The referee:
- Has a general supervision of the game,
- Has full control of off-ice officials and players,
- In case of any dispute, his decision is final.

C.2.2b RESPONSIBILITIES OF LINESMEN
The linesmen:
- Are mainly responsible for calling violations related to the lines (off-side, hybrid icing)
- They face-off the puck and assist the referee in supervising the game.

C.3 OFF-ICE OFFICIALS
C.3.1 SCOREKEEPER
Duties of the scorekeeper:
- To fill in the OFFICIAL GAME REPORT form,
- To prepare the OFFICIAL GAME REPORT form for signature by the referee,
- To ensure delivery of the game report to the EUHA Board Committee.

C.3.2 TIMEKEEPER
- Duties of the timekeeper:
- To keep the playing time of the game,
- To announce the starting and finishing time of all penalties,
- To record the starting and finishing time of each period and the game,
- To keep the time of 10-15 minute intermissions between the periods,
- To announce the starting and finishing time of time-outs,
- To signal the end of each period and overtime in play-off games,
- To monitor and keep the pre-game warmup time,
- To announce to officials and teams that there are 3 minutes remaining until the start of the second and third period,
- In case of any dispute related to time, the decision of the referee is final.

C.3.3 PENALTY BENCH ATTENDANT
One penalty bench attendant must be present at the penalty bench of each team.
DUTIES OF THE PENALTY BENCH ATTENDANT:
1. To inform penalized players as to the correct expiration time of their penalties.
2. To let the penalized player back to the rink after expiration of his penalty.
3. To inform the scorekeeper about a player leaving the penalty bench before the time has expired.

C.3.4 ANNOUNCER (RECOMMENDED)
The announcer should use the sound system to announce important information
related to the game.

**DUTIES OF THE ANNOUNCER:**
1. To announce goal scorer and assistants.
2. To announce penalties and starting time of penalties.
3. To announce ending time of penalties.
4. To announce that there is one minute of the playing time left in first and second period.
5. To announce that there are two minutes of the playing time left in the third period or the game.

**C.3.5 GOAL JUDGES (RECOMMENDED)**
A. One goal judge should be situated behind each goal net. The goal judges shall not change goal nets during the game.
B. The only duty of the goal judge is to decide whether the puck passed between the goal posts and entirely over the goal line and signal his decision.
C. In case of a disputed goal, the referee may consult with the goal judge but the final decision is entirely upon the referee.

**C.3.6 VIDEO GOAL JUDGE (RECOMMENDED)**
a) Review of a video recording is possible only by request of the referee or video goal judge.
b) The video goal judge is allowed to review the following situations:
   1. Puck crossing the goal line.
   2. Puck in the net prior to the goal frame being moved.
   3. Puck in the net prior to or after expiration of time of the period.
   4. Puck directed to net by hand or foot.
   5. Puck deflected into the net off an official.
   6. Puck struck with a high-stick, above the height of the upper crossbar, prior to entering the goal net.
   7. Establishing the correct time on game clock provided the game time is visible on the monitors of the Video Goal Judge.

**UTILIZATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE.**
Such violation must be included in the game report to be prepared immediately after the game.

**C.4 EUHA BOARD COMMITTEE**
For the purpose of these rules, the term EUHA Board Committee shall be understood as a direct managing body of all EUHL game and all international tournaments, in which the EUHA participates. The managing body monitors the conduct of all participants (players and team officials) prior to, during and immediately after the game.

**D. PLAYING RULES**

**D.1 PLAYERS ON THE ICE**
Players are: Goalie, left defense, right defense, right wing, left wing and centre.
A team is not allowed to have more than six players on the ice.

**VIOLATION - bench-minor penalty for too many players on the ice.**
D.1.1 START OF GAME AND PERIODS
A. A game must always start at a scheduled time with a face-off at centre ice. Similarly, each period and overtime in play-offs must always start with a face-off.
B. Teams must start a game defending the goal net closer to their players´ bench.
C. Teams must change ends for each succeeding period as well as for succeeding play. (Goalies are stationed in the same goal net as they were in the second period during penalty shootouts after regulation time or during overtime in play-off).

D.2 PLAYERS ON THE ICE
D.2.1 CHANGE OF PLAYERS AND GOALIES FROM PLAYERS´BENCH DURING PLAY
A. Player changes may occur at any time during a game action provided the following:
   ➢ The changing players and goalies are within an area surrounded by the players´ bench and a 1,5 m distance from the rink boards.
   ➢ The changing players and goalies are not involved in game action prior to the change.
   ➢ A team that is penalized for icing shall not be permitted to change players prior to the ensuing face-off.
B. If, during a player change, a player entering the game action on the ice plays the puck or has any physical contact with an opponent while the departing player is still on the ice, the referee shall assess a bench-minor penalty for too many men on the ice.
C. If, during a player change, a goalie departing the ice plays the puck or has any physical contact with an opponent while the entering player is already on the ice, the referee shall assess a bench-minor penalty for too many men on the ice.
D. If, during a player change, a player entering or departing the game action makes an accidental and unintentional contact with the puck, the game continues and no penalty is assessed.
E. If a goalie departs his goal area and approaches his players´ bench to change with another player and the oncoming player enters the ice prematurely, the referee shall stop the game if the team at fault was in possession of the puck; then the face-off occurs at the centre face-off spot, if the stoppage of play occurred behind the centre red line. A face-off is not conducted at the centre face-off spot only if the stoppage of play occurred before the centre red line; in that case the face-off is conducted at a face-off spot in the zone nearest to where the play was stopped.

D.2.2 PROCEDURE FOR CHANGE OF PLAYERS DURING A STOPPAGE OF PLAY
A. Immediately after a stoppage of play, the visiting team must make his player changes and is not allowed to alter this lineup until after the play has started again. The home team is then allowed a player change but must not delay the play. If any team causes an undue delay when changing players, the referee must order the team at fault to immediately position its players and no other player change is allowed.
B. Player change procedure:
   1. The referee must position himself to a designated spot prior to the start of a play. Linesman conducting the face-off must move to the face-off spot as soon as possible.
   2. The referee must allow the visiting team five seconds to make player changes.
   3. Afterwards, the referee must raise his arm to indicate that the visiting team may no
longer make player changes.
4. With his arm still up, the referee must allow the home team five seconds to make player changes.
5. Afterwards, the referee must drop his arm to indicate that the home team may no longer make player changes.
6. As soon as the referee drops his arm, the linesman conducting the face-off blows his whistle to indicate that both teams have no more than five seconds to line up for the face-off.
7. At the end of the five seconds (or sooner if the players are ready), the linesman drops the puck. The linesman is not required to wait for players to skate to the face-off spot.
C. When a team attempts to make a player change after its allotted time, the referee must send the player (players) back to the players’ bench and issue a warning to the team’s coach. Any subsequent violation of this procedure by the same team shall result in a bench-minor penalty BM (2’).
D. Teams are not allowed to make player changes after a false face-off; with the exception of a situation, when a penalty was assessed and the number of players on the ice has changed.
E. A team that received an icing penalty is not allowed to make player changes prior to the start of play.
F. Should a team that received the icing penalty and is not allowed to make player changes utilize its team time-out or an advertisement break starts immediately after the stoppage of play, this team is still not allowed to make player changes. However, a team is allowed to change a player, who replaced a goalie, an injured player or goalie in the previous play or if a penalty that altered the number of players on the ice was assessed. The moment, when the puck leaves the stick of a player whose team violated the rules, determines the players on the ice.
G. If a team, whose coach received a warning, still continues to change players after incurring an icing call, the referee must assess this team a bench-minor penalty (BM).

D.2.3 CHANGE OF PLAYERS FROM PENALTY BENCH
A player, who is to be changed after his penalty has expired, must proceed by way of the ice to his players’ bench before any change can be made. Violation of this rule shall result in a bench-minor penalty (BM).

D.2.4 CHANGE OF GOALIES DURING A STOPPAGE OF PLAY
A. During a stoppage of play goalies are not allowed to go to the their players’ bench, unless to make a player change or for a time-out. Violation of this rule shall result in:
  ➢ Minor penalty (Minor)
B. When a goalie change was made during a stoppage of play, the goalie who left the game can re-enter the game only after play has resumed.

D.2.5 INJURED PLAYERS
A. If a player is injured and cannot continue to play or go to the players’ bench, the game action shall continue until his team is in possession of the puck. The play is not stopped if the injured player’s team is in a scoring position.
B. If a player, with the exception of a goalie, is injured or compelled to leave the ice during a game, he is allowed to retire and be replaced by a substitute, but the play must continue without the teams leaving the ice.

C. If a penalized player has been injured, he is allowed to proceed to the locker room, but if he received a minor, major or match penalty, the penalized team must immediately put a substitute player on the penalty bench where he can only be replaced by the injured penalized player, who received a minor penalty.

D. An injured penalized player is not allowed to return to the game prior to the expiration of his penalty.

E. If the injured penalized player returns to the game prior to the expiration of his penalty, the referee must assess this player with a

   ➢ Minor penalty (Minor).

F. When a play was stopped because of an injured player, with the exception of a goalie, the injured player must leave the ice and cannot return until after play has resumed. If he violates this rule, he is assessed with a minor penalty (Minor).

D.2.6 INJURED GOALIE

A. If a goalie sustains an injury, he must either be ready to resume play or be replaced by a substitute goalie.

B. If both goalies of a team are unable to play, the team must be allowed 10 minutes to dress another player in goalie’s uniform.

D.2.7 ICE CLEANING

A. The on-ice officials are allowed to remove or order a removal of snow from the ice surface piled close to the goal posts and goal line in the goal crease area.

B. A goalie intentionally piling snow or creating obstacles in front of his goal net to prevent the puck from entering the goal net, must be assessed a:

   ➢ Minor penalty (Minor).

D.3 LENGTH OF PLAY

A. A regulation game consists of three 20-minute periods of playing time and two 10-15-minute intermissions. Teams change ends after each regulation time period has concluded. "Regulation time = regulation game time interval, i.e. 60 minutes of playing time".

D.3.1 OVERTIME

A game, which must have a winner and is tied after regulation time, must be extended by

   ➢ one SUDDEN DEATH overtime period.

   ➢ If no goal is scored during the overtime period, a penalty-shot shootout must be used to determine a winner.

D.3.2 TIME-OUT

A. Each team is allowed one 30-second time-out during a game (regulation time + overtime).

B. Any player designated by the coach is allowed to ask the referee for the team time-out. The referee must inform the scorekeeper about the team time-out.

C. The players and goalies of both teams, with the exception of penalized players, are allowed to go to their respective benches.
D. Both teams can take their time-out at the same stoppage of play, but the second team asking for their time-out must notify the referee of this fact before the end of the first time-out.

D.4 DETERMINING FINAL SCORE - AWARDING POINTS
A. The team that scores the superior number of goals during regulation time is declared the winner and is awarded 3 points. The team that scores the inferior number of goals is defeated and awarded 0 points. Stipulated in the EUHA Manual.
B. If both teams scored the same number of goals during regulation time, the winner must be determined by penalty-shot shootout. The winner is awarded 2 points and defeated team is awarded 1 point. Stipulated in the EUHA Manual.
C. A play-off game, which must have a winner, must be extended by one SUDDEND-EATH overtime period. If no goal is scored during the overtime period, the winner will be determined by a penalty-shot shootout. Stipulated in the EUHA Manual.

D.5 FACE-OFF
A. Face-off is conducted at the start of each period, at the start of an overtime period and after any stoppage of play.
B. All face-offs must be conducted on one of the nine designated face-off spots.
C. Face-offs will take place at the centre ice face-off spot in the following situations:
   ➢ 1. At the start of a period and overtime.
   ➢ 2. After a goal has been scored.
   ➢ 3. After an error by linesmen on a hybrid icing call.
   ➢ 4. If a stoppage of play occurred in immediate vicinity of centre red line.
   ➢ 5. After a player prematurely enters play while replacing a goalie, unless the rules state otherwise.
D. If any player of the attacking team causes a stoppage of play in his attacking zone, the ensuing face-off shall take place at the nearest face-off spot in the neutral zone.
If two rule violations (i.e. high-sticking the puck and intentional offside) are the reason for a stoppage of play, the ensuing face-off shall take place at a face-off spot, which provides no territorial advantage to the team at fault.
E. When play is stopped in the neutral zone for any reason and neither of the teams is at fault, the ensuing face-off shall take place at the nearest face-off spot at the blue line. When it is unclear as to which face-off spot is the nearest, the spot that gives the home team territorial advantage in the neutral zone shall be selected.
F. When the players of both teams violate the rules and cause a stoppage of play, the ensuing face-off shall take place at the nearest face-off spot in the zone, where play was stopped.
G. When players of both teams are penalized but only penalties of one team are being placed on the score clock, the ensuing face-off shall take place at one of the face-off spots in the end zone of the team, whose penalty is on the score clock.
The exceptions to this rule are as follows:
   ➢ 1. When a penalty is assessed after the scoring of a goal, the ensuing face-off shall take place at the centre ice spot.
   ➢ 2. When a penalty is assessed at the end (or at the start) of a period or overtime period in play-off, the ensuing face-off shall take place at the centre ice spot.
   ➢ 3. When a penalty is assessed to the defending team and the attacking players
enter the attacking zone beyond the outer edge of the end zone face-off circle closer to the blue line, the ensuing face-off shall take place at the face-off spot in the neutral zone near the defending team’s blue line.

H. When stoppage occurs between the end zone face-off spots and near the end of the rink, the ensuing face-off shall take place at the end face-off spot on the side where the stoppage occurred, unless the rules state otherwise.

I. When a goal is disallowed as a result of a puck being deflected to the goal net directly off an official, the ensuing face-off shall take place at the nearest face-off spot in the zone where the puck deflected off of the official.

J. When play is stopped for any reason not specifically covered in the rules, the ensuing face-off shall take place at a face-off spot nearest to where play was stopped.

K. Following a stoppage of play, should one or both players playing near their blue attacking line or any other player coming from the players’ bench of the attacking team, enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or scrum, the ensuing face-off shall take place in the neutral zone face-off spot near the blue line of the defending team. This rule also applies for play stoppage after an icing, an intentional offside or a high-sticking the puck, if the players of the non-offending team enter into the attacking zone beyond the outer edge of the end zone face-off circle near the blue line during and altercation, gathering or scrum, the ensuing face-off shall take place at the neutral zone face-off spot near the blue line of the defending team.

L. When play is stopped for an injured player, the ensuing face-off shall take place at the face-off spot nearest the location of the puck when the play was stopped. When the injured player’s team has control of the puck in the attacking zone, the ensuing face-off shall take place at one of the face-off spots in the neutral zone near the team’s attacking blue line. When the injured player is in his defending zone and the attacking team is in control of the puck in the attacking zone, the ensuing face-off shall take place at one of the end zone face-off spots in the defending zone of the defending team.

D.5.1 PUCK DROP
A. The referee of linesmen drops the puck between the sticks of two players at the face-off.
B. The players are facing the opponent’s end of the rink, approximately one stick length apart with their stick blades touching the ice on the white part of the face-off spot.
C. The defending team’s player in the defending zone must be the first to place his stick on the ice, followed immediately by the player of the attacking team.
D. When the face-off is conducted at the centre-ice face-off spot or centre line, visiting team’s player must be the first to place his stick on the ice.

D.6 OFFSIDE
A. A player of the attacking team cannot cross the attacking zone before the puck.
B. Offside is determined by:
   1. The position of the player’s skates - a player is offside when both his skates are completely over the blue line in the attacking zone before the puck is completely over the blue line.
   2. The position of the puck - the puck must be completely over the blue line in the attacking zone.
3. A player skating backwards and controlling the puck is not offside, if he crosses the blue line ahead of the puck, provided he had possession of the puck prior to his skates crossing the blue line in the neutral zone.

C. Violation of this rule must result in stoppage of the play and a face-off:

1. At the nearest face-off spot in the neutral zone, if the puck was carried over the blue line by an attacking player.
2. At the face-off spot nearest to where the puck was passed or shot over the blue line by an attacking player.
3. At the end zone face-off spot in the defending zone of the attacking player if, in the referee or linesman’s opinion, the player intentionally caused an offside.
4. At the end face-off spot in the defending zone of the offending team, if the puck was passed or shot by an attacking player from his defending zone.

D.6.1 DELAYED OFFSIDE

If an attacking skater precedes the puck into the attacking zone, but a defending player can still play the puck, the linesman will raise his arm to signal a DELAYED OFFSIDE. The linesman will drop his arm to signal the end of the delayed offside, when:

1. The defending team passes or carries the puck to the neutral zone.
2. The attacking players immediately left the attacking zone by having a skate make contact with the blue line.

Exception to the rule is a situation when the puck was shot at the goal net forcing the goalie to make a save (intentional offside).

D.7 HYBRID ICING

A. For the purpose of this rule, the following is true:

- The centre red line divides the rink into two halves (the point of last contact with the puck by the team in possession of the puck is used to determine icing).

B. For the purposes of this rule and in order to determine occurrence of hybrid icing, the following is essential:

- If a player of a team that is equal or superior in numerical strength to his opponent, shoots or deflects the puck from his own half of the ice beyond the goal line of the opposing team,

C. To determine the occurrence of this hybrid icing rule situation, two judgments of the linesman are required:

- Firstly, he must determine if the puck shot by a player from his own half of the ice will cross the goal line in his attacking zone,
- Secondly, he must determine which player (attacking or defending) would first touch the puck;

the decision must be made no later than the instant the first player reaches the end zone face-off spots with his skates. To ensure continuity of the game, he may decide sooner.

D. Description of basic situations:

1. Should the puck be shot down the ice in such a manner that it travels around the rink boards back towards the centre red line, the linesman must determine which player would have touched the puck first. In this case, the determining factor is the puck itself, not the end zone face-off spots.
2. If no attacking player races the puck, the play will not be stopped and icing will
not be called until the puck crosses the goal line and a defending player crosses his defending blue line.

3. Play will be stopped and icing will be called if the race for the puck is too close to determine which player from which team would touch the puck first.

4. When play has been stopped for icing, a strict enforcement of the rules regarding allowed physical contact must be in place.

5. When the icing has been cancelled because an attacking player has gained positional advantage, the players must follow the rules regarding physical contact.

E. Description of secondary factors:

1. The centre red line is a part of the offensive half of the ice. Once a player reaches the centre red line, he may shoot the puck down the ice to the other half of the ice without incurring an icing call.

2. To reach the centre red line, a player must make contact with the centre red line (with skates or stick) with the puck on his stick.

3. Only a team that is playing short-handed (i.e. has fewer players on ice than its opponent) is allowed to shoot the puck from its own half to beyond its opponent’s goal line without incurring an icing call - number of players on the ice at the time the puck leaves the player’s stick determines whether a team is short-handed or not. If the penalty bench attendant has opened the door at the expiration of a penalty, but the player has not physically entered the ice, he will be considered to be on the ice as far as interpretation of icing is concerned.

4. A team is not considered short-handed if the number of players on the ice is fewer than allowed, provided the low number of players is not the result of penalties.

5. If a puck is iced and hits an on-ice official, the icing will still be in effect.

6. If a puck hits an on-ice official and as a result slows down and does not cross the goal line, the icing will be nullified.

7. After an icing call, the ensuing face-off shall take place at the defensive zone face-off spot of the defending team nearest to where the player shooting the puck last touched it.

8. If the on-ice officials have erred in calling an icing, the ensuing face-off shall take place at the centre ice face-off spot.

F. Icing will not be called:

1. If the puck crosses the goal line directly from a player participating in a face-off.

2. Any opposing player, with the exception of the goalie, is able to play the puck before it crosses the goal line (including players who slowed down to ensure the puck crosses the goal line or who pretend to skate fast but do not make any effort to prevent the puck from crossing the goal line.

3. If a player making a player change ignores the puck to go to the player’s bench instead of playing the puck, whether to avoid a penalty for too many men on ice or any other reason.
4. If the puck touches any part of an opponent’s body or equipment any time from when it is shot and crosses the goal line.

5. If a goalie leaves his goal crease during a potential icing or is outside his goal crease and moves in the direction of the puck.

6. If the puck hits the goal frame (post or crossbar) and crosses the goal line.

7. If the puck crosses the goal line to the goal net - a goal MUST be awarded.

8. If the offending team is SHORT-HANDED at the moment the puck is shot.

9. If the puck touches any part of the opposing team’s player, including the goalie, prior to crossing the goal line.

10. If the puck crosses the goal line directly from a player participating in a face-off.

11. In the linesman opinion if any player of the opposing team, with the exception of the goalie in the goal crease, could have played the puck prior to crossing the goal line.

12. If a goalie leaves his goal crease or is outside his goal crease during an icing play and moves in the direction of the puck while "suggesting" to stop the puck.

G. A team that is penalized for icing shall not be permitted to change any players, prior to the ensuing face-off.

H. A team that violated this rule is not allowed to make player changes prior to the ensuing face-off and simultaneously, if the offending team utilizes its time-out or an advertisement break starts immediately after the stoppage of play, this team is still not allowed to make player changes. However, a team is allowed to change a player, who replaced a goalie, an injured player or goalie in the previous play or if a penalty that altered the number of players on the ice was assessed. The moment when the puck leaves the stick of a player of the offending team, determines the players on ice.

I. If a team that received a warning still continues to change players after an icing call, the referee must assess the offending team:

- A bench-minor penalty (BM).

D.7.1 HYBRID ICING AND INFLUENCE OF GOALIE

A. Icing will be called, if:

- 1. The goalie is outside his goal crease but returns immediately after icing is signaled.

- 2. The goalie skates to the player’s bench and does not attempt to play the puck and continues to move towards the bench or returns to his goal crease without attempting to play the puck when icing is signaled.

B. Icing will not be called, if:

- 1. The goalie leaves his goal crease when icing is signaled or is outside his goal crease and moves in the direction of the puck.

- 2. The goalie is outside his goal crease and does not attempt to immediately return to his goal crease when icing is signaled.

- 3. The goalie skates to the player’s bench and plays or attempts to play the puck when icing is signaled.
-FACE-OF SPOTS-

-OFFSIDE SITUATIONS-
D.8. DEFINITION OF GOAL

D.8.1a AWARDED GOAL
A goal must be awarded:
- 1. When a player of the attacking team shoots or directs the puck across the goal line in between the goal posts below the crossbar.
- 2. When a player of the defending team puts the puck into goal net in any way.
- 3. When the puck is deflected into the goal net by striking any part of a player’s body from a shot of his teammate.
- 4. When the puck is put into the goal net while an attacking player was in the goal crease as a result of a physical altercation with a defending player; with the exception of a situation when, in the opinion of the referee, the attacking player had enough time to leave the goal crease.
- 5. When the puck is directed into the goal net by an attacking player after the puck was left unattended in the goal crease.
- 6. When the puck is deflected directly from the skates of a defending or attacking player.
- 7. When a player of the attacking team is present in the goal crease when the puck crosses the goal line and the player does not in any way attempt to prevent the goalie from making a save, with the exception of situations described in rule D.8.1b

D.8.1b DISALLOWED GOAL
A goal shall be disallowed:
- 1. When the puck has been kicked, thrown, batted or directed into the net by an attacking player other than with a stick, even if the puck has then been deflected from the body of any player, goalie or on-ice official.
- 2. When the puck has been directed into the goal net after making contact with an attacking player’s stick that is above the height of the crossbar.
- 3. When the puck has deflected directly into goal net off an on-ice official.
- 4. When an attacking player is present or has his stick in the goal crease when the puck enters the goal crease, with the exception of a case when the attacking player is physically prevented to leave the goal crease by a defending player when the puck enters the goal crease and subsequently the goal net.
- 5. When the goal net becomes displaced or parts of the frame of the goal net do not touch the ice when the puck enters the goal net.
- 6. When an attacking player has interfered with a goalie in his goal crease when the puck enters the goal net. If necessary, the referee will assess a penalty.
- 7. When an attacking player has any contact, with the exception of an unintentional contact with the goalie outside his goal crease when the puck enters the goal net. If necessary, the referee will assess a penalty.
- 8. When an attacking player has entered or touched the goal crease and thus blocked the goalie’s view and limited his ability to make a save prior to the puck entering the goal net.
- 9. When a goalie has been pushed into the goal net together with the puck after making a save, provided a stoppage of play was in effect. If necessary, the referee will assess a penalty.
- 10. If the puck is hidden underneath an attacking player (accidentally or intentionally) and this player is in or near the opponent’s goal crease and the player together with the puck crosses the goal line. If necessary, the referee will assess a penalty or order a penalty-shot.
D.8.2 GOAL SCORER AND ASSISTANT
   A. A goal will be credited in the scoring records to the player who propelled the puck into the opponent’s goal net.
      ➢ Each goal will count as one point in the player’s statistical record.
   B. An ASSIST can be credited to the player(s) who last touched the puck before the scorer.
      ➢ A maximum of two assists can be credited for each goal.
      ➢ Each assist will count as one point in the player’s statistical record.

D.8.3 PUCK OUT OF PLAY
When the puck leaves the rink or strikes any obstacles other than the boards or protective glass above the ice surface, play will be stopped and the ensuing face-off shall take place at the nearest face-off spot to where the puck was shot or deflected, unless otherwise set out in the rules.

D.8.4 PUCK ON GOAL NET
When the puck lands on the outside of the goal net for longer than three seconds or if it is pushed against the frame by the players, the referee must stop the play and the ensuing face-off shall take place:
   ➢ 1. At the nearest end zone face-off spot, if the stoppage is caused by a defending player.
   ➢ 2. At the nearest face-off spot in the neutral zone, if the stoppage is caused by an attacking player.

D.8.5 PUCK OUT OF SIGHT
If a scrum of players forms in a race for the puck or a player unintentionally falls on the puck and the referee loses sight of the puck, he must blow his whistle to stop play. The ensuing face-off shall take place at the nearest face-off spot to where play was stopped unless otherwise set out in the rules.

D.8.6 ILLEGAL PUCK
If a second puck appears on the ice at any time in the game, play cannot be stopped until an interchange of the pucks is avoided.

D.8.7 PUCK STRIKING AN OFFICIAL
Play is not stopped if the puck touches an on-ice official except when the puck enters directly into the goal net.

D.8.8 HAND PASS
A player is allowed to stop or strike the puck in the air with open hand or direct the puck alongside the ice surface with his hand and play is not stopped except when in the referee’s opinion, the player intentionally directs the puck to a teammate or has allowed his team to gain an advantage that results in the offending team’s player gaining control of the puck either directly or by deflecting from any player or on-ice official. A player is allowed to catch the puck in the air, but must immediately put or strike the puck down on the ice surface. If a player catches and skates with the puck and thus gains a territorial advantage, he shall be assessed
   ➢ A minor penalty (Minor).
A. When a hand pass occurs and play is stopped, the ensuing face-off shall take place at the nearest face-off spot to where the violation occurred, the exception being an offending team gaining territorial advantage. In that case, the ensuing face-off shall take place at the nearest face-off spot to where play was stopped, unless otherwise set out in the rules.

B. If a teammate of this player has gained possession of the puck in his defending zone, the referee will not stop play provided, that the hand pass occurs prior to the player together with his stick or the puck leaving the defending zone. However, if a player passes the puck with his hand from the neutral or attacking zone to a teammate in the defending zone, the referee will stop play and the ensuing face-off spot shall take place at the nearest face-off spot in his defending zone.

C. If a teammate of this player has gained the puck in his attacking zone, the referee will stop play and the ensuing face-off shall take place at a face-off spot in the neutral zone near his attacking zone.

D. If the puck enters the goal net as a result of being gloved by an attacking player or being deflected into the goal net by an on-ice official, a goalie or any player, his stick or skate, the goal will not be allowed.

D.8.9 HIGH STICKING THE PUCK

A. Stopping or striking the puck with the stick in the height above the shoulders is not allowed and play will not be stopped only:

1. If the puck is batted towards a teammate, the referee must use the signal NO.
2. If a player of the defending team knocks the puck into his own goal net, the GOAL is awarded.

B. If an attacking player touches the puck with his stick above the height of his shoulders in his attacking zone, play will be stopped and the ensuing face-off shall take place at the nearest face-off spot in the neutral zone.

C. If a player touches the puck with his stick above the height of his shoulders in his defending or neutral zone, play will be stopped and the ensuing face-off shall take place at the nearest face-off spot in his defending zone.

D. If an attacking player touches the puck that is above the upper crossbar of the goal net with his stick and the puck enters the goal net, the goal will not be awarded.

D.9 INTERFERENCE BY SPECTATORS

A. In the event that objects are thrown onto the ice and compromise the action on the ice, the referee must stop the play and the ensuing face-off shall take place at the nearest face-off spot to where play was stopped.

B. In the event of a player being held or interfered with by a spectator, the referee or linesman must stop the play. If the team of the player interfered with by a spectator is in the possession of the puck, play will continue until a change of possession occurs.

VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE. Such violation must be included in the game report to be prepared immediately after the game.
E. PENALTIES
E.1 DEFINITION OF PENALTIES / PENALTY PROCEDURES

Definition of penalties:
Player penalties are defined and named based on their length that corresponds with playing time in minutes:

- 1. MINOR PENALTY (Minor = 2 min)
- 2. BENCH-MINOR PENALTY (BM = 2 min)
- 3. MAJOR PENALTY (Major = 5 min)
- 4. MISCONDUCT PENALTY (M = 10 min)
- 5. GAME MISCONDUCT PENALTY (GM = 20 min)
- 6. MATCH PENALTY (MP = 25 min)
- 7. PENALTY SHOT (PS)

Penalty procedures:
- 1. The referee must record all penalties, even if assessed after the game has ended.
- 2. Some rules state that a team manager or coach must determine which player should serve the penalty. If they refuse to do so, the referee is allowed determine which player from the offending team shall serve the penalty.
- 3. If minor penalties of two players from the same time are about to expire at the same time, captain of the must inform the referee about which player will return on ice first. The referee will pass the information to the scorekeeper.
- 4. The referee must submit a written report on all game misconduct penalties (GM = 20 min) and match penalties (MP = 25 min).

VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE. Such violation must be included in the game report to be prepared immediately after the game.

E.1.1 MINOR PENALTY (Minor = 2 min)
- A minor penalty constitutes 2 minutes of playing time and must be served in full by the penalized player (except the goalie), no substitution is allowed. When a player is assessed a minor and a major penalty at the same time, the major penalty is served first. This holds true when the SAME PLAYER is assessed both penalties.

E.1.2 BENCH-MINOR PENALTY (BM = 2 min)
- A BM can be served by any player designated by the coach or team manager through the captain, who was on the ice at the time the violation occurred (except the goalie) and must leave the ice for 2 minutes, substitute is not allowed.
- If, while a team is SHORT-HANDED by one or more Minor or BM, the opposing team scores a goal, the first penalty shall automatically terminate. However, if a player of the opposing team has been assessed a penalty at the same time and both teams are playing short-handed, the minor penalty or BM that resulted in the team being short-handed shall be terminated.

E.1.3 MAJOR PENALTY (Major = 5 min)
- A major penalty carries with it an automatic game-misconduct penalty (GM) and the
player (including the goalie) must go to the locker room; a substitute is allowed after 5 minutes.

E.1.4 MISCONDUCT (M = 10 min)
- M constitutes 10 minutes of playing time and must be served in full by the penalized player (except the goalie), immediate substitution is allowed. The player, whose penalty expired, is not allowed to leave the penalty bench until the next stoppage of play.
- If a player including the goalie is assessed a second M, he must go to the locker room (automatic GM); immediate substitution is allowed.

E.1.5 GAME MISCONDUCT PENALTY (GM = 20 min)
- A game misconduct penalty requires the penalized player including the goalie or team official to go to the locker room; immediate substitution on ice is allowed.

E.1.6 MATCH PENALTY (MP = 25 min)
- A match penalty requires the penalized player, goalie (or team official) to go to the locker room. A five-minute penalty is served by a substitute.

E.1.7 PENALTY SHOT (PS)
- For the referee to award a penalty shot for a foul from behind, the following criteria must be met:
  1. The infraction must have taken place at such a spot where the puck was outside the defending zone of the attacking player (the puck completely crossed the blue line).
  2. An attacking player was in possession and control of the puck or could have obtained possession of the puck and skate towards the opponent’s goalie.
  3. The player was fouled from behind.
  4. The attacking player was denied a scoring opportunity.
  5. The attacking player must have had no opposing player between himself and the opponent’s goalie.

Notes: 
- a) A foul committed by the goalie on a player in a breakaway requires a penalty shot to be awarded regardless of whether the player was fouled from behind or not.
- b) If any other penalty is assessed simultaneously with PS, than the PS is conducted and the penalty is served regardless of whether PS resulted in a scored goal or not.

E.1.7a EXECUTION OF A PENALTY SHOT
- A) If a player is fouled in a manner that warrants a penalty shot, the player fouled must take the penalty shot. If the fouled player is injured, the captain will select any non-penalized player who was on the ice at the time of the foul to take the penalty shot.
- B) In case that the fouled player cannot be identified, the coach or captain of the team taking the penalty shot can designate any non-penalized player who was on the ice at the time of the foul to take the penalty shot.
- C) The referee shall asked the announcer to announce the name and number of the player selected by the team entitled to take the penalty shot.
- D) Players of both teams must be on their players’ benches.
- E) The referee shall place the puck on the centre face-off spot. Only a goalie may
defend against the PS.

F) The goalie must remain in the goal crease until the player has touched the puck.

G) The player taking the shot will, on the instruction of the referee, play the puck towards the opponent’s goal line and attempt to score a goal.

H) If the player misses the puck placed on the centre face-off spot without touching it, he may return and continue to take the penalty shot. The puck must be kept in motion (first contact of the player with the puck) towards the opponent’s goal line for the entirety of the penalty shot attempt.

Once the puck is shot, the execution of the penalty shot shall be considered complete and no goal can be scored on second/rebound shot.

J) If a goal is scored from a penalty shot, the ensuing face-off shall take place at the centre-ice face-off spot.

K) If a goal is not scored, the ensuing face-off shall take place at an end zone face-off spot in the zone where the penalty shot was completed.

### E.1.8 GOALIE PENALTIES

A goalie never serves a penalty that requires him to sit on the penalty bench.

A) A minor penalty or first misconduct penalty assessed to a goalie must be served by his teammate who was on the ice at the time the play was stopped and selected by the team manager or coach through the team captain.

B) A goalie who is assessed a major penalty; GM or MP must leave the game. If possible, he shall be replaced by the backup goalie or other player of his team. (The player is allowed 10 minutes to dress into a complete goalie uniform).

C) In case of a major or match penalties the 5-minute penalty must be served by a teammate who was on the ice at the time play was stopped and who was determined by a team manager or coach through the team captain.

### E.1.9 CALLING A PENALTY

The procedure of calling a penalty for violation of a rule is as follows:

A) If an infraction of the rules is committed by a player of the team in control of the puck, the referee shall immediately blow his whistle and penalize the player. The ensuing face-off shall take place at the face-off spot in the defending zone of the team violating the rule.

B) If the infraction of the rules is committed by a player of the team not in control of the puck, the referee shall raise his arm to signal the delayed calling of a penalty. When the team to be penalized gains control of the puck, the referee will blow the whistle and penalize the player.

C) If the offending team scores a goal after the referee signaled a delayed penalty, the goal is awarded and the penalty is called in a regular manner.

D) If the non-offending team scores a goal after the referee signaled a delayed penalty, the goal is awarded and the first minor penalty is terminated, but all subsequent penalties are assessed. If the offending team has already been short-handed, the first of the minor penalties or BMs already being served shall automatically terminate, but all other signaled penalties shall be assessed.
E.1.9a COINCIDENT PENALTIES
- A) When penalties (minor, major or MP) of equal number and duration are imposed against both teams during the same stoppage of play, the term "COINCIDENT PENALTIES" is used.
- B) Immediate substitution is allowed for such coincident penalties and these penalties shall not be considered delayed penalties.
- C) When the penalized players will continue in the game, they shall serve the penalty at the penalty bench and are not allowed to leave until the first stoppage of play after expiration of their penalties occurs.

THERE IS ONE EXCEPTION TO THIS RULE:
When one minor penalty is assessed to one player of each team at the same stoppage of play and both teams were at full manpower prior to the penalty call, then SUBSTITUTES ARE NOT ALLOWED.

E.1.9b DELAYED PENALTY
This rule is used only in connection with minor, BM, major and MP penalties.
- A) If a third player of any team is assessed a penalty while two of his teammates are already serving penalties, the penalty time of the third player will not start until the penalty time of one of the first two players has expired.
- B) The third player must still proceed to the penalty bench but is replaced on the ice by a substitute.
- C) If a team has three or more players serving penalties at the same time and a substitute replacing the third penalized player is on the ice, any of the three penalized players is allowed to return to the game action prior to a stoppage of play. However, if a penalized team is allowed to have more than four players (including the goalie) on the ice following an expiration of its player’s penalty, then the penalized players are allowed to return to the ice in order in which their penalties expired.

E.2 ADDITIONAL PENALTIES
In addition to SUSPENSION as set out in this rules, the EUHA Board Committee reserves the right to investigate any incident and suspend a player, team official or the entire team for any violation of the rules that has occurred on or off the ice at any time prior, during or after a game regardless of whether these transgressions were penalized by the referee or not.

E.3 - E.5 FOULS ON PLAYERS
E.3.1 BOARDING
A. Any player who checks, elbows, attacks or trips his opponent in a manner that causes the opponent to violently hit the boards, shall be assessed:
- Minor penalty
- or
- Major penalty + automatically a game misconduct penalty (Major + GM)
- or
- Match penalty (MP)
B. A player who boards his opponent to the point of injury may, at the referee’s discretion, be assessed
- Major penalty + automatically a game misconduct penalty (Major + GM)
- or
E.3.2 BUTT-ENDING
A. A player using the shaft of the stick to attempt to jab an opposing player, shall be assessed:
   ➢ Double minor penalty + automatically a misconduct penalty (Minor+Minor+10')
B. A player who jabs his opponent with the shaft of his stick may, at the referee’s discretion, be assessed:
   ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   ➢ Match penalty (MP)
C. A player who jabs his opponent with the shaft of his stick to the point of injury shall be assessed:
   ➢ Match penalty (MP)

E.3.3 CHARGING
A. At the referee’s discretion, a player who skates, jumps into or charges an opponent or who skates, jumps into or charges opponent’s goalie in the goal crease may be assessed:
   ➢ Minor penalty
   or
   ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   ➢ Match penalty (MP)
B. A player who charges his opponent to the point of injury may, at the referee’s discretion, be assessed:
   ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   ➢ Match penalty (MP)

E.3.4 CHECKING FROM BEHIND
A. At the referee’s discretion, a player who skates, jumps into, charges or in any other manner checks his opponent from behind shall be assessed:
   ➢ Minor penalty + automatically a misconduct penalty (Minor + 10')
   or
   ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   ➢ Match penalty (MP)
B. A player who checks his opponent from behind to the point of injury shall be assessed:
   ➢ Match penalty (MP)

E.3.5 CLIPPING
A. A player who checks his opponent by throwing his own body across or below the knees of his opponent shall be assessed:
   ➢ Minor penalty
   or
   ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   ➢ Match penalty (MP)
B. A player who clips his opponent to the point of injury shall be assessed:
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or a match penalty (MP)

E.3.6 CROSSCHECKING
A. A player who crosschecks his opponent may, at the referee’s discretion, be assessed:
   - Minor penalty
   or
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   - Match penalty (MP)
B. A player who crosschecks his opponent to the point of injury shall be assessed:
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   - Match penalty (MP)

E.3.7 ELBOWING
A. A player who uses his extended elbow to foul his opponent shall be assessed:
   - Minor penalty
   or
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   - Match penalty (MP)
B. A player who elbows his opponent to the point of injury shall be assessed:
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   - Match penalty (MP)

E.3.8 ROUGHING
A player who violates the rules in such a manner that may result or results in an injury to his opponent, shall be assessed:
   - Match penalty (MP)
   - VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE.
   Such violation must be included in the game report to be prepared immediately after the game.

E.3.9 FIGHTING, ROUGHNESS
A. A player who intentionally throws his glove(s) during a fight shall be assessed:
   - Misconduct penalty (M)
B. A player who is the instigator in an altercation shall be assessed:
   - Match penalty (MP)
C. A player who returns or attempts to return a fist punch shall be assessed:
   - Minor penalty
D. A player of goalie who is the first to intervene in a fight already in progress shall be assessed:
   - Game misconduct penalty (GM)
E. A player who continues to fight after he has been ordered by the referee to stop or tries to continue to fight or who prevents a linesman from performing his duties may, at the referee’s discretion, be assessed:
F.  
- Double minor penalty (Minor + Minor)  
  or  
- Major penalty + automatically a game misconduct penalty (Major + GM)

G. A player or goalie who is on the ice or off the ice and is involved in a fight or continues an altercation with a player, goalie or team official off the ice may, at the referee’s discretion, be assessed:  
- Misconduct penalty (M)  
  or  
- Game misconduct penalty (GM)  
  or  
- Match penalty (MP)

H. A team official who is on the ice or off the ice and is involved in a fight or continues an altercation with a player, goalie or team official on or off the ice may, at the referee’s discretion, be assessed:  
- Game misconduct penalty (GM)  
  or  
- Match penalty (MP)

I. A player who is guilty of roughness may, at the referee’s discretion, be assessed:  
- Minor penalty  
  or  
- Double minor penalty (Minor + Minor)  
  or  
- Major penalty + automatically a game misconduct penalty (Major + GM)  
  or

J. A player who grabs or holds the cage or helmet or pulls the hair of an opponent may, at the referee’s discretion, be assessed:  
- Minor penalty (2’)  
  or  
- Major penalty + automatically a game misconduct penalty (Major + GM)

K. A goalie who uses his blocker to hit an opponent in the head, neck or face shall be assessed:  
- Match penalty (MP)

E.4.0 HEAD-BUTTING  
A player who attempts or intentionally hits an opponent with his head shall be assessed:  
- Match penalty (MP)  
  (An attempt of HEAD-BUTTING shall be understood as a situation when a player pretends to lead with his head or helmet but does not make a contact with an opponent).

E.4.1 HIGH STICKING  
A. Carrying a stick above the height of the shoulders is not allowed and a player who strikes and opponent in such manner may, at the referee’s discretion, be assessed:  
- Minor penalty  
  or  
- Major penalty + automatically a game misconduct penalty (Major + GM)  
  or
Match penalty (MP)
B. A player who carries or holds any part of his stick above the height of his shoulder and injures an opponent shall be assessed:
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   - Match penalty (MP)
C. However, a player who injures an opponent accidentally by a high-sticking foul shall be assessed:
   - Double minor penalty (Minor + Minor)

E.4.2 HOLDING
A player who holds an opponent with his hands, stick or body at the rink boards or holds him by his jersey, shall be assessed:
   - Minor penalty

E.4.3 HOLDING THE STICK
A player who grabs an opponent’s stick with his hands or any other means shall be assessed:
   - Minor penalty

E.4.4 HOOKING
A player who uses his stick to interfere with the movement of an opponent shall be assessed:
   - Minor penalty
   or
   - Major penalty + automatically a game misconduct penalty (Major + GM)
   or
   - Match penalty (MP)

E.4.5 INTERFERENCE
A. A player who obstructs or prevents an opponent without possession of the puck from skating, shall be assessed:
   - Minor penalty
B. A player on the players’ or penalty bench who, by means of his stick or his body, reaches onto the ice and interferes with the movement of an opponent in possession of the puck shall be assessed:
   - Minor penalty
C. A player who, by means of his stick or his body, interferes with the movements of a goalie in his goal crease shall be assessed:
   - Minor penalty
D. An attacking player facing the opponent’s goalie and distracting him by means of waving his arms or stick, regardless whether the attacking player is positioned inside or outside the goal crease shall be assessed:
   - Minor penalty
E. If, when the goalie has been removed from the ice, any member of his team including a team official interferes by means of his body, stick or any other object with the movement of an opponent in possession of the puck who is outside his defending zone, the non-offending team shall be awarded:
   - A GOAL
E.4.6 KICKING
A player who kicks, attempts to kick or kick his opponent from behind shall be assessed:
- Match penalty (MP)
  (An attempt of KICKING shall be understood as a situation when a player pretends to but does not really make a contact with an opponent).

E.4.7 KNEEING
A. A player who uses his knee to make contact with his opponent shall be assessed:
- Minor penalty
  or
- Major penalty + automatically a game misconduct penalty (Major + GM)
  or
- Match penalty (MP)
B. A player who kneels his opponent to the point of injury shall be assessed:
- Major penalty + automatically a game misconduct penalty (Major + GM)
  or
- Match penalty (MP)

E.4.8 SLASHING
A. A player who uses his stick in a slashing manner to interfere with the movement of an opponent shall, at the referee’s discretion, be assessed:
- Minor penalty
  or
- Major penalty + automatically a game misconduct penalty (Major + GM)
  or
- Match penalty (MP)
B. A player who slashes his opponent to the point of injury shall be assessed:
- Major penalty + automatically a game misconduct penalty (Major + GM)
  or
- Match penalty (MP)
C. A player who slashes his opponent during an altercation shall be assessed:
- Major penalty + automatically a game misconduct penalty (Major + GM)
  or
- Match penalty (MP)

E.4.9 SPEARING
A. A player using the blade of the stick in attempt to stab an opposing player, shall be assessed:
- Double minor penalty + misconduct penalty (Minor+Minor+M)
B. A player who stabs an opposing player with the blade of his stick, shall be assessed:
- Major penalty + automatically a game misconduct penalty (Major + GM)
C. A player who stabs his opponent with the blade of his stick to the point of injury shall be assessed:
- Match penalty (MP)

E.5.0 TRIPPING
A. A player who places his stick, knee, foot, leg, arm, hand or elbow in such a manner that causes his opponent to trip or fall may, at the referee’s discretion, be assessed:
A. A player who trips his opponent to the point of injury shall be assessed:
    ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
    or
    ➢ Match penalty (MP)
B. A player who is in a BREAKAWAY and in possession and CONTROL OF THE PUCK or who could have obtained possession of the puck and skate towards the opponent’s goalie having no other opponent in between himself and the opponent’s goalie, is tripped or otherwise fouled from behind thus loosing a scoring opportunity, the non-offending team shall be awarded:
    ➢ Penalty shot
D. If, when the opposing goalie has been removed from the ice and the player IN CONTROL OF THE PUCK or who could have obtained possession of the puck leave his defending zone and skate towards the opposing goal, is tripped or otherwise fouled from behind with no opposition between him and the opposing goal net, the referee shall award the non-offending team:
    ➢ A GOAL

E.5.1 CHECKING TO THE HEAD AND NECK
A. A player who directs a hit with any part of his body or equipment to the head or neck of an opposing player or drives the head of an opposing player into the protective glass or boards may, at the referee’s discretion be assessed:
    ➢ Minor penalty + automatically a misconduct penalty (Minor + M)
    or
    ➢ Major penalty + automatically a game misconduct penalty (Major + GM)
    or
    ➢ Match penalty (MP)
B. A player who hits an opponent’s head or neck to the point of injury shall be assessed:
    ➢ Match penalty (MP)

E.6 OTHER PENALTIES
E.6.1 ABUSE OF OFFICIALS BY PLAYERS (VERBAL OR PHYSICAL)
    - UNSPORTSMANLIKE CONDUCT OF PLAYERS-
A. A team of a player who:
    1. Delays his departure to the locker room or penalty bench after being penalized.
    2. Is not on the ice but uses obscene, profane or abusive language or gestures directed to on-ice officials or other persons.
    3. Is not on the ice but in any way disturbs or distracts any game official. Shall be assessed:
    ➢ BM
B. A player who:
    1. Challenges or disputes the ruling of an official during play.
    2. Intentionally pushes the puck away from the official’s reach.
    3. Enters or intentionally remains in the officials’ area while the referee confers with
4. Any official.
   Shall be assessed:
   - Misconduct penalty (M)
C. A player on the ice who:
   1. Uses obscene, profane or abusive language or gestures directed towards any person anywhere on the ice or in the rink prior to, during or after a game.
   2. Uses his stick or any other object to hit the rink boards in protest after being penalized (Minor, BM).
   3. Fails to go directly to the penalty bench or delays game action collecting his equipment after being penalized for a fight or altercation.
   4. Heckles his opponent to achieve penalization.
      Shall be assessed:
      - Misconduct penalty (M)
D. A player on the ice who persists in any course of conduct for which he was previously assessed a misconduct penalty, shall be assessed:
      - Game misconduct penalty (GM)
E. A player who directs racial, ethnic or sexual insults to any person,
   Shall be assessed:
   - Match penalty (MP)
F. A player who:
   1. Intentionally uses his hands or stick to grab, check, trip, slash or in any other manner attacks
      a game official or spits at a game official.
   2. Makes fun of or disturbs the course of the game.
   3. Makes obscene or profane gestures directed towards game officials or any other person while on or off the ice, anywhere at the stadium prior to, during or after the game.
   4. Spits, smears blood or bites any person on the ice or anywhere at the stadium.
      Shall be assessed:
      - Match penalty (MP)
G. A player who is off the ice and throws his stick or any other part of his equipment onto
   the ice surface from the players’ or penalty bench shall be assessed:
      - Minor penalty + automatically a game misconduct penalty (Minor + GM)
H. When it is not possible to identify a player who has thrown a stick or other object from the players’ or penalty bench onto the ice, the offending team shall be assessed:
      - Bench-minor penalty (BM)
I. A player who uses his stick or other object to hit the rink boards or protective glass in protest of the officials’ ruling.
      Shall be assessed:
      - Minor penalty

E.6.2 ABUSE OF OFFICIALS BY TEAM OFFICIAL (VERBAL OR PHYSICAL)
- UNSPORTSMANLIKE CONDUCT OF TEAM OFFICIALS-
A. For any team official who:
   1. Uses obscene, profane or abusive language or gestures directed towards the game officials or any other person.
   2. Disturbs or in any other manner distracts any game official.
   3. Uses a stick or other object to hit the rink boards or protective glass anytime during
4. the game.
   Shall be assessed:
   ➢ Bench-minor penalty (BM)
B. If he persists in any of the above mentioned actions he shall be assessed:
   ➢ Game misconduct penalty (GM)
C. A team official who uses racial or ethnic slurs or sexual remarks shall be assessed:
   ➢ Match penalty (MP)
D. Any team official who:
   1. Grabs or pushes a game official.
   2. Makes fun of or disturbs the course of the game.
   3. Uses profane or obscene gestures directed towards the game officials or any other person.
   4. Spits, smears blood or bites any person on the ice or anywhere at the stadium.
   Shall be assessed:
   ➢ Match penalty (MP)
E. A team official who throws a stick or other object from the players´ bench onto the ice shall be assessed:
   ➢ Game misconduct penalty (GM)
   ➢ Bench-minor penalty (BM)
F. If a team official who has thrown a stick or other object from the players´ bench onto the ice cannot be identified by the referee, his team shall be assessed:
   ➢ Bench-minor penalty (BM)

E.6.3 DELAY OF GAME
E.6.3a PUCK IN MOTION
   A. The puck must be kept in motion for the entirety of the game. Team in possession of the puck in its defending zone must proceed toward the opponent´s goal net with the puck, whereby:
      1. The team is allowed to direct the puck behind its own goal net only once.
      2. The team is not required to proceed forward if interfered with by the opponent´s players.
      3. The team is not required to proceed forward if short-handed.
   
   B. A player who left his defending zone is not allowed to delay the game action by passing or directing the puck back to the defending zone, with the exception of the team being short-handed.
      The referee shall, after the first violation of the rule:
      ➢ WARN the captain of the offending team during the ongoing period.
      A player of the team that violated the rule for the second time in the same period, shall be assessed:
      ➢ Minor penalty
   
   C. A player or a goalie who holds, steps on or plays the puck with his stick, skates or his body in a manner that causes delay of the game, except a situation where he is interfered with by an opposing player, shall be assessed:
      ➢ Minor penalty

E.6.3b DISPLACED GOAL NET
   A. A player or goalie who intentionally displaces the goal net shall be assessed:
      ➢ Minor penalty
B. If the violation occurs during the last two minutes of the game or anytime during an overtime period, the referee shall award the non-offending team:

- Penalty shot

C. When a player or goalie intentionally displaces the goal net while the opposing player is in possession of the puck having no other opponent in between himself and the opponent’s goalie, thus loosing a scoring opportunity, the referee shall award the non-offending team:

- Penalty shot

D. When a goalie intentionally displaces the goal net during a penalty shot procedure (starting with the referee blowing his whistle to signal the start of a penalty shot), the referee shall award the non-offending team:

- A GOAL

E. If, when the opposing goalie has been removed from the ice and a player of his team displaces the goal net while the opponent’s player is in possession of the puck having no other opponent in between himself and the opponent’s goal, the referee shall award the non-offending team:

- A GOAL

**E.6.3c SHOOTING OR THROWING THE PUCK OFF THE RINK**

A. A player or goalie who is in his defending zone and shoots, throws or bats the puck directly out of the playing area without any deflection, shall be assessed:

- A minor penalty for delay of game

B. A player or goalie who shoots, throws or bats the puck over the protective glass above the players’ bench (or penalty bench if there is no protective glass in front of the bench) from inside his defending zone, shall be assessed:

- A minor penalty for delay of game

C. A player or goalie who intentionally shoots, throws or bats the puck out of the playing area during the game action or stoppage of play, shall be assessed:

- A minor penalty for delay of game

D. A player or goalie who shoots, throws or bats the puck to the players’ bench, in between players’ benches or penalty bench (if there is no protective glass in front of the bench) from inside his defending zone, shall be assessed:

- NO PENALTY

**E.6.3d ADJUSTMENT OF EQUIPMENT**

A. A player who needs to adjust or repair his equipment or uniform must not delay the game action or cause stoppage of play and instead must leave the ice to do so.

B. Play must not be stopped or the game must not go into overtime due to adjustments or repairs of goalie’s equipment and uniform. A goalie who requires such adjustment or repair must leave the ice and be immediately replaced by a substitute goalie.

C. A player or goalie who violates the above stated rule shall be assessed:

- Minor penalty

**E.6.3e INJURED PLAYER REFUSES TO LEAVE THE ICE**

A player who is injured and refuses to leave the ice shall be assessed:

- Minor penalty

**E.6.3f TOO MANY MEN ON THE ICE - GOAL CELEBRATION**
When a team that scored a goal has more players on the ice than is needed for a change of players, the team shall be assessed:

- Bench-minor penalty (BM)

**E.6.3g VIOLATION OF FACE-OFF PROCEDURES**

A. When a player taking the face-off has been removed by an on-ice official and another player of the same team delays taking up his position after a warning, the offending team shall be assessed:
- Bench-minor penalty (BM)

B. When a player not taking the face-off enters the face-off circle before the puck is dropped, the player on his team taking the face-off must be replaced. For a second violation by any player of that team at the same face-off, the offending team shall be assessed:
- Bench-minor penalty (BM)

**E.6.3h LATE LINEUP**

A team that does not send out the required number of players to start a period or an overtime period, shall be assessed:
- Bench-minor penalty (BM)

**E.6.4 ILLEGAL AND DANGEROUS EQUIPMENT**

A. A player or goalie who:
1. Wears his equipment or protective visor in such a manner that could cause an injury to his opponent.
2. Wears equipment that was not approved.
3. Wears or uses illegal or dangerous skates, sticks or other equipment.
4. Does not wear his equipment underneath his uniform (with the exception of gloves, helmet and goalie’s guards).
5. Uses gloves with the palm part completely or partially removed to permit the use of bare hands.
   THE PLAYER OR GOALIE MUST LEAVE THE ICE AND HIS TEAM RECEIVES A WARNING.

B. The referee can request that a player or goalie remove any personal accessories regarded, in the referee’s opinion, for the player or goalie or other game participants as dangerous. If these accessories are difficult to remove, the player or goalie should tape them or tuck them safely under his jersey in such way that they are no longer dangerous. The player is required to leave the ice during this process. When a player or goalie fails to comply with the referee’s warning and instructions:
   THE PLAYER OR GOALIE MUST LEAVE THE ICE AND HIS TEAM RECEIVES A WARNING.

C. For a second violation of the rule by any player of the same team that has already received a WARNING, the offending player or goalie shall be assessed:
- Misconduct penalty (M)

D. A player or goalie refuses to submit his equipment for measuring or damages his stick or any part of his equipment to prevent its measuring, such equipment shall be regarded as illegal and the player or goalie shall be assessed:
- Minor penalty + misconduct penalty (Minor+M)
E. When a team requests measurement of any equipment of an opposing team’s player and the measurement determines the equipment to be illegal, the offending player shall be assessed:
- Minor penalty

F. When a team requests measurement of any equipment of an opposing team’s player and the measurement determines the equipment to be legal, the team requesting the measurement shall be assessed:
- Bench-minor penalty (BM)

G. A player on the ice, who loses his helmet during the game action and fails to go to the players´ bench but remains on the ice instead, shall be assessed:
- Minor penalty

E.6.5 BROKEN STICK
A. A player or a goalie who has broken his stick and who fails to immediately release its pieces from his hands and proceed with the play shall be assessed:
- Minor penalty

B. A player who carries a new stick to his teammate and joins the game action shall be assessed:
- Minor penalty

C. A goalie who proceeds to his players’ bench during a stoppage of play and then returns to the game action, shall be assessed:
- Minor penalty
  - No penalty shall be assessed if the goalie proceeds to go to his player’s bench to be replaced by a substitute goalie.
  - A player or goalie who has broken his stick is not allowed to accept a new stick that has been thrown on the ice, but is allowed to accept a stick from a teammate on the ice without having to go to the players’ bench.
  - A goalie is allowed to go to the players’ bench and replace his stick during the ongoing play.

E.6.6 FALLING ON THE PUCK - PLAYER
A. A player, with the exception of a goalie, who intentionally falls on, holds or gathers the puck into his body shall be assessed:
- Minor penalty

B. A player, with the exception of a goalie, who intentionally falls on, holds or gathers the puck into his body while the puck is in his team’s goal crease, the non-offending team shall be awarded:
- Penalty shot

C. If, when an opposing goalie is removed from the ice, a player intentionally falls on, holds or gathers the puck into his body while the puck is in his team’s goal crease, the non-offending team shall be awarded:
- A GOAL

E.6.7 FALLING ON THE PUCK - GOALIE
A. A goalie who has his entire body outside the goal crease while the puck is beyond the goal line or beyond the farther separating lines of the face-off circles and who intentionally gathers the puck into his body or holds the puck against the goal net or boards, shall be assessed:
- Minor penalty

B. A goalie who falls on or gathers the puck into his body while positioned between the
C. goal line and the farther separating lines of the face-off circles having no opponent in pursuit, shall be assessed:
   - Minor penalty

E.6.8 CLOSING HAND ON PUCK - PLAYER
A. A player is allowed to bat or pass the puck alongside the ice with his open hand; the stoppage of play occurs only if, in the referee’s opinion, the puck was intentionally directed to a teammate or if the player’s team has gained any advantage in any zone other than its own defending zone.
   - (Play will not be stopped after a hand pass in the defensive zone - see rule D.8.8)
B. A player is allowed to catch the puck in the air but he must place it on the ice immediately. A player who holds the puck in his hand and skates with the puck in a way that prevents his opponent from gaining possession of the puck or in a way that gains a territorial advantage, shall be assessed:
   - Minor penalty
C. A player other than a goalie who picks the puck up from the ice shall be assessed:
   - Minor penalty
D. When a defending player, with the exception of a goalie, picks the puck up from the ice inside his goal crease, the non-offending team shall be awarded:
   - Penalty shot

E.6.9 CLOSING HAND ON PUCK - GOALIE
A. A goalie who holds the puck for longer than three seconds and is not being checked by an opponent shall be assessed:
   - Minor penalty
B. A goalie who intentionally drops the puck into his pads to stop play shall be assessed:
   - Minor penalty
C. When a goalie throws the puck forward and his teammate is first to play the puck, the referee will stop the play and the ensuing face-off shall take place in the defending zone of the offending team.
   - If the puck thrown forward by a goalie is being taken by an opponent, the play will not be stopped.
   - A goalie is allowed to direct the puck forward with his stick or any part of his body - play will not stopped.

E.7 ENGAGING WITH SPECTATORS
A player who makes any physical contact with a spectator shall be assessed:
   - Match penalty (MP)
   - VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE.
   - Such violation must be included in the game report to be prepared immediately after the game.

E8 MISDEMEANOUR PENALTIES
E.8.1 PLAYER LEAVES THE PLAYERS´ OR PENALTY BENCH
A. Neither a player nor a goalie is allowed to prematurely leave the players´ or penalty bench and enter the ice, except for a legitimate reason (i.e. change of players, etc.) or at the end of each period or overtime period.
B. A penalized player who leaves the penalty bench prior to expiration of his penalty
except at the end of a period, shall be assessed:

- Minor penalty

C. A penalized player who prematurely leaves the penalty bench with the intention to violate rules shall be assessed:

- Minor penalty + game misconduct penalty (Minor + GM)

D. The first player to leave the players´ or penalty bench during an altercation shall be assessed:

- Double minor penalty + automatically a game misconduct penalty (Minor + Minor + GM)
  - Subsequent player or players (maximum of 5) to leave the players´ bench during an altercation shall be assessed:

- Misconduct penalty (M)
  - Subsequent player or players (maximum of 5) to leave the penalty bench during an altercation shall be assessed:

- Minor penalty + automatically a game misconduct penalty (Minor + GM)

E. When a player or goalie enters the game action illegally and interferes with an opposing player in possession of the puck who has no opposition between him and his opponent´s goalie, the non-offending team shall be assessed:

- Penalty shot

F. If, when the opposing goalie has been removed from the ice, a player or goalie illegally enters the game action and interferes with an opposing player in possession of the puck, the referee shall award the non-offending team:

- A GOAL

E.8.2 TEAM OFFICIAL LEAVES THE BENCH

A team official who enters the ice without explicit consent of the referee shall be assessed:

- Game misconduct penalty (GM)

E.8.3 REFUSING TO START PLAY - TEAM IS ON THE ICE

A. If, when both teams are on the ice and one team for any reason refuses to play even when ordered to do so by the referee, the referee shall:

- WARN the captain of that team and allow the team 30 seconds within which to begin or resume the play.

B. If at the end of that time the team still refuses to play, the referee shall assess:

- Bench-minor penalty (BM)

C. Should there be a repetition of the same incident, the referee shall declare the game to be forfeited to the non-offending team:

- VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE.
  Such violation must be included in the game report to be prepared immediately after the game.

E.8.4 REFUSING TO START PLAY - TEAM IS OFF THEICE

A. If a team that is off the ice and refuses to enter the ice and start to play even when ordered to do so by the referee through the team captain, manager or coach,

- The referee shall allow this team 2 minutes within which to begin or resume play,

B. If the team complies within those two minutes and resumes play, the referee shall
impose:
- Bench-minor penalty (BM)

C. After the time has elapsed and the team still refuses to enter the ice, the referee shall declare the game to be forfeited to the non-offending team.
- VIOLATION OF THIS RULE MUST BE REPORTED TO THE EUHA BOARD COMMITTEE.
Such violation must be included in the game report to be prepared immediately after the game.

E.8.5 THROWING A STICK OR OBJECT OFF THE RINK
A player or goalie who throws a stick, its part or any other object out of the ice, shall be assessed:
- Game misconduct penalty (GM)

E.8.6 THROWING A STICK OR OBJECT INSIDE THE RINK
A. A player or goalie on the ice or players’ bench or a team official who throws the stick or its part or any object or who directs the stick or its part or any object (with any part of his body) towards the puck or a player directing the puck in his own attacking or neutral zone, shall be assessed:
- Minor penalty
- or
- Bench-minor penalty (BM)
B. When a player, goalie or defending team official violates any rules set out in article A) of this rule while in his defending zone, the referee shall award the non-offending team:
- Penalty shot
C. When a goalie intentionally leaves his stick, its part or any other object in his goal crease and the puck hits such object regardless whether the goalie is on or off the ice, the referee shall award the non-offending team:
- A GOAL
D. If the situation described in clause a) of this rule applies to a player in possession of the puck in any zone while the opponent’s goalie has been removed from the ice, the referee shall award the non-offending team:
- A GOAL
E. If a player or goalie on the ice throws or directs (with any part of his body) the stick or its part or any object outside an ongoing game action in a way that does not stop the play, the player or goalie is assessed no penalty.

E.8.7 THROWING A STICK OR OBJECT DURING A BREAKAWAY
A. When any member of an opposing team, including team officials, throws the stick, its part or any object or directs the puck, its part or any object (with any part of his body) towards the puck or a player who is in possession or control of the puck or who could have obtained possession of the puck and skate towards the opposing goalie having no other opponent in between himself and the opposing goalie, the referee shall award the non-offending team:
- Penalty shot
B. If, when the opposing goalie has been removed from the ice, a player of his team
violates the rule set out in article A) and interferes with an opposing player who is in possession of the puck and is outside his own defending zone, the referee shall award the non-offending team:

- A GOAL

**E.8.8 PREVENTING INFECTION WITH BLOOD**

A. A player who is bleeding or has blood of an opponent on himself shall be considered an injured player and must leave the ice to be treated or cleaned up. If he fails to do so, he shall be assessed:

- Minor penalty

B. This player is allowed to return on ice provided that:

1. The wound is completely closed and covered with adequate bandage.
2. The player has changed or cleaned his uniform and his equipment is clean of blood.
3. When there is blood on the surface on the ice, rink equipment or any objects, the referee shall order authorized personnel to clean it during a subsequent stoppage of play.

**E.8.9 ACTION OF CAPTAIN AND ALTERNATE CAPTAINS**

A captain or alternate captain who makes any protest with the officials regarding a penalty call, regardless of whether he was on the ice or came off the bench, shall be assessed:

- Misconduct penalty (M)

**E.9 OTHER PENALTIES**

**E.9.1 TOO MANY MEN ON ICE**

A. A team having more men than allowed on the ice shall be assessed:

- Bench-minor penalty (BM)

B. When a team performs illegal change of players in the last two minutes of the game or anytime during an overtime period (too many men on ice) the referee shall award the non-offending team:

- Penalty shot

**E.9.2 VIOLATION OF PROCEDURE FOR CHANGE OF PLAYERS**

A. If a team attempts to change a player(s) after the allotted time, the referee will send the player(s) back to the players’ bench and:

- Issue a WARNING to the team

B. For any subsequent violation of this procedure anytime during the game the offending team shall be assessed:

- Bench-minor penalty (BM)

**E.9.3 DIVING / EMBELLISHMENT**

A. A player who in the referee’s opinion blatantly embellishes a fall or fakes an injury with the intention to draw a penalty for his opponent, shall be assessed:

- Minor penalty

**E.10 GOALIE PENALTIES**

Procedures for imposing penalties for goalies are set out in rule E.1.8. Specific cases of penalties pertaining to goalies are set out in these rules:

- E.1.7a - EXECUTION OF A PENALTY SHOT
- E.3.9 - FIGHTING, ROUGHNESS
E.6.3c - SHOOTING OR THROWING THE PUCK OFF THE RINK
E.6.5 - BROKEN STICK
E.6.7 - FALLING ON THE PUCK - GOALIE
E.6.9 - CLOSING HAND ON PUCK - GOALIE
E.8.5 - THROWING A STICK OR OBJECT OFF THE RINK
E.8.6 - THROWING A STICK OR OBJECT INSIDE THE RINK
E.8.7 - THROWING A STICK OR OBJECT DURING A BREAKAWAY
E.10.1 - GOALIE - BEYOND CENTRE RED LINE

E.10.1 GOALIE BEHIND THE CENTRE RED LINE
A goalie who in any way participates in the game action across the centre red line, even during the stoppage of play shall be assessed:
- Minor penalty

E.10.2 GOALIE - GOING TO PLAYERS’ BENCH DURING STOPPAGE
A goalie who goes to his players’ bench during a stoppage of play, except during timeout of to be replaced, shall be assessed:
- Bench-minor penalty (BM)

E.10.3 GOALIE - LEAVING GOAL CREASE DURING PLAYER CONFRONTATION
A goalie who leaves the immediate vicinity of his goal crease during a player confrontation shall be assessed:
- a minor penalty

E.10.4 GOALIE - DROPPING THE PUCK ON GOAL NETTING
A goalie who deliberately drops the puck onto the goal netting to cause a stoppage of play shall be assessed:
- Minor penalty

E.10.5 PROTECTION OF GOALIE
A. In all cases when an attacking player makes any intentional contact except an accidental contact with a goalie who is in his goal crease, regardless whether a goal has or has not been scored, the attacking player shall be assessed an adequate penalty.
B. A goaltender is not "game" even when outside his goal crease. Attacking player shall be assessed a penalty each time he provokes unnecessary contact with a goalie. Incidental contact is allowed only when the goalie is participating in a game action with the puck and is outside his goal crease, provided that the attacking player has made a reasonable effort to avoid any unnecessary contact with the goalie.
C. If an attacking player is pushed, shoved, or fouled by an opponent into the opposing goalie, such contact shall not be deemed a contact initiated by an attacking player, provided the attacking player has made a reasonable effort to avoid the contact.
D. If a goaltender has played the puck outside his goal crease and an attacking player prevents him from returning to his crease, the attacking player shall be assessed a penalty for interference.
E. If a goalie participates in play outside his goal crease and interferes with an attacking player who attempts to gain possession of the puck or attempts to interfere with other opposing player, the goalie shall be assessed a penalty.
F. If an attacking player establishes position inside the goal crease without having any
contact with the goalie, the referee shall stop the play and the ensuing face-off shall take place at the nearest face-off spot in the neutral zone.

All amendments and interpretations are set out in the EUHA Manual for the EUHL.

Trenčín, October 10, 2015