

IIHF Rule changes Proposals

Rule Number: 402a & b - Minor Penalties

Proposal: Offending player shall be ruled off the playing surface for two minutes.

Purpose: Change - maintain consistent with ice hockey

Conflicts: none

Rule Number: 403a - Major Penalties

Proposal: Offending player shall be ruled off the playing surface for five minutes.

Purpose: Change - maintain consistent with ice hockey

Conflicts: none

Rule Number: 405a - Match Penalties

Proposal: Penalized team shall immediately place a non-penalized player on the penalty bench to serve the five minutes...

Purpose: Change - maintain consistent with ice hockey

Conflicts: none

Rule Number: 611j – Face-Offs

Proposal: The player of the attacking team in his attacking half of the rink shall place his stick on the surface first followed immediately by the player of the defending team. However, when the face-off is at the centre face-off spot the player of the visiting team shall place his stick on the surface first.

Purpose: Added new - maintain consistent with ice hockey

Conflicts: none

Rule Number: 626d - Off-Sides

Proposal: (d) When a player crosses the center red line into the Attacking Zone with possession and control of the puck and the puck shall have completely crossed the center red line, the attacking team shall maintain play in the Attack Zone and will not be allowed to pass the puck or retreat into their Defending Zone. For an infraction of this rule a face-off shall occur at the nearest face-off spot in the Defending Zone of the offending team.

When the puck crosses into the Defending Zone of the team in possession of the puck:

(1) an attacking player shall not be the first to touch the puck in the Defending Zone when a player or teammate caused the puck to go directly into their Defending Zone, when this occurs, the Referee shall immediately stop play and conduct a face-off in that zone;

(2) and a pass in the Attacking Zone is deflected by a defensive player and crosses into the Defending Zone, any player shall be permitted to play the puck and play shall continue.

(3) and a rebound of a shot towards the goal shall cross into the Defending Zone, any player shall be permitted to play the puck and play shall continue.

(4) during a high zone face-off and the puck crosses the center red line, no team will be considered in possession and control of the puck and any player shall be permitted to play the puck.

Purpose: To keep continuous attack at the goal when a team crosses into the attacking zone

Conflicts: none

Rule Number: 628b – Puck Must be Kept in Motion

Proposal: The team in possession of the puck in its own defending zone shall advance the puck towards the opposing goal except:

1. To carry the puck behind their goal once;
2. If it is prevented from doing so by players of the opposing team;
3. If the team is short-handed.

Purpose: To keep continuous attack of the goal

Conflicts: none

Rule Number: 628c – Puck Must be kept in Motion

Proposal: The puck shall not be allowed to be stopped behind a team's defending goal by the player(s) in possession and control of the puck longer than three (3) seconds. For first infraction, the Referee shall stop play and issue a warning to the captain of the offending team. For a second infraction during the same period, the offending player shall be issued a minor penalty for delay of game.

Purpose: To keep continuous offensive attack with the puck

Conflicts: none

Rule Number: 635a - additional

Proposal: At the start of the game each team shall start play on the opposite half of the rink from their respective bench. They shall play the first half of the game on the opposite half, the second half on the same half of the rink as their respective bench.

Purpose: To better define how the game begins

Conflicts: none

Rule Number: 638b4 – change & add

Proposal: If no team scores during the overtime period, the Game Winning Shot procedure shall take place as follows:

The home team shall have the choice of being the first or second as the player shooting first. The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand.

Eligible to participate in the Game Winning Shots will be all players from both teams listed on the official game sheet except any player with an unexpired penalty or that is serving a game misconduct penalty.

The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.

If the result is still tied after 3 shots by each team the procedure shall continue with a tie-break shoot-out by one player of each team, with the same or new players with the other team starting to take the tie-break shots. The same player can also be used for each shot by a team in the tie-break shoot-out. The game shall be finished as soon as a duel of two players brings the decisive result.

The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.

Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and to the goalkeeper concerned.

Purpose: To align procedure with ice hockey

Conflicts: Delete section “b” paragraphs:

#3 “After all players...”;

#4 “If, after one...”;

Rule Number: 302a – Skates

Proposal: Players and Referees are permitted to wear skates with up to 4-wheels, provided they are designed for inline hockey.

Purpose: To be consistent with what all players wear.

Conflicts: none

Rule Number: Section Three – Equipment

Proposal: Adopt entire sections of 210 – 240 in ice hockey rule book with the exception of changes in 302a-Skates for inline hockey

Purpose:

Conflicts: none
