



FIGHTING

OBJECTIVE



To understand the elements of Playing Rule 7.10, Hockey Canada's complex Fighting rule.



OVERVIEW



- With Spectator
- One Player Fights
- One Punch Fights
- 3rd Player In
- 2nd Fight Same Stoppage
- Interference from Bench



FIGHTING WITH A SPECTATOR



There is NO such rule!

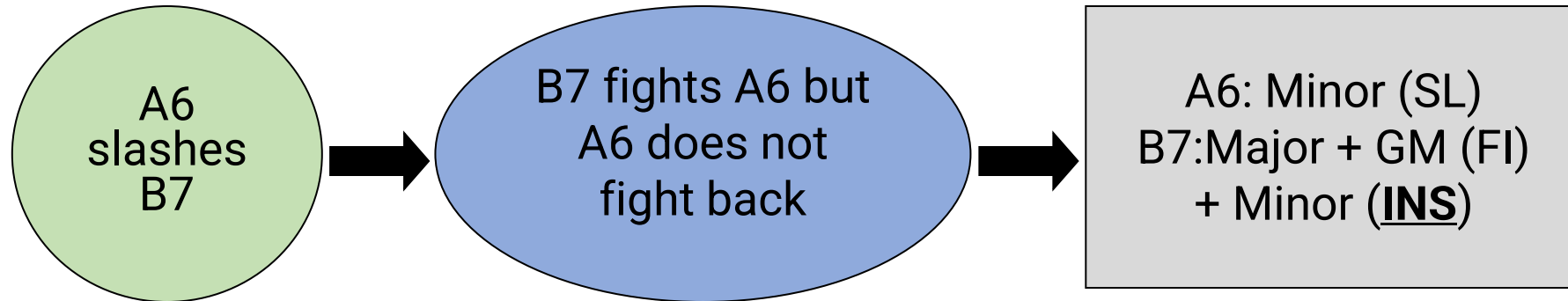
“Incident” Options:

- Gross Misconduct (Travesty of the Game)
- Match (Attempt to Injure / Deliberate Injury)
- No Penalty

Eject or relocate the spectator



ONE PLAYER FIGHTS



Rule 7.11 (a) – assess additional Minor for **INSTIGATOR**

An **AGGRESSOR** penalty could also be assessed if wholly earned

ONE PUNCH FIGHTS



1 willing
combatant



Combatant Only:
Major + GM (FI)
+ Minor (INS)

2 willing
combatants



Both:
Major + GM (FI) +
(AGG if earned)

3rd PLAYER IN



Rule 7.10 (e)

Any PLAYER or GOALTENDER...

1. Joining in a fight, OR
2. Acting as a peacemaker in a fight

...will be assessed a Game Misconduct PLUS any other penalty they incur under the rules.



3rd PLAYER IN



Rule 7.10 (e)

Any PLAYER or GOALTENDER...

1. Joining in a fight, OR
2. Acting as a peacemaker in a

...will be assessed a Game Misconduct

Notice that this rule does not apply to Team Officials

...occur under the rules.

3rd PLAYER IN



Rule 7.10 (e)

- Those who **“join in a fight”** and/or **“act as a peacemaker”** have **“intervened”** in a fight
- *“3rd Player In”* is a misnomer because Rule 7.10 (e) applies all players (i.e., 3rd, 4th, 5th, etc.) that **“intervene”** in a fight
- Let’s agree to say *“Intervenes in a fight”* in lieu of *“3rd Player In”*.



3RD PLAYER IN



Intervening in a Fight

- “Joining in a Fight”
 - *Intervening in a fight in progress as a combatant by piling on, by throwing punches or through any sort of “roughing” action.*
- “Acting as a Peacemaker”
 - *Intervening in a fight in progress as a non-combatant by attempting to separate or restrain the combatants.*



3RD PLAYER IN



Example of Application of Rule 7.10 (e)

- Player A6 grabs/restrains a teammate currently involved in a fight in an attempt to prevent further penalties.
 - A6: GM (Intervening in a FI) plus AOPI



3RD PERSON IN A FIGHT



Rule 7.10 (e)(f)

Player:

- “Joins in” (throws punches) in a FI ➡ GM
- “Acts as peacemaker” in a FI ➡ GM
- “Takes part” in another FI ➡ GM

Team Official:

- “Joins in” (throws punches) in a fight ➡ GRM (Rule 7.10(f))
- “Acts as peacemaker” in a fight ➡ GRM (Rule 7.10(f))



2ND FIGHT AT SAME STOPPAGE OF PLAY



Rule 7.10 (e) iii

Any PLAYER or GOALTENDER...

1. Taking part in another fight during the same stoppage of play...

...will be assessed a Game Misconduct PLUS any other penalty they incur under the rules.



2ND FIGHT AT SAME STOPPAGE OF PLAY



Rule 7.10 (e) iii

Any PLAYER or GOALTENDER...

1. Taking part in another fight during the same stoppage of play...

...will be assessed a Game Misconduct

under the rules.

Notice that this rule does
not apply to Team Officials

2ND FIGHT AT SAME STOPPAGE OF PLAY



Rule 7.10 (e) iii

- GM is assessed to any player **taking part** in **another fight** during the **same stoppage** of play.
 - Note that this rule does NOT apply to Team Officials
 - “*2nd Fight, Same Stoppage*” is a misnomer because this rule applies to 2nd, 3rd, 4th, etc. FI at same stoppage
 - Let’s agree to say “*Another Fight, Same Stoppage*” in lieu of “*2nd Fight, Same Stoppage*”.



2ND FIGHT AT SAME STOPPAGE OF PLAY



Rule 7.10 (e) iii

- GM is assessed...to any player **taking part** in another fight during the same stoppage of play.
- **"Taking Part"** means intervening in any manner as a combatant or non-combatant.



2ND FIGHT AT SAME STOPPAGE OF PLAY



Rule 7.10 (e) iii

- GM is assessed...to any player taking part in **another fight** during the same stoppage of play.
- “**Another Fight**” means that the fight must be distinctly separate or a spin-off of some other fight.



2ND FIGHT AT SAME STOPPAGE OF PLAY



The “*another fight, same stoppage*” aspect of Rule 7.10 (e) iii is a two-headed monster!

2ND FIGHT AT SAME STOPPAGE OF PLAY



Player involved in a fight leaves that fight & becomes involved (as a combatant or peacemaker) in another (i.e., a 2nd, 3rd, etc.) fight.

2ND FIGHT AT SAME STOPPAGE OF PLAY



Non-combatants begin another fight when a fight is already in progress.

2ND FIGHT AT SAME STOPPAGE OF PLAY



Player involved in a fight leaves that fight & becomes involved (as a combatant or peacemaker) in another (i.e., a 2nd, 3rd, etc.) fight.

Non-combatants begin another fight when a fight is already in progress.

2ND FIGHT AT SAME STOPPAGE OF PLAY



Rule 7.10 (e) iii

- GM is assessed...to any player taking part in another fight during the **same stoppage** of play.
- **"Same Stoppage"** means the period of time between when play is stopped and the instant that the puck is dropped to resume play.



2ND FIGHT AT SAME STOPPAGE OF PLAY



Example of Application of Rule 7.10 (e) iii

- Player A6 starts punching opposing player B7 who is currently engaged in a fight.
 - This is not “another” fight (it’s just a multi-player FI)
 - A6: GM (Intervening in a FI) plus Major & GM (FI) plus AOPI
 - B7: Major & GM (FI) plus AOPI

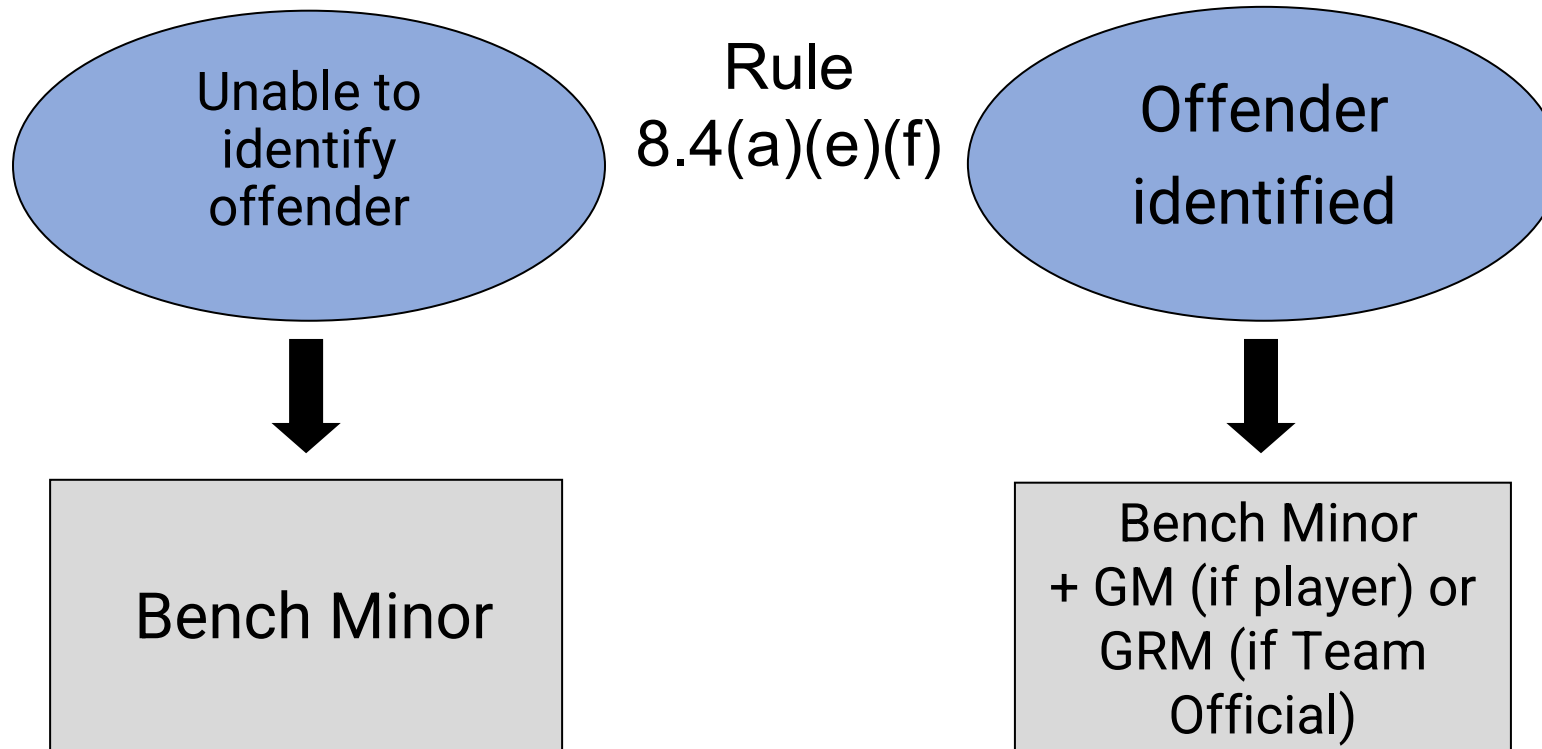
2ND FIGHT AT SAME STOPPAGE OF PLAY



Example of Application of Rule 7.10 (e) iii

- Players A6 and B7 are the original combatants in a fight. A6 leaves that fight and starts a fight with player B9.
 - The second event is “another” fight
 - A6: Major & GM (FI) plus Major & GM (FI) plus GM (Another FI same stoppage) plus Minor (INS) plus AOPI
 - B9: Major & GM (FI) plus GM (Another FI same stoppage) plus AOPI

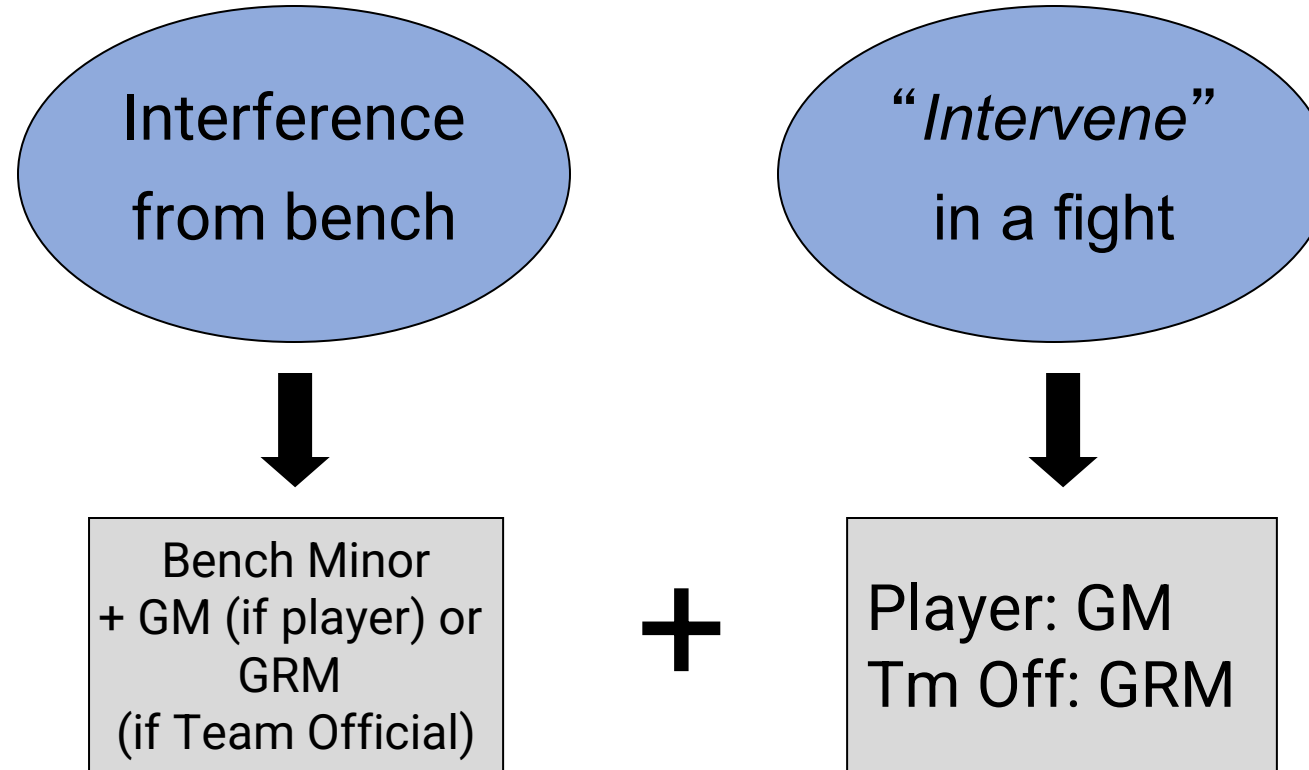
INTERFERENCE FROM THE BENCH



INTERFERING WITH A FIGHT FROM THE BENCH



We're talking about 2 fouls here!





Report errors and omissions to refereedevelopment@gthlcanada.com

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