



HOCKEY CANADA RULE CHANGES

The start of the 2022-2023 season brought a new Hockey Canada Rulebook, which contained substantive updates to the rules and the structure of the Rulebook. The purpose of this article is to summarize the most notable changes to the rules. This article does not cover every change; thorough study of the Rulebook is still necessary for on-ice success. For additional updates, officials should continue to visit The Learning Centre on the GTHL website at <https://gthlcanada.com/the-learning-centre/>

GLOSSARY

Many keywords and terms have been given updated definitions or added to the glossary. Therefore, officials need to devote some time to reviewing the glossary section of the Rulebook.

PLAYERS IN UNIFORM

As per Rule 2.2 (m), a player that is registered to a team roster but unable to participate in a game due to injury may be on the bench during the game *as long as they are listed as a player in uniform on the game sheet* and are wearing the minimum equipment of a BNQ throat protector, CSA approved Helmet and CSA approved facial protector.

This means that a player who is injured and thus unable to play in the game is allowed on the bench. However, they must be included on the game sheet as one of the players for that game.

PROTECTIVE EQUIPMENT

Rules 3.6 (d) and 10.6 (a) now stipulate that if the helmet, facial protector, or throat protector of a player comes off while play is in progress, the player will replace the equipment (properly fastened) or will proceed to the Players' Bench for a substitution. If the player participates in the play in any manner without that piece of equipment, it is a **MINOR** penalty for Illegal Equipment.

Officials are strongly encouraged in Rule 3.6 (d) Note 1 to alert a player during play when their neck guard has come off (use verbal communication to let the player know) and if the player does not comply, then a penalty must be assessed.

Officials must remember that a goal cannot be retroactively disallowed if a player is discovered to have violated this rule (Rule 10.6 Note 2).

GAME EJECTION & GAME MISCONDUCT/GROSS MISCONDUCT/MATCH PENALTIES

When a player or Team Official is assessed any of these penalties and subsequently removed from the game, they are no longer required to remain in the dressing room. It is permissible that they are in a location away from the Players' or Penalty Bench and are not directing or interacting with the teams in any manner and in no way bothering the officials (Rules 4.8 (a) Note 1, 4.9 (b) Note 1, and Rule 4.10 (a) Note 1).

If an individual violates this rule, they are assessed a Gross Misconduct as per Rule 10.4 (f).

PENALTY SHOTS

Following Rule 4.11, anytime a Penalty Shot is awarded, the coach/captain of the non-offending team may designate any player other than the goaltender to take the Penalty Shot.

While the penalty shot is in progress, Rule 4.11 (b) stipulates that players of both teams must now be on their respective benches.





LINESPERSONS

Under Rule 5.3 (c), Linespersons can now report minor penalties for Instigator and Aggressor to the Referee.

FACE-OFF LOCATION

There has been a modification and an addition to the exceptions for a face-off location following a time penalty or multiple time penalties being placed on the penalty time clock to one team, making that team shorthanded. There are now 5 exceptions to this (Rule 6.3 (c)).

An alteration was made to iii., it now reads:

When a gathering occurs and a penalty is being assessed to the defending team, and *any players of the attacking team that were beyond the top of the end-zone circles upon the stoppage of play*, enter deeply into the attacking zone, the ensuing face-off will take place in the neutral zone at one of the face-off spots outside the offending team's defending zone

The addition is v., which reads:

When play has been stopped due to a premature substitution of the goaltender. In this case, the face-off will take place at centre ice, except in cases where the offending team would gain a territorial advantage, in which case the face-off would take place at the nearest face-off location that does not provide that advantage.

CHARGING

Rule 7.4 provides further clarification on ways a player can commit a Charging infraction. Charging is when a player:

- i. Jumps to check an opponent.
- ii. Builds up speed by taking two or more strides immediately prior to making contact.
- iii. Travels an excessive distance with the sole purpose of delivering such a hit.
- iv. Violently and unnecessarily checks an opponent in any manner.
- v. Delivers a body check to an opponent's blind side.

Blindside is defined in Rule 7.4 Note 1: A blindside hit will be defined as an 'open-ice body check that is delivered from an angle of approach outside a 90° peripheral point of view of a vulnerable opponent, whether or not the player has the puck. Should an open-ice body check be delivered from within a 90° angle of approach and the check is otherwise legal in all other aspects, then no penalty would be assessed.

INTERFERENCE FROM THE BENCH

The class of penalty assessed to a Team Official who interferes with the play or puck from the bench has changed. In addition to the Bench Minor penalty, if the Team Official who interferes is identified, they will also be assessed a Gross Misconduct penalty (Rule 8.4 (a) and 8.4 (f)).

Note that there was no change to the class of penalty assessed to a player. They would still be assessed a Bench Minor plus Game Misconduct (Rule 8.4 (a) and 8.4 (e)).

CLIPPING

This is a new penalty, Rule 8.7, which will be assessed when a player uses their body to make contact at or below an opponent's knees. This may take the form of a player lowering their body prior to making a check or being checked. Players may not crouch down to avoid being bodychecked.





The options for a Clipping penalty are a Minor penalty, a Major + Game Misconduct penalty, or a Match penalty.

The penalty signal for Clipping is the same as Tripping.

LEAVING THE PLAYERS' OR PENALTY BENCH

As per rule 10.4 (e), A Game Misconduct penalty will be assessed to the Coach of any team whose players leave the Players' or Penalty Bench at the *end of a period* before they are directed to do so by the Referee and an altercation that results in penalties of any kind is either in progress or begins after the players leave the bench.

The application of this rule has been expanded. Previously it only applied at the end of the game, and it now covers the end of every period.

