



**LEAVING THE PLAYERS' OR  
PENALTY BENCH**

# LEAVING THE PLAYERS' OR PENALTY BENCH



## Learning Outcome

To understand the complex elements of Hockey Canada's playing rules that apply when a player (or players) leave their players' or penalty bench illegally or during an unusual situation.



# LEAVING THE PLAYERS' OR PENALTY BENCH



## Overview

### *Leaving Penalty Box:*

- *Before Penalty Expires*
- *During a Fight*
- *To Start a Fight*
- *End of Period*
- *End of Game*
- *Bench Clearings*



# LEAVING THE PENALTY BOX EARLY



- **Penalty Bench Before Penalty Expires**
- During a Fight
- To Start a Fight
- End of Period
- End of Game
- Bench Clearings



# LEAVING THE PENALTY BOX EARLY



## Rules 10.4

Situation must be discovered / corrected not later than 1<sup>st</sup> stoppage after time of game that the penalty expires.

Off	Start	End	On
12:00	12:00	10:00	10:00

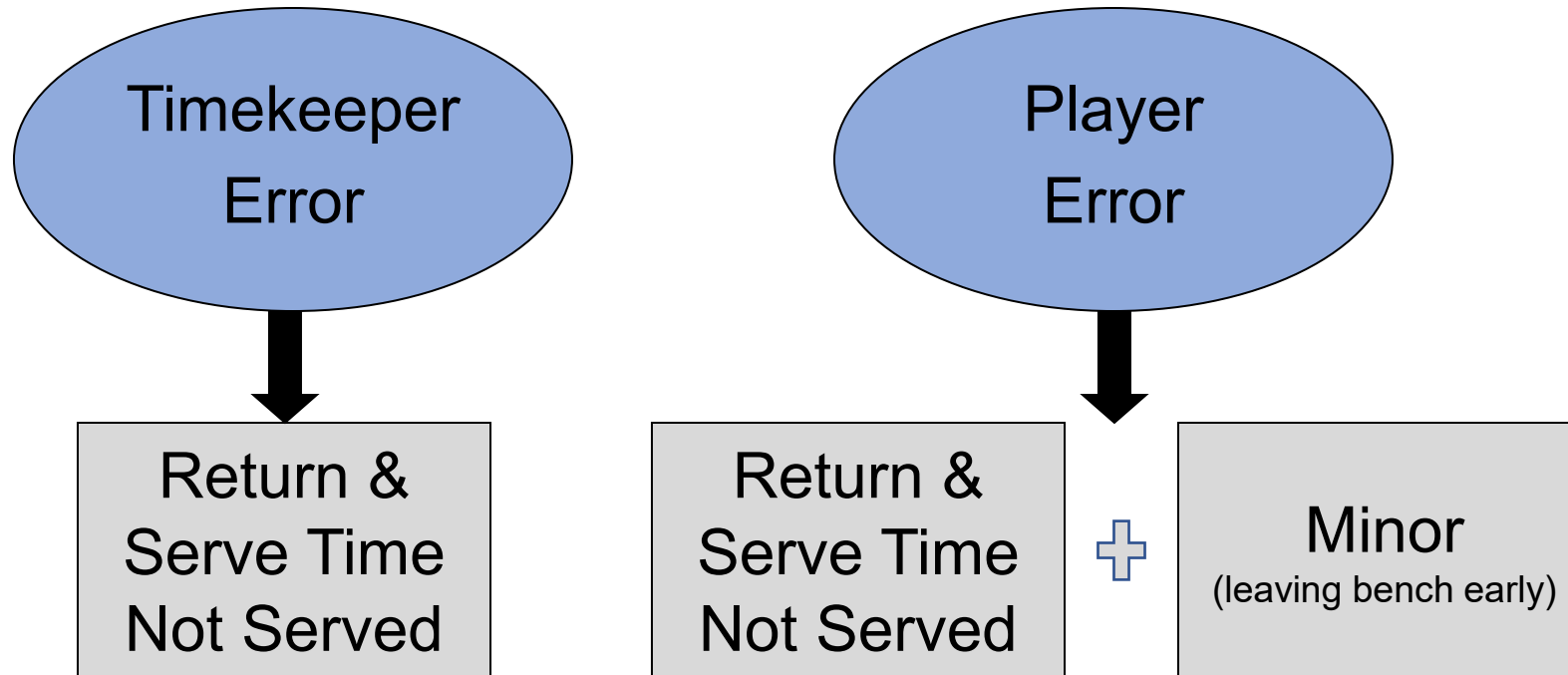
- Situation must be resolved at 1<sup>st</sup> stoppage after **10:00**

# LEAVING THE PENALTY BOX EARLY



Rules 10.4 (a) i

Outcome depends on who caused the situation...



# LEAVING THE PENALTY BOX EARLY



If player left 30 seconds early...at 10:30:

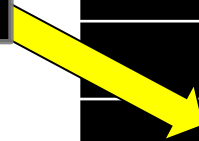
Off    Start    End    On  
12:00 12:00 10:00 10:00

0:30

or

2:30

<i>Welcome to the John R. Gardner Arena</i>		
Home	Period 1	Visitor
2	9:30	1
0:00	<b>Shots on Goal</b>	0:00
0:00	H: 13    V: 25	0:00



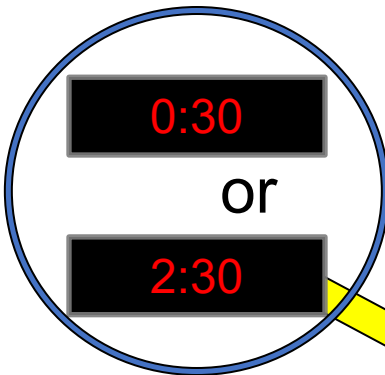
# LEAVING THE PENALTY BOX EARLY



The penalty clock is reset

The game clock is NOT reset

Off 12:00 Start 12:00 End 10:00 On 10:00



<i>Welcome to the John R. Gardner Arena</i>			
Home	Period 1	Visitor	
2	9:30	1	
0:00	Shots on Goal	0:00	
0:00	H: 13 V: 25	0:00	



# LEAVING THE PENALTY BOX EARLY



Offending players are “ineligible players”

Goals scored by offending team while IP situation exists are disallowed

Team with IP cannot be awarded a Penalty Shot or awarded a goal during IP situation



# LEAVING THE PENALTY BOX EARLY



## Own Error

What if penalty served is not own?

- Someone from the ice takes over serving the original time penalty
- Offending player serves own penalties  
(Note: They would play 2 short or, if the team is already 2 short, this would be a delayed penalty)

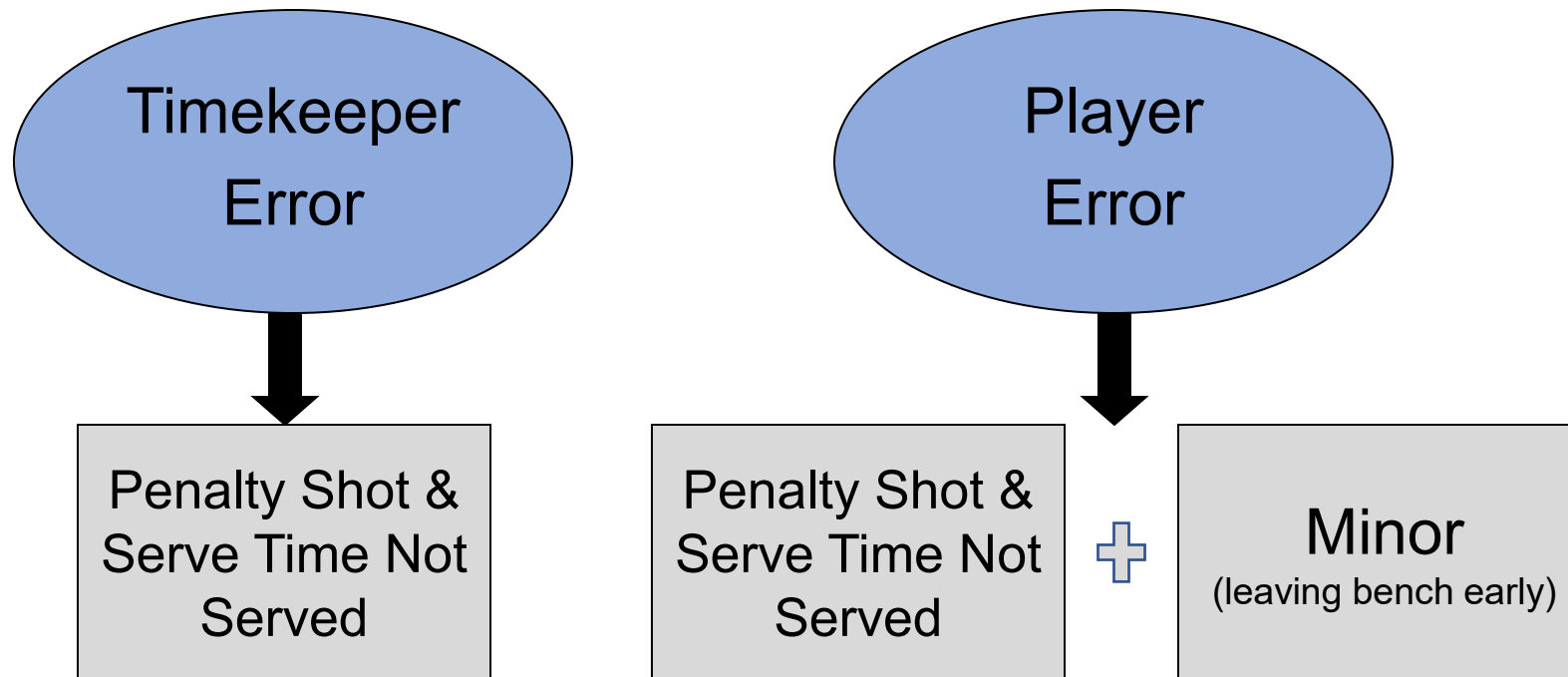


# LEAVING THE PENALTY BOX EARLY



Rule 10.4 (a) iii

What if a player leaves the penalty box early and interferes with an opposing player who is on a breakaway in the neutral or attacking zone?



# LEAVING THE PLAYERS' OR PENALTY BENCH



- Penalty Bench Before Penalty Expires
- **During a Fight**
- To Start a Fight
- End of Period
- End of Game
- Bench Clearings

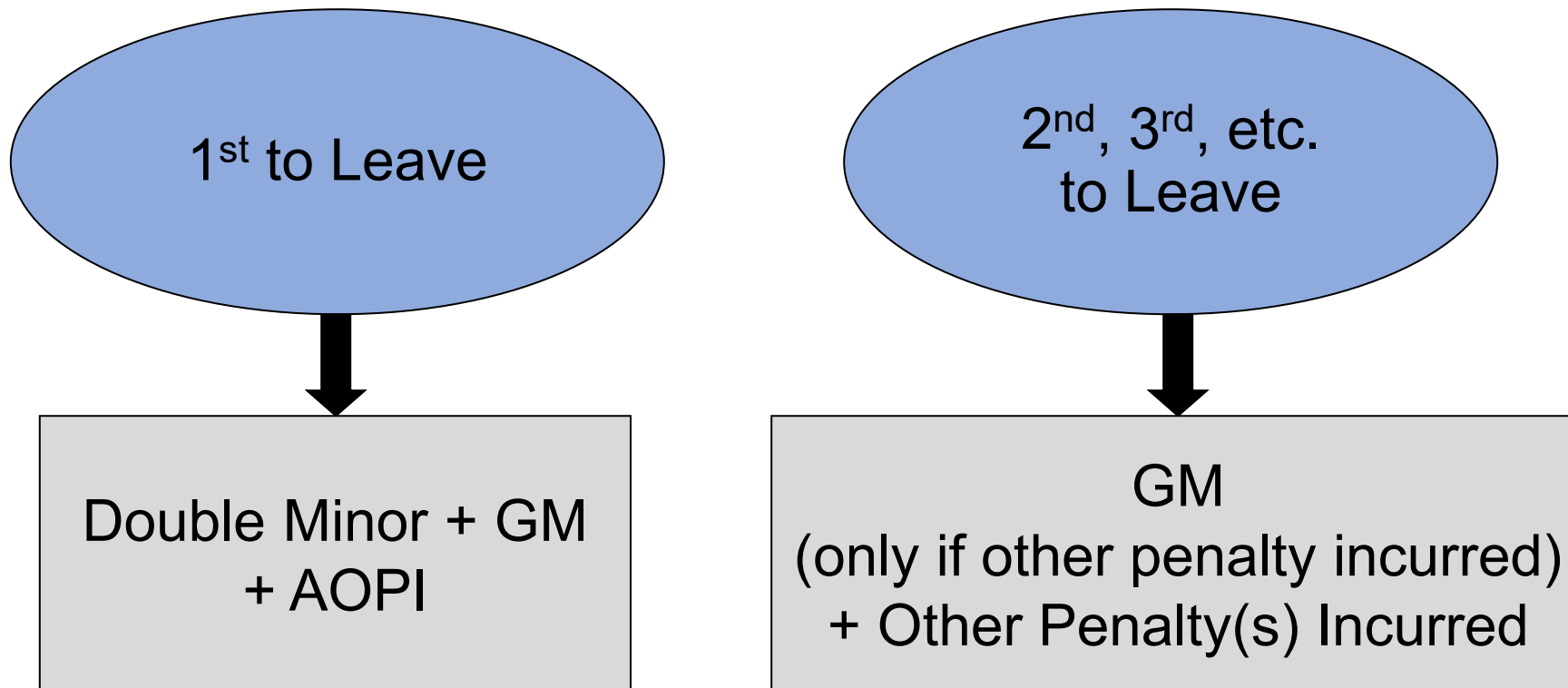


# LEAVING THE BENCH DURING A FIGHT



Rules 10.4 (e) i,ii

“Bench” = Player’s bench & Penalty bench



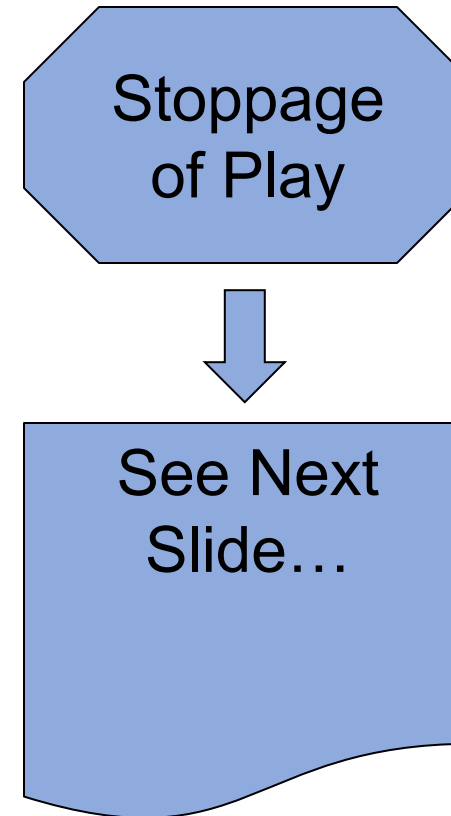
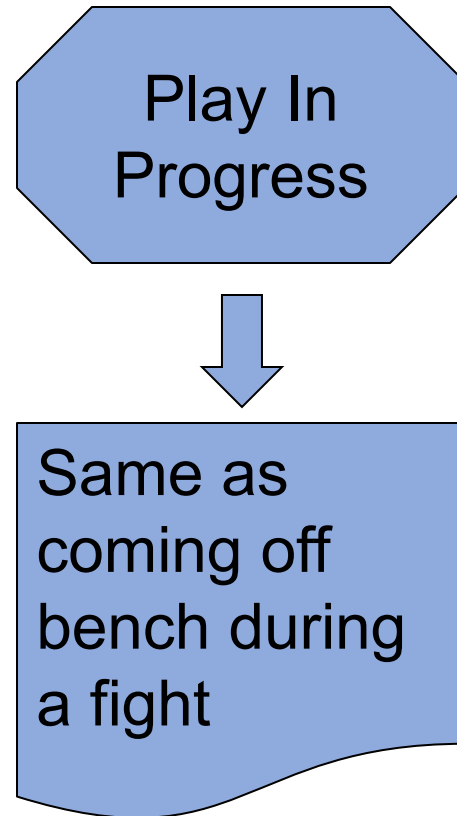
# LEAVING THE PLAYERS' OR PENALTY BENCH



- Penalty Bench Before Penalty Expires
- During a Fight
- **To Start a Fight**
- End of Period
- End of Game
- Bench Clearings



# LEAVING THE BENCH TO START A FIGHT



# LEAVING THE BENCH TO START A FIGHT



Referee-Friendly Assumption:

- Players that leave the bench and get into a fight during a stoppage of play are assumed to have left the bench to start the fight *unless an opponent instigates the fight.*



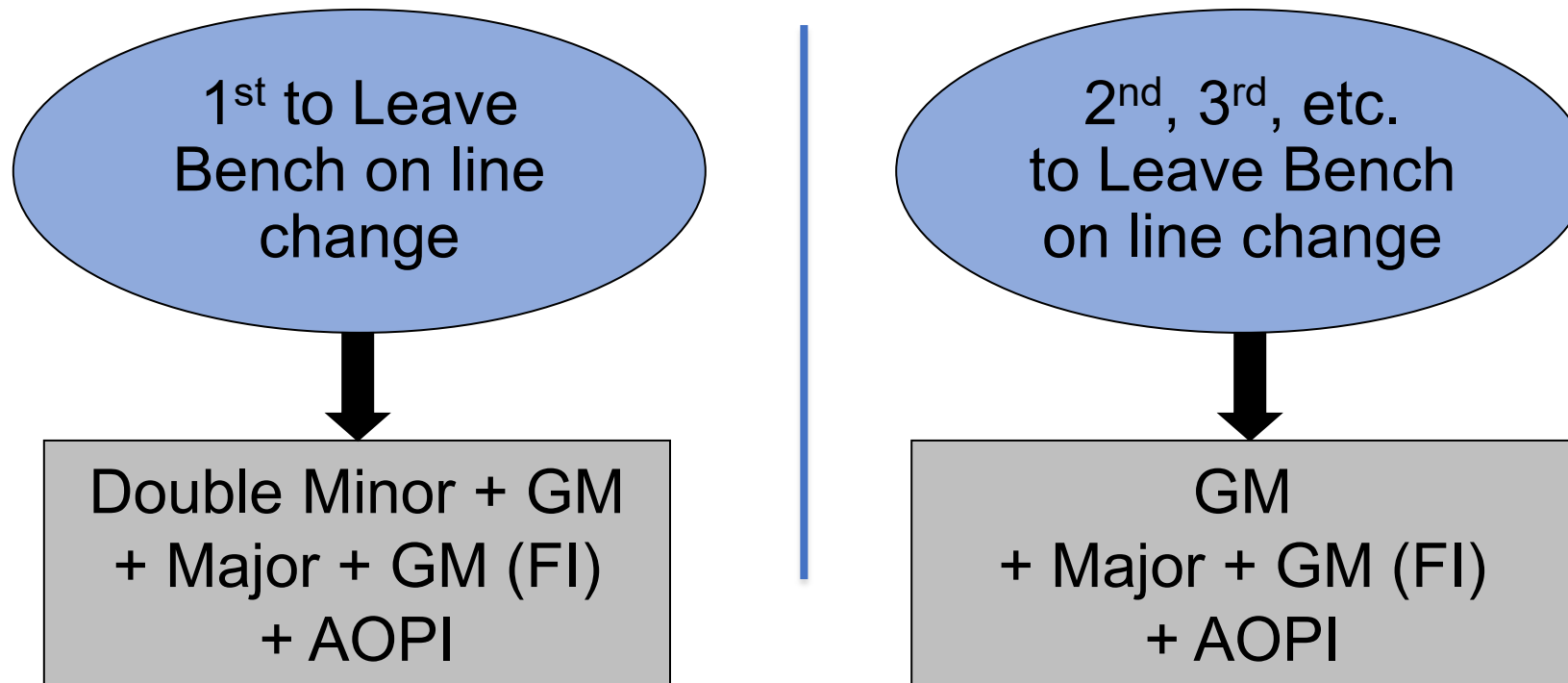


# LEAVING THE BENCH TO START A FIGHT



Rules 10.4 (e) i,ii

“Bench” = Player’s bench & Penalty bench



# LEAVING THE BENCH TO START A FIGHT



If the Opponent instigates the fight...NO penalty for leaving the bench is assessed to player coming onto the ice.

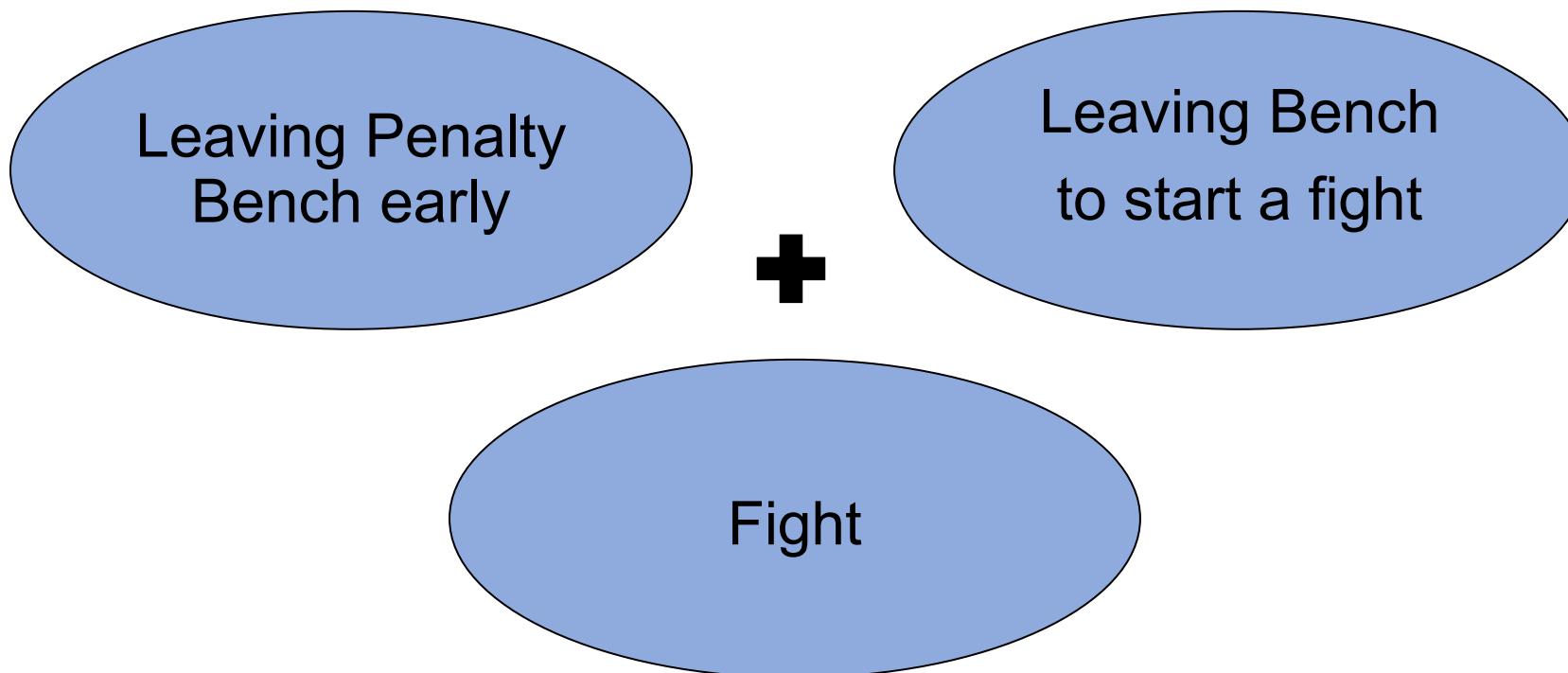


# LEAVING THE BENCH TO START A FIGHT



Leaving the ***Penalty*** Bench to Start a Fight...

- Three fouls have occurred!

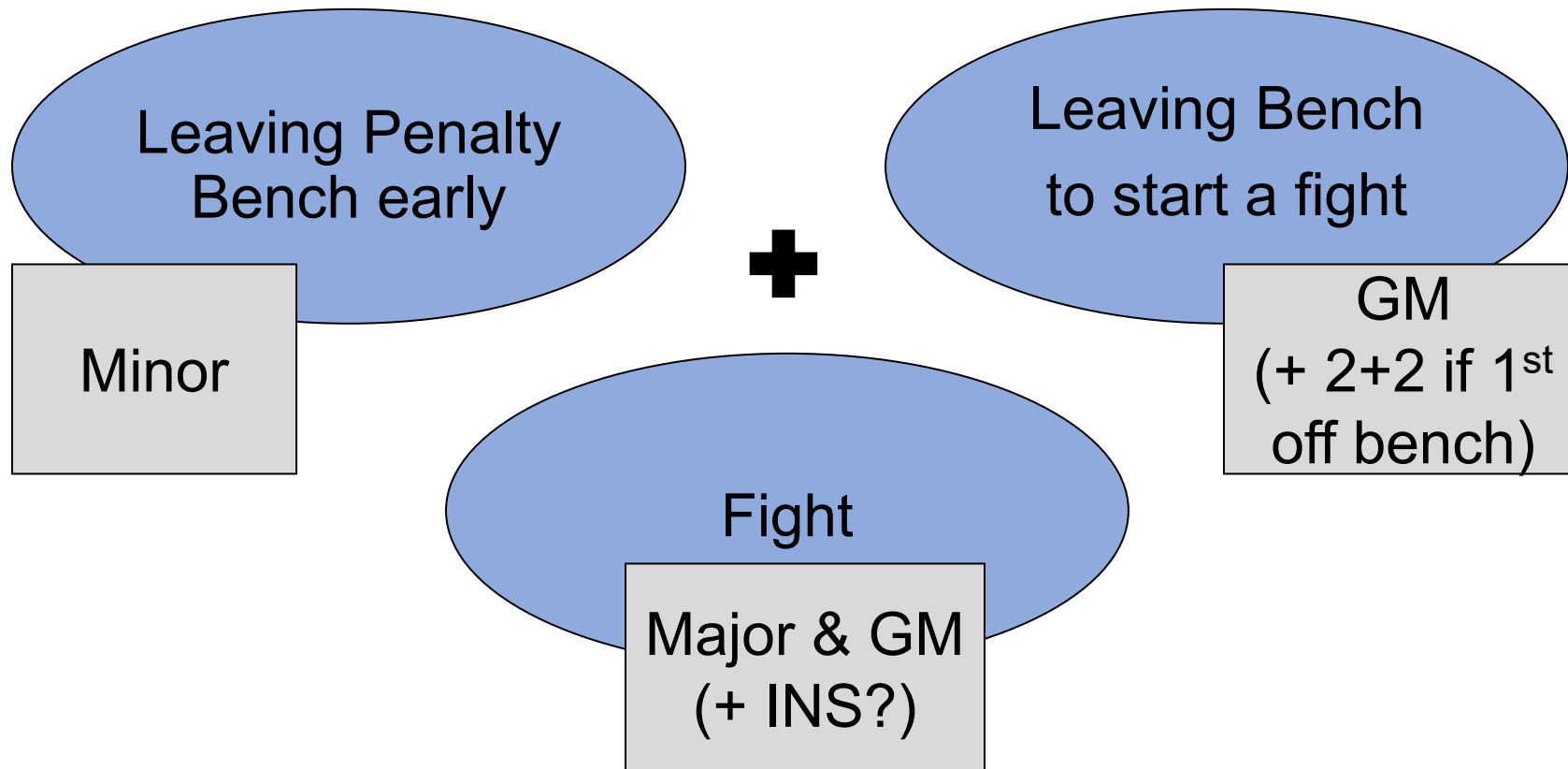


# LEAVING THE BENCH TO START A FIGHT



Leaving the ***Penalty*** Bench to Start a Fight...

- Three fouls have occurred!



# LEAVING THE PLAYERS' OR PENALTY BENCH



- Penalty Bench Before Penalty Expires
- During a Fight
- To Start a Fight
- **End of Period**
- End of Game
- Bench Clearings



# LEAVING THE BENCH AT THE END OF PERIOD



Rule 10.4 (a) vi

*“Players must remain on bench until directed off by Referee”*

Bench Minor

Rule 10.4 (e)

If an altercation that results in penalties of any kind is in progress or begins after the period ends, and a player(s) leaves the Players’ or Penalty Bench before they are directed to do so by the Referee:

Bench Minor



GM to  
offending  
team coach

# LEAVING THE PLAYERS' OR PENALTY BENCH



- Penalty Bench Before Penalty Expires
- During a Fight
- To Start a Fight
- End of Period
- **End of Game**
- Bench Clearings

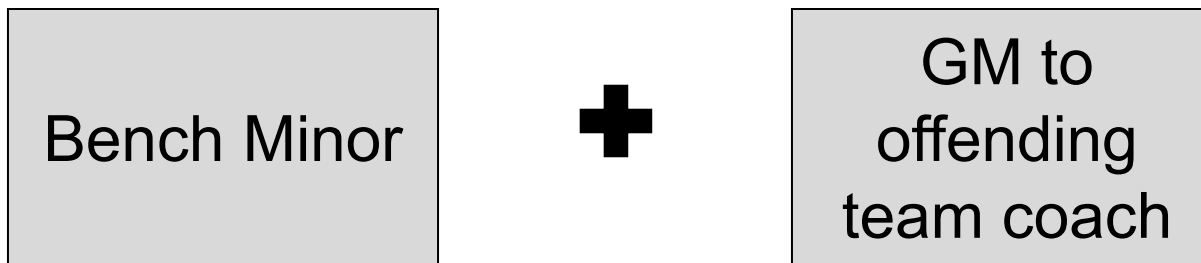


# LEAVING THE BENCH AT END OF GAME



Rule 10.4 (e)

If altercation is in progress or begins after the game ends results in penalties of any kind (to any team):





# LEAVING THE PLAYERS' OR PENALTY BENCH



- Penalty Bench Before Penalty Expires
- During a Fight
- To Start a Fight
- End of Period
- End of Game
- **Bench Clearings**



# "RIOT ACT" RULE



## Rule 10.4 (e) iii Explained

- Rule 10.4 (e) iii is (unofficially) the "*Riot Act*" rule. It:
  - Limits the number of players to a maximum of 5 (per team) that may be assessed a Game Misconduct for leaving the Players' or Penalty Bench during a Fight in a single stoppage of play.
  - Is intended to (help) preserve players to allow game to continue after a bench clearing event
  - Does not apply to GM's issued under other rules (ex: 7.10 – Fighting)



# "RIOT ACT" RULE



## Rule 10.4 (e) iii Explained

*Where 1 team is clearly identified as the 1<sup>st</sup> to leave the bench during a fight and the maximum of 5 players per team are penalized (with GM) under the Riot Act rule, that team may be assessed a 6<sup>th</sup> GM under Rule 10.4(e) i - the "leaving the bench" rule.*





Report errors and omissions to [refereedevelopment@gthlcanada.com](mailto:refereedevelopment@gthlcanada.com)

Written by Steve Wallace  
Revisions by Matt Thompson, Matt Filodoro