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# 2018-2020 Rule Updates

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Hockey Canada Rulebook  
Updates & Changes



# Objectives



- To update officials on rule changes for the 2018-2020 season.
- Provide explanations for the changes and how to apply them.



**Key Rule  
Changes**

# Key Rule Changes



1. New signal for Too Many Players
2. Stopping play when the goaltender loses their blocker or trapper
3. Face-off location after a penalty has been assessed
4. New slew foot penalty class options
5. Game Ejection for 3 head contact penalties

# New signal – Too Many Players





There was no  
signal previously.

Why the change?

# Rule 3.6 (c) Protective Equipment



When a goaltender loses their helmet and/or facial protector, blocker or trapper play shall be stopped immediately, unless there is an imminent scoring chance.

# Rule 3.6 (c) Protective Equipment



If this deliberate action of removing the helmet or facial protector (by a player or goaltender) or blocker or trapper occurs when an opponent is on a breakaway in the neutral or attacking zone, or occurs during the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot shall be awarded to the non-offending team.



# Why the change?

Added blocker and trapper to increase safety for goaltenders.



# Rule 4.13 (a) Calling of Penalties



When a penalty situation leads to a time penalty or multiple time penalties being placed on the penalty time clock to one (1) team, making that team shorthanded, the ensuing face-off shall be conducted at one of the two end zone face-off locations in the offending team's defending zone.

# Rule 4.13 (a) Calling of Penalties



There are four (4) exceptions:

# Rule 4.13 (a) Calling of Penalties



1. When a penalty is assessed after a goal, the face-off will take place at centre ice.

# Rule 4.13 (a) Calling of Penalties



2. When a penalty is assessed at the end (or before the start) of a period, the faceoff will take place at centre ice.

# Rule 4.13 (a) Calling of Penalties



3. When a gathering is taking place following a stoppage of play leading to a penalty and one (1) or both defensemen, point players or any player coming from the players' or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit), 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 [see rule 10.2 (j)].

# Rule 4.13 (a) Calling of Penalties



4. When the non-offending team clears the puck and icing is called, the ensuing face-off will take place at one of the face-off spots outside the zone of the team that iced the puck.

# Rule 4.13 (a) Calling of Penalties



**NOTE:** When a time differential occurs because of multiple penalties, the ensuing faceoff will take place in the shorthanded team's defending zone. In the case of multiple penalties when no time differential occurs, the ensuing face-off will take place at the face-off spot nearest to where the stoppage of play occurred, unless otherwise stated in the rules.





In general, after a penalty has been assessed, the ensuing face-off is taken in the offending team's zone.

Key Point

# Rule 6.5 Head Contact



- c) In Minor and Female, any player incurring three (3) head contact penalties that do not meet the criteria of a Major and a Game Misconduct or a Match penalty shall be assessed a Game Ejection.

**Note:** A Double Minor penalty assessed under Rule 6.5 (c) will be treated as one (1) penalty.

# Rule 6.5 Head Contact



- e) A Major and a Game Misconduct penalty, or a Match penalty shall be assessed any player who injures an opponent under this Rule.

# Key Point

Stick infraction and  
head contact penalties  
do not stack together.

# Rule 7.6 (b) Tripping (Slew Foot)



A Double Minor penalty or Match penalty, at the discretion of the Referee based upon the degree of violence of impact with the ice, shall be assessed to any player who slew foots an opponent.

# Rule 7.6 (b) Tripping (Slew Foot)



Slew-Footing occurs when one player uses a leg or a foot to knock or kick an opposing player's feet from under him, or pushes another player's upper body backward with an arm or elbow and at the same time with a forward motion of his leg, knocks or kicks that player's feet from under him.

# Rule 7.6 (b) Tripping (Slew Foot)



An automatic Match penalty shall be assessed to any player who injures an opponent with a slew foot.


# Rule 7.6 (b) Tripping (Slew Foot)



**NOTE:** Serious consideration for a Match penalty should be paid when an offending player is ‘in motion’ (skating) while committing this foul. The ‘degree of violence of impact with the ice’ criteria and intent of the offending player will provide valuable considerations when a Referee makes the decision of whether a Match penalty is warranted under this rule.



# Key Points

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- Options are a Double Minor or a Match at discretion of the referee or if there is a resulting injury.
  - Rule now aligns with Spearing.