



ASAGURI HOQUENNA IMPERIAL

OFFICIAL PLAYING RULES

SEASON 4 & SEASON 5



TABLE *of* CONTENTS

- SECTION 1** - Authority, Scope & Definitions
- SECTION 2** - Playing Area
- SECTION 3** - Teams, Players & Bench Personnel
- SECTION 4** - Equipment & Uniforms
- SECTION 5** - Game Timing & Clock Rules
- SECTION 6** - Game Flow
- SECTION 7** - Scoring and Goals
- SECTION 8** - Offsides & Zoning
- SECTION 9** - Goaltending
- SECTION 10** - Penalties & Penalty Administration
- SECTION 11** - Physical Play, Fighting & Scrums
- SECTION 12** - Penalty Shots, Overtime & Shootouts
- SECTION 13** - Reviews, Challenges & Referee Authority
- SECTION 14** - Scorekeeping, Forfeits & Game Administration
- SECTION 15** - Minor League & Special Game Modifications

SIGNALS of REFEREES and other OFFICIALS



Goal Scored

A single point directed at the net in which the goal was scored, or to the bench of the team who scored the goal after reviews.



Washout

A sweeping motion of both arms used to signal no goal, no offside, and no penalty - and to keep playing as is.



Equipment Infraction

An arm swung to the side and down, used to indicate Improper Equipment or other equipment related penalties.



Physical Infraction

A hand punching the other hand, used to indicate *Roughing, Fighting, or Goaltender Interference.*



Bench Infraction

Two raised arms above the head, used to signal penalties related to bench management, such as *Too Many Men, Improper Positioning, or Illegal Substitution.*



Technical Infraction

Arms stacked on top of one another forming a "T", used to signal subjective penalties, such as *Delay of Game, Unsportsmanlike Behaviour, Abuse of Officials, or Embellishment.*



Misconduct

Two arms on waists, signifying an upgrade to any other penalty from a *2 minute Minor*, to a *4 Minute Major*, a *6 Minute Misconduct*, or a *Game Ejection.*

AUTHORITY, SCOPE *and* DEFINITIONS

1.1 Authority of the Rules

1.1.1 These Rules shall be known as the Official Playing Rules of the *Asaguri Hoquenna Imperial*.

1.1.2 These Rules shall govern all AHI games, AHMI games, playoff games, exhibition games, special events, and League-sanctioned hoquenna competitions unless otherwise provided by the Commissioner.

1.1.3 These Rules shall be subordinate to the Charter of the AHI.

1.1.4 If these Rules conflict with the Charter, the Charter shall prevail.

1.1.5 The Commissioner shall possess final authority to interpret, amend, suspend, or modify these Rules.

1.1.6 Referees and other game officials shall enforce these Rules during games under the authority of the Commissioner and the Department of Officiating and Standards.

1.2 Scope of Application

1.2.1 These Rules shall apply to all Clubs, Players, coaches, staff, officials, scorekeepers, and participants in League-sanctioned games.

1.2.2 A participant shall not avoid these Rules by claiming ignorance, custom, informal practice, technicality, or lack of publication.

1.2.3 The Commissioner may issue special rules for AHMI games, international games, tournaments, or emergency circumstances.

1.2.4 Unless a special rule is issued, the ordinary AHI playing rules shall apply in all hoquenna games and circumstances.

1.3 Game Officials

1.3.1 A game may be administered by one or more officials, or other persons recognised by the League.

1.3.2 These officials shall be divided into Referees and Linesmen, who shall strive to have at a minimum of one of each per game. Referees shall possess authority over gameplay, penalties, stoppages, goals, faceoffs,

AUTHORITY, SCOPE *and* DEFINITIONS

player conduct, equipment enforcement, and game control. Linesmen may assist with offsides, out-of-play rulings, faceoffs, substitutions, penalties, and such other duties as may be assigned.

1.3.3 The Referee's ruling during a game shall be final unless changed through a valid review, challenge, Commissioner intervention, or League correction.

1.4 Definitions

1.4.1 Club shall mean a recognised AHI or AHMI organisation participating in League competition.

1.4.2 Team shall mean the Players of a Club participating in a game.

1.4.3 Player shall mean a person eligible to participate in hoquenna under AHI or AHMI authority.

1.4.4 Skater shall mean a Player on the rink who is not a Goaltender.

1.4.5 Goaltender shall mean the Player assigned to defend the Club's goal.

1.4.6 Rink shall mean the official playing surface or rink used for hoquenna.

1.4.7 Puck shall mean the game object used in play.

1.4.8 Bench shall mean the area assigned to a Team's non-playing Players and staff during a game.

1.4.9 Penalty Box shall mean the area assigned for Players serving penalties.

1.4.10 Crease shall mean the marked goaltender area surrounding or immediately in front of the goal.

1.4.11 Drop Point shall mean a faceoff location.

1.4.12 Stoppage shall mean any time play is stopped by whistle, referee command, goal, penalty, review, out-of-play event, or other recognised interruption.

AUTHORITY, SCOPE *and* DEFINITIONS

1.4.13 Possession shall mean practical control of the puck by a Team or Player, as determined by the Referee.

1.4.14 Touching the puck shall include contacting, striking, pushing, carrying, directing, controlling, or deliberately interfering with the puck.

PLAYING AREA

2.1 The Rinquenne

2.1.1 AHI games shall be played on an approved hoquenna rinkuenne.

2.1.2 The official model rinkuenne shall be the hoquenna rink located at the Hoquenna Emporium Shop in Sorrel.

2.1.3 No stadium, arena, or rinkuenne shall host an official AHI game unless approved by the AHI.

2.1.4 A rinkuenne may be rejected where its layout, benches, penalty boxes, lines, creases, gates, jump pads, sightlines, or general construction are unsuitable for official play.

2.1.5 The Commissioner or Department of Officiating and Standards may approve, inspect, suspend, or reject a rinkuenne.

2.2 Required Markings

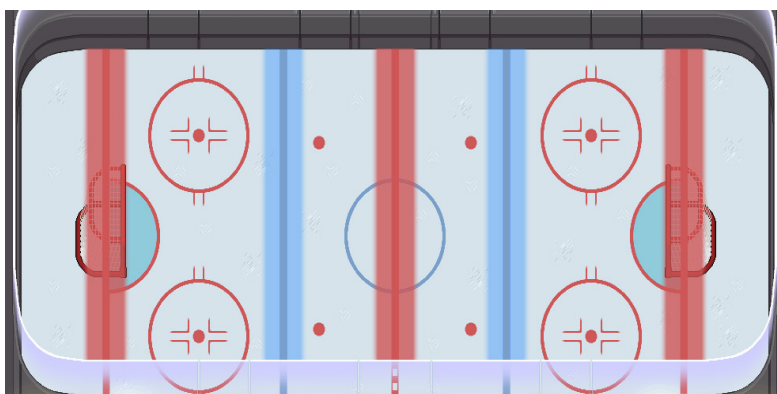
2.2.1 An official rinkuenne shall contain a centre red line.

2.2.2 An official rinkuenne shall contain blue lines establishing attacking, defending, and neutral areas of play.

2.2.3 An official rinkuenne shall contain creases for Goaltenders, and red Goal Lines at each end.

2.2.4 An official rinkuenne shall contain recognised Drop Points for faceoffs.

2.2.5 An official rinkuenne shall contain goals, a minimum of two benches, penalty boxes, and such other areas required by League regulation.



PLAYING AREA

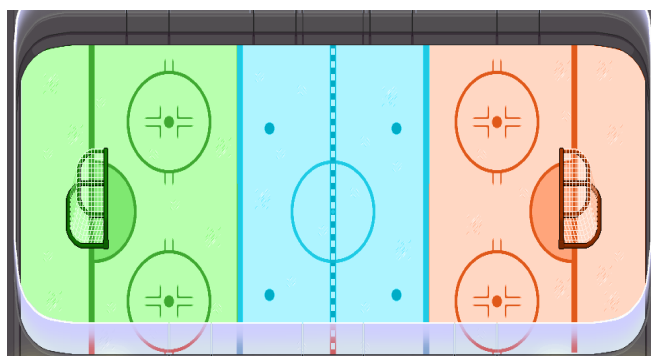
2.3 Zones

2.3.1 The rinkuenne shall be divided into attacking zones, defending zones, and central or neutral areas according to the placement of the red line and blue lines, whereas the neutral line shall be the zone between the two blue lines, and each blue line marks the entry into their respective team's defensive or attacking zone.

2.3.2 Zone location shall determine offside status, faceoff placement, defensive responsibility, and such other matters as these Rules require.

2.3.3 Where a zone boundary is unclear, the Referee shall determine the applicable zone, and each referee has the ultimate authority to determine within the game the boundaries of a rink.

2.3.4 The Commissioner or Department of Officiating and Standards may issue diagrams, maps, or rink guides to clarify zone boundaries.



2.4 Required Markings

2.4.1 Each goal shall have a crease.

2.4.2 The crease shall be the protected area of the Goaltender.

2.4.3 Crease markings shall be used to determine Goaltender interference, illegal positioning, scoring validity, penalty shots, and such other matters as these Rules require.

2.4.4 A Player shall not exploit the crease, obstruct the Goaltender, or interfere with the Goaltender's ability to defend the goal.

2.4.5 The Referee shall determine whether crease contact or crease presence affects play.

PLAYING AREA

2.5 Benches

2.5.1 Each Team shall be assigned a bench - the home team on the right, the visiting team on the left.

2.5.2 Each bench shall contain a minimum of two (2) jump pads to allow Players to leave the bench properly, as well as two bench seats for the entire team to sit on.

2.5.3 Players and staff shall use the bench area assigned to their Team. Only two staff are permitted to sit in with their team's bench.

2.5.4 Players leaving or entering the bench shall do so in a manner that avoids illegal participation, obstruction, or too many Players on the rink.

2.5.5 Bench gates must be closed after being opened or used.

2.5.6 A Player or staff member who opens a gate shall make reasonable effort to close it.

2.5.7 Failure to close a gate may result in warning, delay of game, minor penalty, or other penalty where it affects play.

2.5.8 Opening exterior gates in any part of the arena without consent of the referee or officiating staff may result in a delay of game penalty.

2.6 Penalty Boxes

2.6.1 Each approved rink shall contain a penalty box area.

2.6.2 The penalty box shall be located opposite the Team benches unless otherwise approved by the League.

2.6.3 A penalised Player shall proceed to the penalty box when directed by a Referee.

2.6.4 A penalised Player shall remain in the penalty box until released by the expiration of the penalty, a goal where applicable, referee command, or other rule.

2.6.5 A Player who leaves the penalty box early may receive an additional penalty.

PLAYING AREA

2.7 Drop Points

2.7.1 The rinkuene shall contain nine (9) recognised Drop Points.

2.7.2 Drop Points shall include:

- a. two (2) Drop Points in each end zone;
- b. one (1) central Drop Point; and
- c. four (4) Drop Points near the blue lines inside the neutral zone.

2.7.3 The four (4) Drop Points near the blue lines within the neutral zone shall be used only where play goes out of play near those zones or where the Referee considers such placement necessary to give teams minor disadvantages for poor behaviour such as, but not limited to, excessive scrums.

2.7.4 The blue-line Drop Points are exceptional and shall not be treated as ordinary restart locations.

2.7.5 Each ordinary Drop Point shall have a red or blue surrounding it.

2.7.6 The Player taking the faceoff must stand inside the circle, and must not be any higher or lower than the hash marks inside the circle.

2.7.7 All other Players must remain outside the circle while touching the circle, while not being further than the vertical hashmarks on the circle.

2.7.8 At the four blue-line Drop Points where no circle exists, the Players taking the faceoff shall touch the Drop Point.

2.7.9 At a blue-line Drop Point, the Team closest to the blue line must remain behind the blue line, except for the Player taking the faceoff.

2.7.10 At a blue-line Drop Point, the Team closest to the red line must remain behind the red line, except for the Player taking the faceoff.

2.7.11 The Referee may adjust Player positioning where the markings, lines, or circumstances require practical interpretation.

TEAMS, PLAYERS & BENCH PERSONNEL

3.1 Team Strength

3.1.1 Normal AHI play shall be played at four (4) Players per Team on the rink.

3.1.2 Normal Team strength shall consist of one (1) Goaltender and three (3) Skaters.

3.1.3 A normal Skater formation shall usually consist of two (2) Forwards and one (1) Defenseman.

3.1.4 A Team may use a different formation where permitted by roster, position, strategy, penalty situation, or game circumstance.

3.1.5 A Team shall not exceed the maximum number of Players permitted on the rink.

3.2 Pulled Goaltender

3.2.1 A Team may pull its Goaltender during play.

3.2.2 A Team that pulls its Goaltender may play with four (4) Skaters and zero (0) Goaltenders.

3.2.3 A pulled Goaltender shall be treated as removed from the rink for the purpose of Team strength.

3.2.4 A Team playing with a pulled Goaltender shall not exceed four (4) total Players on the rink.

3.2.5 A pulled Goaltender may return to play through a lawful substitution.

3.2.6 No player may enter the crease to act as a goaltender while the goaltender is pulled.

3.3 Penalty Strength

3.3.1 A Team serving a penalty shall reduce its number of Skaters as required by the penalty.

3.3.2 A penalised Team shall not replace a penalised Skater unless these Rules expressly allow replacement.

TEAMS, PLAYERS & BENCH PERSONNEL

3.3.3 Multiple penalties may reduce Team strength further as determined by the Referee.

3.3.4 A Team shall not be authorised to have a Goaltender serve a penalty, and a Skater must serve all penalties for the Goaltender.

3.3.5 The Referee shall determine legal Team strength during penalty situations.

3.3.6 No Team shall be reduced below one (1) Skater and one (1) Goaltender as the result of penalties.

3.3.7 Where a Team has been reduced to one (1) Skater and one (1) Goaltender, any additional penalty that would further reduce Team strength shall instead result in a penalty shot against that Team.

3.3.8 Where a Team has already reached minimum penalty strength and commits a second additional penalty resulting in a Penalty Shot, an allowed goal shall be awarded to the opposing Team.

3.3.9 A Team that has lawfully pulled its Goaltender shall not use the pulled-Goaltender situation to avoid the minimum-strength requirements of this Rule.

3.3.10 The Referee shall determine whether a penalty reduces Team strength, results in a penalty shot, or results in an allowed goal under this Rule.

3.3.11 Concurrent penalties shall be governed by the penalty rules, but where equal penalties are assessed to both Teams at the same stoppage, the Referee may permit both Teams to replace the penalised Players so that ordinary Team strength is preserved.

3.4 Bench Personnel

3.4.1 Only eligible Players, coaches, recognised staff, and League-approved persons may remain on a Team bench during a game.

3.4.2 Bench personnel shall not interfere with play.

3.4.3 Bench personnel shall not enter the rink unless lawfully substituting, called by a Referee, or otherwise permitted by these Rules.

TEAMS, PLAYERS & BENCH PERSONNEL

3.4.4 No Player may leave the bench to join a scrum, fight, confrontation, or altercation.

3.4.5 A violation of bench restrictions may result in a penalty, misconduct, suspension, forfeiture, or other League discipline.

3.5 Substitutions

3.5.1 Substitutions may occur during stoppages.

3.5.2 Substitutions may also occur on the fly during live play.

3.5.3 A Team may substitute as many Players as it can lawfully substitute without having too many Players participating in play.

3.5.4 A Player entering the rink during a substitution shall not play the puck until the substituted Player has made a clear and reasonable effort to leave play.

3.5.5 A Player leaving the rink during a substitution may be temporarily present in excess of the normal Player limit where the Player is not interfering with play, and is clearly attempting to reach the bench.

3.5.6 A Player who is substituting must make direct and reasonable effort to leave play or otherwise complete the substitution.

3.5.7 A substitution shall become illegal where the extra Player plays the puck, interferes with an opponent, blocks a lane, joins play, delays leaving, or otherwise provides a competitive advantage.

3.5.8 Illegal substitution may result in a Too Many Players penalty.

3.5.9 All eligible Players dressed on the bench should receive playing time in every period.

3.5.10 Where, in the opinion of officials, a Team is failing to rotate Players or fails to give Players reasonable playing opportunities, the Referee may intervene.

3.5.11 Referee intervention may include ordering a full bench rotation, directing specific Players to leave the rink, directing specific bench Players to enter play, delaying the restart until substitutions are made, or issuing a warning.

TEAMS, PLAYERS & BENCH PERSONNEL

3.5.12 Continued failure to rotate Players after a Referee warning may result in Delay of Game, Unsportsmanlike Conduct, bench penalty, or such other penalty as the Referee considers appropriate.

3.5.13 This Rule shall not require equal playing time, but shall require a good-faith effort to involve all eligible dressed Players.

3.6 Too Many Players

3.6.1 A Team shall not have more Players participating in play than permitted by these Rules.

3.6.2 Too Many Players may be called where an extra Player participates in play, touches the puck, obstructs an opponent, affects positioning, or delays leaving during a substitution.

3.6.3 A brief overlap during a substitution shall not be Too Many Players where the departing Player is not involved in play and is making clear effort to leave.

3.6.4 The Referee shall determine whether a substitution overlap creates an illegal advantage.

3.7 Captaincy

3.7.1 Each Team may designate one captain, known as the **copti**, and may designate one alternate captain, known as **desu-copti**.

3.7.2 The copti shall be the principal Player representative of the Team during the game. The copti may speak with Referees regarding rule explanations, penalties, goals, reviews, and game administration.

3.7.3 A desu-copti may speak with Referees where the copti is unavailable, absent, penalised, or where the Referee permits it.

3.7.4 A Goaltender shall not serve as copti, but may serve as desu-copti where permitted by the League.

3.7.5 Captains and alternate captains may be required to wear approved shield codes, jersey markings, or other identification known as *captain's marks*, of a "C" or "D", and without these letters are not awarded the power of captain.

TEAMS, PLAYERS & BENCH PERSONNEL

3.7.9 A Player wearing a shield code for copti or desu-copti recognition shall comply with equipment requirements established by the League, such as stick shield codes.

3.7.10 No player possessing a captain's mark is authorised to talk to an official unless the official initiates the conversation.

3.7.11 Players may be given a temporary captain's mark on their jersey if their captain or alternate captain is missing.

3.8 Captain's Privileges

3.8.1 The copti may request reasonable explanation from the Referee regarding a ruling.

3.8.2 Captain discussion shall not be used to delay the game, harass officials, argue endlessly, or pressure the Referee.

3.8.3 Each Team may receive one (1) captain breathing break per game. A captain's breathing break shall last forty-five (45) seconds unless shortened or extended by the Referee, and may be called by anyone wearing a captain's mark.

3.8.6 A breathing break is separate from a Team timeout.

3.8.7 Abuse of captain discussion or breathing breaks may result in delay of game, unsportsmanlike conduct, or misconduct.

3.9 Timeout

3.9.1 Each Team shall receive one (1) timeout per game.

3.9.2 A timeout may be requested during a stoppage by the coach only.

3.9.3 The Referee shall determine whether a timeout request is valid.

3.9.4 A timeout shall not be used to avoid a penalty, cancel a ruling, delay a review improperly, or disrupt game administration.

3.9.5 The length of a timeout shall be determined to be sixty seconds.

TEAMS, PLAYERS & BENCH PERSONNEL

3.10 Team Responsibility

3.10.1 A Team shall be responsible for the conduct of its Players, Goal-tenders, bench personnel, coaches, and staff during a game.

3.10.2 A coach or Club representative may be penalised for the conduct of the bench.

3.10.3 A Team may receive a bench penalty where its personnel interfere with play, abuse officials, delay the game, leave gates open, enter the rink unauthorised, or otherwise violate these Rules.

3.10.4 The Referee may warn, penalise, eject, or report any Team representative who disrupts the game.

3.10.5 Serious or repeated bench misconduct may be referred to the Department of Discipline.

3.11 Coach's Dialogue

3.11.1 A coach may ask a Referee for a rule interpretation, explanation, or clarification at any time where doing so does not improperly delay or disrupt the game.

3.11.2 A Referee should provide a reasonable explanation where the request is made in good faith and circumstances permit, and if the referee has time to do so.

3.11.3 A coach shall not use requests for explanation to delay the game, argue repeatedly, intimidate officials, interrupt restarts, or avoid the consequences of a ruling.

3.11.4 Where a coach repeatedly requests explanations in a disruptive manner, the Referee may warn the coach.

3.11.5 After a warning, continued abuse of explanation requests may result in Delay of Game, Unsportsmanlike Conduct, bench penalty, misconduct, or referral to the Department of Discipline.

3.11.6 Nothing in this Rule shall limit a coach's right to use a lawful coach's challenge where permitted by these Rules.

EQUIPMENT & UNIFORMS

4.1 Mandatory Uniforms

4.1.1 Every AHI Player shall wear an approved Club jersey during League play.

4.1.2 Every AHI Club shall maintain an approved home jersey and an approved away jersey.

4.1.3 Home and away jerseys shall be mandatory for AHI games.

4.1.4 A Club may request permission to use an alternate jersey where every dressed Player on that Club possesses the alternate jersey.

4.1.5 No alternate jersey shall be used without approval from the Referee, Commissioner, or League authority.

4.1.6 Where two Clubs wear jerseys that are too similar, the away Club shall be required to change.

4.1.7 No Player shall wear the jersey of another Club during an AHI game.

4.2 Numbers and Captain's Marks

4.2.1 Every AHI Player shall wear a visible jersey number.

4.2.2 No two Players on the same Club may wear the same number.

4.2.3 A Club shall correct duplicate numbers before play begins.

4.2.4 Where duplicate numbers are discovered during a game, the offending Club may be assessed an Improper Equipment penalty.

4.2.5 The copti and desu-copti shall display approved captain markings.

4.2.6 Where a copti or desu-copti does not have the captain marking on their jersey, the Player must wear the proper C or D shield code.

4.2.7 Any Player wearing a C or D shield code for copti or desu-copti recognition must use the approved Sorrel Hoquenna Emporium stick in lieu of a stick shield code.

EQUIPMENT & UNIFORMS

4.3 Prohibited Equipment

4.3.1 Accessories, hats, non-approved helmets or shields, masks, wings, backpacks, mounts, morphs, cosmetic objects, and other non-approved items shall be prohibited during play.

4.3.2 The prohibition in Section 4.3.1 shall not apply to approved Player helmets or goaltender masks.

4.3.3 Gloves shall be required for all Players' jerseys, and shall serve as a distinction between a fan jersey and a playing jersey.

4.3.4 Ice boots shall not be required in games other than those held in heritage or retro arenas, at the discretion of the Commissioner or on-ice officials.

4.3.5 No Player may use equipment, clothing, or cosmetics that confuse identification, affect play, obscure the puck, interfere with officials, or violate League standards.

4.4 Sticks and Shield Codes

4.4.1 Players are strongly encouraged to use the official hoquenna stick from the Sorrel Hoquenna Emporium, as a hockey stick or shield equivalent is mandatory.

4.4.2 A Player may use an approved stick shield code in place of purchasing the official hoquenna stick where permitted by League regulation.

4.4.3 A Player using a C or D shield code for captain recognition shall not use the shield-code stick exception and must use the Sorrel Hoquenna Emporium stick, but may use a hoquenna stick shield code should their jersey consist of the captain's insignia.

4.4.4 Unapproved shield codes shall constitute Improper Equipment.

4.5 Goaltender Equipment

4.5.1 Goaltenders shall wear approved goaltending equipment.

4.5.2 Goaltender equipment shall include proper pads, gloves, mask, helmet, and any other equipment required by the League.

EQUIPMENT & UNIFORMS

4.5.3 Goaltenders are authorised to wear goaltending stick and pad shield codes in lieu of the goaltender stick and pads from Sorrel Hoquena Emporium, notwithstanding any regulations laid out in the Official Playing Rules regarding captain's insignia.

4.5.5 A Goaltender shall wear Club colours consistent with the Club jersey.

4.5.5 A Goaltender's helmet may be any colour that appears on the Club jersey, granted it is more than 10% of the colours on the jersey, excluding the black visible on outlines.

4.5.6 A Goaltender shall not use equipment that conceals the goal, creates unfair obstruction, or violates League standards.

4.6 Equipment Changes

4.6.1 A Player shall not change equipment during play.

4.6.2 A Player shall not change jerseys, helmets, accessories, sticks, shield codes, or visual equipment during a game unless ordered by a Referee or League official.

4.6.3 Equipment corrections may be made during intermission where permitted by the Referee, and changing a Player's stick shall be permitted in all instances granted it meets proper equipment regulations.

4.6.4 A Player who cannot correct illegal equipment shall be prohibited from playing until the equipment is corrected.

4.7 Equipment Checks

4.7.1 Equipment checks may be requested only during intermissions.

4.7.2 A coach may request that the Referee inspect the opposing Club's equipment during an intermission. A Referee may also inspect equipment independently during an intermission.

4.7.4 A failed equipment check shall result in an Improper Equipment penalty against the offending Player or Club.

4.7.5 An equipment check requested by a coach that does not reveal improper equipment shall result in a Delay of Game penalty against the

EQUIPMENT & UNIFORMS

requesting Club.

4.7.6 Equipment checks shall not be used to harass opponents, delay games, or create bad-faith stoppages.

4.8 Improper Equipment

4.8.1 Improper Equipment shall be a two-minute penalty.

4.8.2 Improper Equipment shall apply where a Player wears an unauthorised jersey, duplicate number, unauthorised accessory, unauthorised helmet, unauthorised shield code, improper captain marking, illegal cosmetic item, or utilises improper tools or resources on-ice.

4.8.3 Improper Equipment shall also apply where a Goaltender wears unauthorised goaltending equipment.

4.8.4 A goal scored by a Player using illegal equipment, or a goal driven by the play from a Player shall be disallowed if the equipment was discovered immediately after the goal.

4.8.5 A Club that knowingly allows illegal equipment may receive a bench penalty or further discipline.

GAME TIMING & CLOCK RULES

5.1 Regulation Game

5.1.1 An AHI regulation game shall consist of three (3) periods.

5.1.2 Each regulation period shall last six (6) minutes.

5.1.3 The Team with the most goals at the end of regulation shall win the game unless overtime or shootout rules apply.

5.2 Intermissions

5.2.1 There shall be an intermission between each regulation period.

5.2.2 Intermissions shall ordinarily last between four (4) and seven (7) minutes.

5.2.3 Intermissions may be longer or shorter due to outside factors, broadcast needs, technical issues, player availability, officiating needs, intermission games and activities, or Commissioner or Referee discretion.

5.3 Game Clock

5.3.1 The game clock shall stop on every whistle, every goal, while penalties are being assessed, during reviews, replays or coaches challenges, fights, scrums, and major confrontations.

5.3.2 Penalty time shall run in sync with the game clock.

5.3.3 The Referee may add time back to the clock where time was lost through error, delay, bug, clock failure, or improper administration.

5.3.4 The Commissioner may order a game replay, partial replay, restart, or correction where timing failure materially affected the game.

5.4 Timeouts

5.4.1 Each Team shall receive one (1) timeout per game, to be utilised should the coach of said Team desires to use it.

5.4.2 A timeout may be called only during a stoppage, and a timeout may not be called during live play.

GAME TIMING & CLOCK RULES

5.4.3 A timeout may be requested after a goal, penalty, out-of-play event, review, fight, or any other stoppage.

5.4.4 A timeout shall not be used to evade a penalty, cancel a ruling, or improperly delay the game.

5.4.5 A timeout may be used by a Team's coach to advocate on a Player's behalf for a penalty deemed unwarranted by the Team's coach, and may be utilised to seek additional information out. There shall be no delay of game penalty issued for doing so unsuccessfully.

5.5 Late Teams and Failure to Start

5.5.1 A Team shall be ready to begin the game at the scheduled start time or at the time ordered by the Referee.

5.5.2 Where a Team is late, absent, disorganised, or unable to begin, the Referee may issue a warning, assess a Major penalty, delay the game, or declare a forfeit.

5.5.3 The Referee shall consider the circumstances of the delay before deciding whether to penalise or forfeit the late Team.

5.5.4 The League reserves the right to not broadcast nor play any game in which both teams do not field the bare minimum of three (3) skaters and one (1) goaltender, or any other figure in which the Commissioner decides.

5.5.6 Repeated lateness may be referred to the Department of Discipline.

5.6 Loss of Goaltender During Game

5.6.1 Where a Team loses its Goaltender during a game and has no available backup, the game shall continue.

5.6.3 A Team without a Goaltender shall continue as though the Goaltender position remains occupied for Team-strength purposes, and may not substitute an extra player.

5.6.4 The Referee may pause the game briefly to determine whether a lawful backup Goaltender is available.

GAME FLOW

6.1 Faceoff Command

6.1.1 The standard faceoff command, issued by Referees or Linesmen, shall be “Swords in.”

6.1.2 Upon the command “Swords in,” the faceoff Players shall prepare for the puck drop.

6.1.3 The faceoff shall begin when the puck is dropped.

6.1.4 No Player shall play the puck before it is dropped.

6.2 Faceoff Positioning

6.2.1 The Player taking the faceoff shall stand within the applicable Drop Point circle where a circle exists.

6.2.2 Faceoff Players may move within the boundaries of the applicable faceoff area.

6.2.3 All non-faceoff Players shall remain outside the circle, while touching the circle.

6.2.4 Non-faceoff Players shall not swing their swords during a face off.

6.2.5 At blue-line Drop Points without circles, positioning shall follow the blue-line Drop Point rules established under Rule 2.

6.2.6 The Referee may order Players to adjust positioning before the puck is dropped, and may issue warnings of a faceoff violation if necessary to compel players to prepare adequately.

6.3 Faceoff Violations

6.3.1 A Referee may remove a Player from taking the faceoff where that Player delays, fails to respond to “Swords in,” moves improperly, swings improperly, or otherwise disrupts the faceoff.

6.3.2 Where a faceoff Player is removed, another eligible Player from the same Team on the ice shall take the faceoff.

6.3.3 The same Player may be removed from faceoffs multiple times in one game.

GAME FLOW

6.3.4 A faceoff removal shall not automatically be a penalty.

6.3.5 Repeated faceoff abuse of three individuals being “thrown off the dot” may result in Delay of Game, Unsportsmanlike Conduct, or other penalty at the Referee’s discretion.

6.4 Restarts After Goals

6.4.1 After a valid goal, play shall restart at the centre Drop Point.

6.4.2 Teams shall return to proper centre faceoff positions before the restart, after a rough period of sixty (60) seconds to celebrate or commiserate with their team. Players who return to centre ice shall be told off and may only come to centre upon the referee approaching the face off position.

6.4.3 The Referee may delay the restart briefly for scorekeeping, significant celebration, penalties, reviews, or game administration.

6.5 Restarts After Goals

6.5.1 Where the puck leaves play, play shall restart at the nearest appropriate Drop Point.

6.5.2 The Referee shall determine which Drop Point is nearest and fairest.

6.5.3 The Referee may manually move the restart location where strict nearest-point placement would be unfair, unclear, impractical, or harmful to game flow.

6.6 Restarts After Goaltender Smother

6.6.1 Where a Goaltender legally smothers or freezes the puck, play shall restart at the faceoff dot closest to where the puck was smothered.

6.6.2 The Goaltender may choose between the two closest Drop Points to the smother location.

6.6.3 The Referee may override the Goaltender’s choice where necessary for fairness, clarity, or rink administration.

6.6.4 A puck improperly smothered shall not stop play.

GAME FLOW

6.7 Restarts After Penalties & Failed Challenges

6.7.1 After a penalty, play shall restart in the end of the offending Team.

6.7.2 A failed coach challenge shall be treated as Delay of Game for restart purposes.

6.7.3 After a failed coach challenge, play shall restart in the end of the challenging Team.

6.7.4 Where multiple penalties or events occur at the same stoppage, the Referee shall determine the proper restart location.

6.8 Pulling the Goaltender Before Restart

6.8.1 A Team may pull its Goaltender before play restarts.

6.8.2 A pulled Goaltender before a faceoff shall be treated the same as a pulled Goaltender during live play.

6.8.3 A Team with a pulled Goaltender shall not exceed four (4) Skaters on the rink.

SCORING & GOALS

7.1 Legal Goal

7.1.1 A goal shall be scored when the puck touches or crosses both the crossbar and the goal line at some point in the scoring motion.

7.1.2 The puck need not fully cross the line if the Referee determines that it touched or crossed the necessary scoring points.

7.1.3 The Referee shall determine whether a goal has been scored.

7.1.4 A goal shall not count if play was stopped before the puck entered the goal.

7.2 Deflections and Redirections

7.2.1 A goal may be scored by a puck redirected off a Player.

7.2.2 A goal shall not count where the puck is directed into the goal off a Referee unless a Player or Goaltender touches the puck after it touches the Referee.

7.2.3 An own goal shall be credited to the last attacking Player to touch the puck.

7.2.4 A puck redirected off a defending Player may still count as a valid goal.

7.3 Invalid Goals

7.3.1 A goal shall be disallowed where it is scored after play has stopped.

7.3.2 A goal shall be disallowed where the attacking Team is offside.

7.3.3 A goal shall be disallowed where the scoring Player is using illegal equipment.

7.3.4 A goal shall be disallowed where Goaltender interference prevents the Goaltender from moving or attempting to stop the play.

7.3.5 A goal shall be disallowed where significant lag, glitches, bugs, errors or any unusual and unexpected event prevents an appropriate stoppage of the puck.

7.3.6 A goal may be disallowed where any other rule violation directly affects the scoring play.

SCORING & GOALS

7.5 Scoring Credit

7.5.1 Each valid goal shall be credited to one Player, and shall provide two (2) points for the Player who scored.

7.5.2 Each valid goal may receive one (1) assist.

7.5.3 No goal shall receive more than one (1) assist.

7.5.4 Shorthanded goals shall be specially tracked, and shall provide three (3) points for the Player who scored.

7.5.5 The scorekeeper shall record goals, assists, shorthanded goals, and such other scoring details as required by the League.

7.6 Goals & Penalties

7.6.1 Where a Team is scored against while serving a Minor penalty, the Minor penalty shall end.

7.6.2 Where a Team is scored against while serving a four (4) or six (6) minute Major penalty, the Major penalty shall continue for the entire duration.

7.6.3 Where multiple Minor penalties are being served, the earliest penalty shall be the one allowed back onto the ice in the event of a goal. In the event that multiple Minor penalties are being served at the same time, the Referee shall determine which penalty is ended by a goal.

7.7 Allowed Goals

7.7.1 An allowed goal may be awarded where these Rules expressly provide for one, and shall be rare.

7.7.2 An allowed goal shall count as a goal for the non-offending Team.

7.7.3 The coach of the non-offending Team may choose which eligible Player receives credit for an allowed goal.

7.7.4 Where the coach does not choose, the scorekeeper or Referee may assign the goal.

OFFSIDE AND ZONING

8.1 Offside

8.1.1 A Team shall be offside where any part of an attacking Player, or any part of an attacking Player's stick, is beyond the attacking blue line when the puck crosses that blue line.

8.1.2 The puck must cross the blue line before any attacking Players enter the attacking zone.

8.1.3 Even a small part of a Player or stick beyond the blue line may create an offside if it demonstrates that the Player is on the attack or on the retreat to avoid their Team being offside.

8.1.4 The Referee or Linesman shall determine whether offside has occurred.

8.2 Offside Signal

8.2.1 Offside shall ordinarily be signalled by the white flag emote.

8.2.2 Where the white flag emote cannot be used, an official may signal offside by saying "O."

8.2.3 Failure to signal offside immediately shall not make an offside goal valid.

8.2.4 A Referee may review an offside situation where necessary.

8.3 Effect of Offside

8.3.1 Play shall not automatically stop when a Team is offside, and while a Team is offside, play shall continue as normal.

8.3.2 Any goal scored by the offside Team while offside shall be disallowed, and play will be blown dead, and a face off will occur on a Drop Point at centre ice.

8.3.3 An offside Team may continue to play, but does so at the risk that any goal it scores will not count.

8.3.4 A team that remains offside shall find itself more easily susceptible to penalties of Interference and Roughing.

OFFSIDE AND ZONING

8.4 Tagging Up and Retreat

8.4.1 To clear offside, all attacking Players must retreat past the blue line.

8.4.2 The attacking Team must retreat, known as “tagging up”, before re-entering the attacking zone.

8.4.3 Once all attacking Players have cleared the attacking zone, the Team may re-enter legally. Players may not rotate leaving and re-entering, as all Players must be in the neutral zone first.

8.4.4 A Player who remains in the attacking zone prevents the Team from clearing offside.

8.4.5 The Referee shall determine whether the retreat was complete and lawful.

8.5 Neutralising Offside by Defensive Possession

8.5.1 Offside may be neutralised where the defending Team gains possession in its defensive zone for a substantial period.

8.5.2 The length and quality of possession required to neutralise offside shall be determined by the Referee, the circumstances of the game, and the level of possession seen.

8.5.3 Brief touches, accidental contact, panic movement, or uncontrolled contact shall be insufficient to neutralise offside.

8.5.4 Where offside is neutralised by defensive possession, the attacking Team may resume normal play.

8.6 Reviews of Offside

8.6.1 Any goal may be reviewed for offside through a valid coaches challenge, should a Team possess a coaches challenge. A Referee may also initiate an official review for offside.

8.6.2 Where review shows that the scoring Team was offside, the goal shall be disallowed.

8.6.3 Where evidence is inconclusive, the Referee has discretion to make a decision.

GOALTENDERS

9.1 Goaltender Movement

9.1.1 A Goaltender may leave the crease.

9.1.2 A Goaltender outside the crease may be hit or contacted in a manner otherwise legal under these Rules.

9.1.3 A Goaltender shall not cross the blue line nearest to their own goal, nor shall a stick or any part of their body do so.

9.1.4 The restriction in Section 9.1.3 shall not apply where the Goaltender is playing as an Extra Attacker, having properly equipped player's gear including stick, helmet and jersey,

9.1.5 The restriction in Section 9.1.3 shall not apply where the Goaltender is being pulled during live play, and is reasonably moving to leave the rink.

9.2 Goaltender as Extra Attacker

9.2.1 A Goaltender may operate as an Extra Attacker only where the Goaltender puts on a Player's jersey, helmet, and uses a Player's stick.

9.2.2 A Goaltender acting as an Extra Attacker shall be treated as a Skater.

9.2.3 A Goaltender acting as an Extra Attacker shall be subject to the ordinary rules applying to Skaters.

9.2.4 A Goaltender acting as an Extra Attacker shall not claim crease protections while acting in that capacity, nor shall Skater enter their own crease.

9.3 Goaltender Return to Crease

9.3.1 A Goaltender who has left the crease may return to ordinary Goaltender status only at a stoppage of play.

9.3.2 A Goaltender shall not switch freely between Skater status and Goaltender status during live play.

9.3.3 The Referee may determine whether a Goaltender has lawfully returned to Goaltender status.

GOALTENDERS

9.4 Goaltender Interference

9.4.1 Goaltender Interference shall occur where a Player hits or attacks a Goaltender inside the crease and that contact prevents or materially affects the Goaltender's ability to move, defend, or attempt to stop a play.

9.4.2 Contact with a Goaltender inside the crease shall not automatically be Goaltender Interference unless it affects the Goaltender's ability to move or make a save attempt.

9.4.3 Contact with a Goaltender outside the crease shall not be Goaltender Interference merely because the contacted Player is a Goaltender.

9.4.4 A Player may stand in the crease, provided the Player does not illegally interfere with the Goaltender.

9.4.5 The Referee shall determine whether contact, obstruction, or positioning constitutes Goaltender Interference.

9.5 Goaltender Smother

9.5.1 A Goaltender may smother or freeze the puck only where the Goaltender's body is touching the crease.

9.5.2 The puck may be outside the crease when smothered, provided the Goaltender's body is touching the crease.

9.5.3 A legal smother shall stop play.

9.5.4 The restart after a legal smother shall be governed by Rule 6.

9.6 Bug Net & Early Deployment

9.6.1 A Goaltender shall not deploy the net before the puck is stopped.

9.6.2 Where the bug net is deployed early, the Referee shall not stop play solely because of the early deployment.

9.6.3 Play shall continue after early bug net deployment unless another proper stoppage occurs.

9.6.4 Early bug net deployment may be penalised where it affects play, delays play, or is abused.

GOALTENDERS

9.7 Goaltender Fighting

9.7.1 Goaltenders may fight, and shall be subject to the ordinary fighting rules.

9.7.2 The Referee may impose additional discipline where a Goaltender fight causes unusual delay, unfairness, equipment abuse, or game disorder.

PENALTIES & PENALTY ADMINISTRATION

10.1 Penalty Categories

10.1.1 Penalties shall be divided into the following categories:

- a. Minor penalties;
- b. Major penalties; and
- c. Misconducts.

10.1.2 A Minor penalty shall last two (2) minutes.

10.1.3 A Major penalty shall last four (4) or six (6) minutes, depending on severity. On a six (6) minute Major penalty, the offending player is removed from rink entirely for the duration into the locker room, but the offending team may continue playing at full strength unless additional penalties were issued.

10.1.4 A Misconduct shall remove the offending Player from the remainder of the game.

10.1.5 A Referee may warn, upgrade, downgrade, or modify a penalty call according to the seriousness of the conduct.

10.1.6 The Department of Discipline may impose additional discipline after a game.

10.2 Penalty Time

10.2.1 Penalty time shall run in sync with the game clock.

10.2.2 Penalty time shall begin when the puck is dropped after the penalty stoppage, and shall not begin merely because the Player has entered the penalty box.

10.2.3 A penalised Player may leave the penalty box immediately when the penalty expires, unless these Rules require the Player to wait until the next whistle.

10.2.4 Concurrent penalties may require Players to remain in the box until the next whistle to avoid Too Many Players situations.

10.2.5 The Referee shall determine when a penalised Player may lawfully leave the penalty box.

PENALTIES & PENALTY ADMINISTRATION

10.3 Goals During Penalties

10.3.1 Where a Team is scored against while serving a Minor penalty, the Minor penalty shall end.

10.3.2 Where a Team is scored against while serving a four (4) or six (6) minute Major penalty, the Major penalty shall continue for the entire duration.

10.3.3 Where multiple Minor penalties are being served, the earliest penalty shall be the one allowed back onto the ice in the event of a goal. In the event that multiple Minor penalties are being served at the same time, the Referee shall determine which penalty is ended by a goal.

10.4 Minimum Strength & Extra Penalties

10.4.1 No Team shall be reduced below one (1) Skater and one (1) Goaltender as the result of penalties.

10.4.2 Where a Team has been reduced to one (1) Skater and one (1) Goaltender, any additional penalty that would further reduce Team strength shall instead result in a penalty shot against that Team.

10.4.3 Where a Team has already reached minimum penalty strength and commits a second additional penalty that would warrant a second penalty shot, an allowed goal shall be awarded to the opposing Team.

10.4.4 A Team that has lawfully pulled its Goaltender shall not use the pulled Goaltender situation to avoid minimum-strength requirements.

10.4.5 The Referee shall determine whether a penalty reduces Team strength, results in a penalty shot, or results in an allowed goal.

10.4.6 Only one player on an understrength team is permitted to cross the red line, while the other player must remain on their half of the rink.

10.5 Concurrent Penalties

10.5.1 Concurrent penalties, or matched penalties, shall mean penalties assessed to both Teams at the same stoppage of the same time period.

10.5.2 Concurrent penalties shall not be cancelled by penalty-ending events such as goals.

10.5.3 All concurrent penalties shall be recorded and served.

PENALTIES & PENALTY ADMINISTRATION

10.5.4 Where equal penalties are assessed to both Teams at the same stoppage, both Teams may replace the penalised Players so that ordinary Team strength is preserved. If one team cannot replace a penalised Player, that team will play shorthanded or both teams shall play at reduced strength on Referee's discretion.

10.5.5 Equal concurrent penalties shall not require Teams to play two-on-two where the Referee determines that replacement is proper or sufficient.

10.5.6 Where the end of concurrent penalties would cause improper Team strength or Too Many Players confusion, the penalised Players shall remain in the penalty box until the next whistle after their penalties expire.

10.5.7 Where penalties at the same stoppage are not equal, the Referee shall stack and administer them according to ordinary penalty rules.

10.5.8 The Referee shall determine legal strength after concurrent penalties.

10.6 Serving Penalties

10.6.1 The offending Player shall ordinarily serve their own penalty.

10.6.2 A Team shall not choose which Player serves a penalty unless the Referee asks the Team to choose in extraordinary events.

10.6.3 A Referee may ask a Team to choose a Player to serve a penalty in lieu of a non-eligible player or bench penalty.

10.6.4 A Goaltender shall not serve their own penalty.

10.6.5 Where a Goaltender receives a penalty, the Referee shall select a Skater to serve it.

10.6.6 Where a Goaltender receives a Misconduct, the Referee shall choose a Player from that Team to be removed from the game, or may remove the Goaltender themselves in extraordinary circumstances as determined by on-ice officials.

10.6.7 A Player who refuses to enter the penalty box may receive additional penalties.

PENALTIES & PENALTY ADMINISTRATION

10.7 Accumulated Penalties and Misconducts

10.7.1 A Player who receives the same penalty category three (3) times in one game shall receive a Misconduct.

10.7.2 A Player who receives five (5) total penalties in one game shall receive a Misconduct.

10.7.3 A Misconduct shall remove the Player from the remainder of the game.

10.7.4 The Referee shall determine whether penalties are the same penalty category for the purposes of accumulation.

10.7.5 The Department of Discipline may impose further suspension after accumulated misconduct.

10.8 Delay of Game

10.8.1 Delay of Game shall ordinarily be a Minor penalty.

10.8.2 Delay of Game may be assessed to any Player, Goaltender, coach, bench, or Club that actively, intentionally, recklessly, or improperly delays the game.

10.8.3 Delay of Game may include intentionally shooting the puck out of play, failing to restart properly, abusing substitutions, failing to close bench gates, making a failed coach challenge, making a failed equipment check request, refusing to rotate when ordered, repeatedly disrupting faceoffs, standing in improper positionings, or otherwise preventing the game from continuing.

10.8.4 The Referee shall determine whether conduct amounts to Delay of Game as a Delay of Game is a technical foul.

10.9 Unsportsmanlike Conduct

10.9.1 Unsportsmanlike Conduct shall ordinarily be a Major penalty.

10.9.2 Unsportsmanlike Conduct may be assessed to any Player, Goaltender, coach, staff member, or bench that subverts the rules, violates the spirit of the game, repeatedly refuses to play properly, abuses officials, insults officials, deliberately creates disorder, or acts in a manner contrary to League dignity.

PENALTIES & PENALTY ADMINISTRATION

10.10 Improper Equipment

10.10.1 Improper Equipment shall be a Minor penalty.

10.10.2 Improper Equipment shall include any unauthorised jersey, duplicate number, unauthorised hat, accessory, shield, cosmetic item, mount, morph, item, helmet, mask, or equipment not approved by the League.

10.10.3 Improper Equipment shall also include failure to wear required gloves, required jersey, required helmet, required number, or required captain marking while executing the duties of a captain.

10.10.4 A goal scored by a Player using improper equipment shall be disallowed if discovered immediately following the goal.

10.11 Roughing

10.11.1 Roughing shall be a Minor penalty.

10.11.2 Roughing may be assessed to a Player who actively and repeatedly attacks another Player who, in the opinion of the Referee, is not retaliating in an equal manner, or; does not have any reasonable expectation of having possession of the puck or did not have possession of the puck at the time of the hits.

10.11.3 Roughing may also be assessed where one Player repeatedly attacks a Team or group rather than making ordinary, surgical, individual strikes.

10.11.4 Roughing may be upgraded where serious, repeated, or clearly unsportsmanlike.

10.12 Fighting

10.12.1 Fighting shall ordinarily be a Minor penalty to both fighting Players.

10.12.3 Fighting penalties shall not reduce either Team's on-ice strength as it automatically shall serve as a concurrent penalty, and shall remain in the penalty box until the next whistle where immediate release would create Too Many Players or substitution confusion.

10.12.5 The detailed fighting procedure shall be governed by the AHL Policy on Fighting.

PENALTIES & PENALTY ADMINISTRATION

10.13 Improper Fighting

10.13.1 Improper Fighting shall be a Major penalty.

10.13.2 Improper Fighting may be assessed to any Player who uses unauthorised weaponry, equipment, items, or mechanics to win or affect a fight.

10.13.3 Improper Fighting may include use of bows, bombs, lanterns, boomerangs, unauthorised items, or any non-approved tool during a fight.

10.13.4 Improper Fighting may be assessed to a Player who joins another Player's fight to give an advantage.

10.13.5 Improper Fighting may be assessed to a Player who continues fighting after an opponent is considered knocked down, or after a Player who is knocked down.

10.13.6 Improper Fighting may be upgraded to a Misconduct where serious, occurring twice in one game, or failing to cease on instruction or convention to a significant degree.

10.14 Too Many Players

10.14.1 Too Many Players shall be a Minor penalty.

10.14.2 Too Many Players may be assessed where a Team has more Players participating in play than permitted.

10.14.3 A brief substitution overlap shall not be Too Many Players where the departing Player is not involved in play and is clearly attempting to leave.

10.14.4 Too Many Players shall apply where an extra Player touches the puck, blocks an opponent, interferes with play, joins a play, delays leaving, or creates a competitive advantage.

10.14.5 The Referee may select the Player who serves a Too Many Players penalty if not evidently clear.

10.15 Goaltender Interference

10.15.1 Goaltender Interference shall be a Minor penalty.

PENALTIES & PENALTY ADMINISTRATION

10.15.2 Goaltender Interference shall occur where a Player hits or attacks a Goaltender inside the crease and prevents or materially affects the Goaltender's ability to move, defend, or stop a play.

10.15.3 Contact with a Goaltender outside the crease shall not be Goaltender Interference merely because the contacted Player is a Goaltender, nor contact with a Goaltender inside the crease wherein it does not impact the ability of the Goaltender to move, defend, or participate in play.

10.15.4 Goaltender Interference may be upgraded where deliberate, repeated, dangerous, or directly preventing a goal-prevention attempt.

10.16 Improper Positioning

10.16.1 Improper Positioning shall be a Minor penalty.

10.16.2 Improper Positioning may be assessed where a Player refuses or fails to adopt an appropriate position required by their role, a faceoff, a rink layout, or the Referee, or more than one (1) player crosses the red line during a penalty kill.

10.16.3 Improper Positioning may include a Goaltender unlawfully crossing the blue line nearest their net.

10.16.4 Improper Positioning may include a Player failing to take proper faceoff position after warning.

10.16.5 Improper Positioning shall not be used to punish ordinary strategic movement unless that movement violates a specific rule.

10.17 Cowardice

10.17.1 Cowardice shall be a Minor penalty.

10.17.2 Cowardice may be assessed to a Player who, after a fight has been initiated, runs away, distances themselves from the fight, or stops fighting without lawful reason.

10.17.3 Cowardice may also be assessed where a Team refuses to answer a lawful fight challenge under the fighting rules.

10.17.3 Cowardice shall always come with an additional penalty, and shall never be issued individually by itself.

PENALTIES & PENALTY ADMINISTRATION

10.18 Embellishment

10.18.1 Embellishment shall be a Minor penalty.

10.18.2 Embellishment may be assessed where a Player complains about, exaggerates, sells, or theatrically reacts to contact or a penalty situation in a way that misleads officials or disrupts the game.

10.18.3 Embellishment may include a Goaltender being legally hit outside the crease and falsely claiming Goaltender Interference.

10.18.4 Embellishment may include a Player falsely complaining about Roughing where ordinary contact or legal play occurred.

10.18.5 Complaining about a penalty, selling a penalty, or attempting to manipulate the Referee may be treated as Embellishment, Unsportsman-like Conduct, or both.

10.18.6 This penalty shall not apply for the standard procedure of a Player wearing a captain's mark discussing penalties or circumstances with a referee, advising the referee of situations, and similar.

10.19 Interference

10.19.1 Interference shall be a Minor penalty.

10.19.2 Interference may be assessed where a Player obstructs, blocks, attacks, or prevents an opponent from participating in play when the opponent is not reasonably involved with the play.

10.19.3 Interference may include blocking a Player from returning to position, preventing a substitution, obstructing a Goaltender outside the crease in a significant and avoidable way, or attacking a Player away from the puck.

10.19.4 Interference may be upgraded where deliberate, repeated, strategic, or harmful to scoring opportunity.

10.20 Referee Discretion

10.20.1 Referees may issue warnings before penalties where appropriate, but are not obligated to do so. Referees may assess penalties without warning, and may upgrade, downgrade or nullify penalties according to situation, severity, intent, game control, and League standards.

PHYSICAL PLAY, FIGHTING & SCRUMS

11.1 Physical Play

11.1.1 Physical play shall be permitted in hoquenna.

11.1.2 A legal bodycheck shall consist of a single hit.

11.1.3 Players may hit, body-block, battle for position, and physically contest space anywhere on the rink, and a Player is entitled to their space in which they occupy.

11.1.4 Physical play away from the puck may still be penalised where it becomes Interference, Roughing, Unsportsmanlike Conduct, or another violation.

11.1.5 Repeatedly pushing, striking, or moving an opponent away from the puck shall ordinarily be Interference.

11.1.6 Repeatedly attacking an opponent, attacking in an excessive manner, or attacking after the play has clearly moved elsewhere may be Roughing.

11.1.7 The Referee shall determine whether physical play is legal, excessive, or improperly directed away from the puck.

11.2 Hits After Whistles

11.2.1 Hits after a whistle shall not automatically be penalties for the purposes of game management.

11.2.2 Referees shall tolerate limited post-whistle contact where it occurs naturally, forms part of a scrum, or does not disrupt game control or management.

11.2.3 A Referee may penalise post-whistle contact where it is excessive, targeted, prolonged, abusive, dangerous, retaliatory, or disruptive.

11.2.4 Players shall stop post-whistle contact when ordered by a Referee.

11.3 Fighting Policy

11.3.1 Fighting shall be governed by this Rule.

11.3.2 A fight may begin where a Player challenges another Player and the challenged Player accepts.

PHYSICAL PLAY, FIGHTING & SCRUMS

11.3.3 Acceptance shall ordinarily be shown by the challenged Player pressing their glove, stepping back, or otherwise clearly accepting the fight.

11.3.4 A lawful fight challenger shall use the approved Rock Paper Scissors gesture to indicate a formal challenge.

11.3.5 The fight shall begin once the challenge is accepted, regardless if play is ongoing or not.

11.3.6 The challenged Player must accept, and the fight must begin within approximately five (5) to seven (7) seconds after the challenge.

11.3.7 A fight that does not begin within the required time may be treated as Cowardice or Improper Fighting.

11.4 Answering a Fight

11.4.1 The challenged Player may answer a fight personally.

11.4.2 Any Player already on the rinquenne may answer a fight for a teammate.

11.4.3 No Player may leave the bench to answer a fight.

11.4.4 A Player who enters from the bench to answer, join, or affect a fight may receive a Misconduct, ejection, penalty, or other discipline.

11.4.5 A Goaltender may fight under the same rules as any other Player.

11.5 Determining the Winner

11.5.1 The first fighting Player to die shall be considered the loser of the fight.

11.5.2 Once a Player dies during a fight, the fight must end immediately.

11.5.3 Continuing to fight after the fight has ended shall be Improper Fighting.

11.5.4 The Referee shall determine whether a fight has properly ended.

11.5.5 Fights where belligerents start with separate or different health points shall be able to be debated after the fact, and a separate winner may be declared.

PHYSICAL PLAY, FIGHTING & SCRUMS

11.6 Fighting Penalties

11.6.1 Fighting shall ordinarily result in a two-minute penalty to each fighting Player.

11.6.2 Equal Fighting penalties shall not reduce on-rinquette strength where both Teams are equally penalised.

11.6.3 Fighting Players shall remain in the penalty box until released in accordance with the penalty rules.

11.6.4 A Player who continues fighting after a fight ends shall receive an Improper Fighting penalty.

11.6.5 A Player who fights in the final three (3) minutes of a game shall be ejected from that game.

11.6.6 An ejection for fighting in the final three (3) minutes shall not automatically carry supplementary punishment.

11.6.7 A Player who fights twice in one game shall be ejected from that game.

11.7 Cowardice

11.7.1 Where a fight is properly challenged and no Player answers for the challenged side, the refusing side shall be penalised.

11.7.2 In such a case, the challenger shall receive two (2) minutes for Fighting.

11.7.3 The challenged or refusing side shall receive two (2) minutes for Improper Fighting and two (2) minutes for Cowardice.

11.7.4 The total penalty to the refusing side under this Rule shall be four (4) minutes.

11.7.5 The Referee shall determine whether a fight was properly challenged and whether the other side refused to answer.

11.8 Third Man In & Improper Fighting

11.8.1 A Player who joins an existing fight as a third man in shall receive an Improper Fighting penalty.

PHYSICAL PLAY, FIGHTING & SCRUMS

11.8.1 A Player who joins an existing fight as a third man in shall receive an Improper Fighting penalty.

11.8.2 The third-man-in rule shall not apply in the same manner to obvious scrums that do not use the formal Rock Paper Scissors fighting procedure.

11.8.3 A Player who uses unauthorised items, equipment, mechanics, or outside assistance in a fight may receive an Improper Fighting penalty.

11.8.4 Improper Fighting may be upgraded to Misconduct where serious, repeated, or disruptive.

11.9 Scrums

11.9.1 A scrum shall mean a post-whistle or dead-play confrontation, pushing match, crowding incident, or physical gathering that does not constitute a formal fight.

11.9.2 Scrums may naturally occur after whistles.

11.9.3 A scrum shall end when the Referee commands it to end, physically steps in, whistles play dead, separates the Players, or otherwise clearly intervenes.

11.9.4 Players shall disengage when ordered by a Referee.

11.9.5 No Player may leave the bench to join a scrum.

11.9.6 Leaving the bench to join a scrum or fight shall be penalised at the Referee's discretion and may result in Misconduct or ejection.

11.9.7 A scrum may become Roughing, Fighting, Improper Fighting, Unsportsmanlike Conduct, or Misconduct where it becomes excessive or uncontrolled.

PENALTY SHOTS, OVERTIME & SHOOTOUTS

12.1 Penalty Shot Situations

12.1.1 Penalty shots shall occur only where expressly provided by these Rules or ordered by the Referee under a recognised penalty-shot situation.

12.1.2 A penalty shot shall be awarded where a Team already reduced to one (1) Skater and one (1) Goaltender commits an additional penalty that would otherwise remove its remaining Skater.

12.1.3 A penalty shot may be awarded where bad lag affects a clear breakaway.

12.1.4 A penalty shot may be awarded where a Player is hit from behind on a clear breakaway.

12.1.5 No other offences shall create a penalty shot unless the Commissioner or Referee applies emergency authority or a special rule.

12.1.6 The Referee shall determine whether a breakaway was clear enough to justify a penalty shot.

12.2 Penalty Shot Situations

12.2.1 The fouled Player shall take the penalty shot by default.

12.2.2 The coach of the non-offending Team may choose another eligible Player to take the penalty shot.

12.2.3 A penalised, suspended, ejected, or otherwise ineligible Player shall not take a penalty shot.

12.2.4 A Goaltender shall not take a penalty shot unless the Goaltender is legally acting as a Skater under these Rules.

12.3 Penalty Shot Placement and Procedure

12.3.1 The penalty shot taker may choose the original placement of the puck.

12.3.2 The puck must be placed between the red line and the blue line of the Team against whom the penalty shot is being taken, within the neutral zone.

12.3.3 The Referee shall approve and confirm the placement before the shot begins.

PENALTY SHOTS, OVERTIME & SHOOTOUTS

12.4 End of a Penalty Shot

12.4.1 If a penalty shot is deemed over or ended, play does not end, rather play resumes on a traditional playing manner with the appropriate on-ice strengths prior to the penalty shot, with no whistles.

12.4.2 A penalty shot shall end when the puck enters the goal.

12.4.3 A penalty shot shall end when the puck touches the Goaltender, and is considered saved.

12.4.4 A penalty shot shall end when the puck touches the net, but does not go in.

12.4.5 A penalty shot shall end when the puck touches the boards behind the net.

12.4.6 A penalty shot shall end when the puck touches the boards directly above and behind and behind the net.

12.4.7 A penalty shot may involve the puck bouncing off other boards or surfaces before the shot ends, unless the boards are behind or directly above/below and behind the net.

12.5 Shooter Violation

12.5.1 If the shooter commits a penalty or violation during the penalty shot, the shot shall be nullified.

12.5.2 Where a shot is nullified by shooter violation, the result of the shot shall not count.

12.5.3 The shooter may receive any applicable penalty.

12.6 Regular Season Overtime

12.6.1 If a regular season AHL game is tied after regulation, the game shall proceed to overtime.

12.6.2 Regular season overtime shall last three (3) minutes.

12.6.3 Regular season overtime shall be played with two (2) Skaters and one (1) Goaltender per Team.

12.6.4 Regular season overtime shall be sudden death.

PENALTY SHOTS, OVERTIME & SHOOTOUTS

12.6.5 The first Team to score in overtime shall win the game.

12.6.6 Penalties shall carry over from the third period into overtime.

12.6.7 Where a Team at one (1) Skater and one (1) Goaltender commits an additional penalty in overtime, the penalty-shot rule shall apply.

12.6.8 Overtime intermissions shall be shorter than ordinary intermissions and shall be determined by the Referee.

12.7 Shootouts

12.7.1 If a regular season game remains tied after overtime, the game shall proceed to a shootout.

12.7.2 The shootout shall begin as a best-of-three shootout.

12.7.3 If the shootout remains tied after three (3) shooters per Team, the shootout shall proceed to sudden death.

12.7.4 The same shooter may not shoot again until all eligible shooters on that Team have taken a shot.

12.7.5 Goaltenders may not shoot in a shootout.

12.7.6 Penalised, suspended, ejected, or ineligible Players may not shoot in a shootout.

12.7.7 The Referee shall determine shooter eligibility.

12.7.8 A shootout shall be a successive series of penalty shots, where a player may choose where to place the puck within the neutral zone to begin.

12.8 Playoff Overtime

12.8.1 There shall be no shootout in AHL playoff games.

12.8.2 If a playoff game is tied after regulation, the game shall proceed to repeated sudden-death overtime periods.

12.8.3 Each playoff overtime period shall last six (6) minutes.

12.8.4 Playoff overtime shall be played at ordinary strength of three (3) Skaters and one (1) Goaltender per Team, subject to penalties.

PENALTY SHOTS, OVERTIME & SHOOTOUTS

12.8.5 The first Team to score in playoff overtime shall win the game.

12.8.6 If no Team scores in an overtime period, another overtime period shall be played.

12.8.7 Playoff overtime intermissions shall be shorter than ordinary intermissions and shall be determined by the Referee.

12.8.8 Penalties shall carry over into playoff overtime.

REVIEWS, CHALLENGES, AND REFEREE AUTHORITY

13.1 Playoff Overtime

13.1.1 Each Team shall begin the game with one (1) coach challenge.

13.1.2 A coach challenge may be used only against a goal scored against the challenging Team.

13.1.3 A coach challenge may challenge a goal for:

- a. offside;
- b. Goaltender Interference;
- c. Improper Equipment;
- e. Missed penalty directly prior to the goal in which affected the-play; or
- d. Too Many Players.

13.1.4 A successful coach challenge shall allow the Team to keep its challenge.

13.1.5 An unsuccessful coach challenge shall result in a Delay of Game penalty, and shall be permitted no other challenges.

13.1.6 A coach challenge may be requested only during the stoppage immediately following the challenged goal unless the Referee permits otherwise.

13.2 Non-Challengeable Matters

13.2.1 Penalties shall not be challenged by coach challenge except otherwise described above.

13.2.2 A coach may argue, explain, or speak on behalf of a Player regarding a penalty, subject to Referee control.

13.2.3 A coach shall not use an argument about a penalty as a disguised coach challenge.

13.2.4 A Referee may refuse further discussion where the matter is repetitive, abusive, delaying, or already explained.

REVIEWS, CHALLENGES, AND REFEREE AUTHORITY

13.3 Playoff Overtime

13.3.1 A Referee may initiate their own review on any goal where the Referee believes a goal may have been missed or improperly awarded.

13.3.2 A Referee may initiate their own review where the Referee believes a missed penalty materially affected play.

13.3.3 Referee-initiated reviews shall not require a coach challenge.

13.3.4 A Team shall not be penalised for a Referee-initiated review.

13.4 Use of Replay

13.4.1 Only Referees may use replays to make review decisions.

13.4.2 Players, coaches, spectators, Clubs, or outside persons may not control the review process.

13.4.3 The Referee may consider available video, broadcast footage, replay tools, direct observation, and the memory of officials.

13.4.4 The Referee may reject unclear, unreliable, incomplete, edited, or improper evidence.

13.5 Finality of Review Decisions

13.5.1 Review decisions shall be final.

13.5.2 Once a Referee has made a review decision, that decision shall not be changed by Players, coaches, Clubs, spectators, or outside persons.

13.5.3 A Referee may correct an obvious administrative mistake before play restarts.

13.5.4 After play restarts, the review decision shall stand unless the Commissioner exercises extraordinary emergency authority.

13.6 Explanations and Discussions

13.6.1 Captains and coaches may ask for rule explanations and interpretations where doing so does not delay or disrupt the game.

13.6.2 A Referee may answer reasonable questions in good faith.

REVIEWS, CHALLENGES, AND REFEREE AUTHORITY

13.6.3 A Referee may refuse further discussion where the question has already been answered, the discussion is repetitive, or the discussion is being used to delay the game.

13.6.4 Repeated or abusive discussion may result in Delay of Game, Unsportsmanlike Conduct, Misconduct, or bench discipline.

SCOREKEEPING, FORFEITS, & GAME ADMINISTRATION

14.1 Official Scorekeeper

14.1.1 Each official game shall have a League-appointed scorekeeper.

14.1.2 The official scorekeeper shall record the score, goals, assists, shots, saves, penalties, penalty time, game status, and such other statistics as the League requires.

14.1.3 The scorekeeper shall act under League authority.

14.1.4 The scorekeeper may consult Referees to confirm goals, assists, saves, penalties, and timing.

14.2 Shots on Goal

14.2.1 A shot on goal shall mean a shot that strikes the net from the front fifty percent (50%) of the net.

14.2.2 A shot on goal shall include a shot that strikes the Goaltender.

14.2.3 A shot on goal shall include a shot that, under a reasonable assumption of game mechanics, may have entered the goal but was stopped by the Goaltender by one method or another, including lag or other similar stoppage.

14.2.4 The scorekeeper shall determine whether a shot qualifies as a shot on goal, subject to Referee or League correction.

14.3 Saves

14.3.1 A save shall mean a prevented scoring chance credited to the Goaltender.

14.3.2 A save does not require the Goaltender to physically touch the puck. A save may be credited where the Goaltender's positioning forces the puck into the post, net, or other non-scoring result. A save may be credited where, under a reasonable assumption of game mechanics, the Goaltender's positioning or action prevented a goal.

14.3.3 The scorekeeper shall determine saves, subject to Referee or League correction.

14.4 Statistics & Corrections

14.4.1 The scorekeeper shall correct incorrect statistics.

SCOREKEEPING, FORFEITS, & GAME ADMINISTRATION

14.4.2 A Referee may direct a correction where a recorded statistic conflicts with an official ruling.

14.4.3 League records shall control over Club records.

14.4.4 The Department of Records and Registration may correct official records after the game where necessary.

14.5 Finality of Games

14.5.1 A game shall be final upon the final whistle.

14.5.2 Once the final whistle occurs, the game result shall stand regardless of incidents or errors.

14.6 Forfeits

14.6.1 A forfeit may occur where a Team fails to appear, fails to start, abandons the game, refuses to continue, or is unable to provide a required Goaltender.

14.6.2 A Team that does not bring a Goaltender may be forced to forfeit.

14.6.3 A Referee may also assess a Major penalty instead of a forfeit where the circumstances justify continuing the game.

14.6.4 Where a Team forfeits regardless of when, the final score shall be recorded as 1-0.

14.6.5 An ineligible Player shall not automatically cause a forfeit.

14.6.6 Use of an ineligible Player may instead result in a penalty, disallowed goal, roster correction, discipline, or other remedy.

14.6.7 The Referee or Commissioner shall determine whether a forfeit occurs or may refuse a Coach's forfeit.

14.7 Technical Failure

14.7.1 Where technical issues materially affect a game, the Referee may pause, delay, correct, restart, or continue the game.

14.7.2 The Commissioner may order a replay, partial replay, resumed game, corrected result, or other remedy where technical failure materially affected the result.

MINOR LEAGUE & SPECIAL GAME MODIFICATIONS

15.1 AHMI Game Structure

15.1.1 AHMI games shall use the same on-rinquette strength as AHL games.

15.1.2 AHMI ordinary strength shall be one (1) Goaltender and three (3) Skaters per Team.

15.1.3 AHMI games shall consist of three (3) periods of four (4) minutes.

15.1.4 AHMI shall use the same playing rules as AHL unless modified by the Commissioner or League regulation.

15.2 AHMI Overtime & Shootouts

15.2.1 AHMI regular season overtime shall follow the same overtime rules as AHL regular season overtime.

15.2.2 AHMI regular season shootouts shall follow the same shootout rules as AHL regular season shootouts.

15.2.3 AHMI playoff overtime shall follow the same playoff overtime rules as AHL playoff overtime.

15.2.4 AHMI shall use the same penalty rules, penalty lengths, fighting rules, and misconduct rules as AHL unless modified by the Commissioner.

15.3 Special Events

15.3.1 Special events, such as international play, All Star Games, exhibition matches or Heritage Games may use different period lengths, Team sizes, scoring rules, overtime rules, shootout rules, eligibility rules, or other formats where approved by the Commissioner.

15.3.2 Where a Commissioner-approved special event format conflicts with ordinary playing rules, the special event format shall control for that event alone, and shall not amend the Official Playing Rules.

15.4 Final Authority

15.5.1 The Commissioner shall possess final authority over AHMI modifications, All-Star rules, international rules, exhibition formats, special event formats, and all temporary playing rule modifications, and all amendments to these Official Playing Rules.