

IIHF RULEBOOK, 2023-24: Rule CHANGES



**INTERNATIONAL
ICE HOCKEY
FEDERATION**

Section 3

9.1. PROTECTIVE EQUIPMENT

Equipment must conform to safety standards and be used only to protect Players, not to enhance or improve playing ability or to cause injury to an opponent.

All players are strongly recommended to wear equipment made of cut resistance material for their safety.

For all players in the senior competition category it is strongly recommended to wear a neck laceration protector in a proper way and that is not modified or damaged.

9.2. HELMETS

If the Goalkeeper deliberately removes their helmet and/or face mask when the opposing Team is on a breakaway (where the criteria's for a penalty shot is met except for a foul from behind), or during the course of a "Penalty Shot" or shootout attempt, the Referee shall award a goal to the non-offending Team.

- The referee no longer awards a penalty shot in this instance.

9.3. NECK LACERATION PROTECTOR

All players are recommended to properly wear a neck laceration protection. This protective device is recommended to cover as large of an area as possible on the player.

A Goalkeeper may attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.

Players who play in senior categories but are of the age as "Under 20" and "Under 18" categories must wear the appropriate protective equipment of these U20 and U18 categories in accordance with the specific rules.

12.1. ILLEGAL EQUIPMENT

All protective equipment, except gloves, headgear, mouthguards, neck-/throat protection and Goalkeepers' leg guards must be worn under the uniform. For violation of this rule, after warning by the Referee, a Minor Penalty shall be imposed.

Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

If the Player refuses, they shall be assessed a Minor Penalty for "Delay of Game Illegal Equipment" and if they return to the ice without making the change, they shall be issued a Misconduct Penalty. Should this happen a third time, the Player shall be issued a Game Misconduct Penalty.

Section 4

19.1. COINCIDENTAL MINOR PENALTIES

Immediate substitution shall be made for an “Equal Number of Minor Penalties or “Coincidental Minor Penalties of Equal Duration” to each Team penalized and the penalties of the Players for which substitutions have been made shall not be taken into account for the purpose of the “Delayed Penalty” rule – see Rule 26 – Delayed Penalties. **This rule only applies when at least one Team is already serving a time penalty in the Penalty Box that caused them to be “short-handed”.**

RULE 20 MAJOR PENALTIES

20.3 SUBSTITUTION

If the player has been assessed Minor Penalties in addition to the Major Penalty that must also be served on the penalty time clock, the offending Team must place a substitute in the Penalty Box immediately.

Section 4

RULE 21 DANGEROUS ACTIONS **MATCH PENALTY**

All references to the Match Penalty have been completely removed from the rule book. These now become a Major Penalty and Automatic Game Misconduct Penalty (5+GMP).

21.1. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

A Major Penalty with an automatic Game Misconduct Penalty shall be imposed on any Player who commits an action that is not covered by the playing rules and, in the judgement of the Referee, endanger any person involved in the game.

21.2. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

📖 Rule 28 – Supplementary Discipline.

Section 4

RULE 22 MISCONDUCT PENALTIES

22.3. SHORT-HANDED

When a player receives a Major Penalty and a Misconduct Penalty at the same time, the penalized Team shall immediately place a substitute Player in the Penalty Box and no replacement for the penalized player shall be permitted to enter the game except from the Penalty Box.

RULE 24 PENALTY SHOT

24.4 VIOLATIONS DURING THE “PENALTY SHOT”

The Goalkeeper may attempt to stop the “Penalty Shot” in any manner except by throwing their stick or any object, **deliberately removes their helmet and/or face mask**, or by deliberately dislodging the goal, in which case a goal shall be awarded.

[?](#) For a list of the infractions that shall result in a penalty shot being awarded refer to Appendix IV – Tables Overview

– Table 11

Section 6

MAJOR AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by “-----” and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

- The above wording has been placed in the various fouls where there is an option for when both a Major Penalty and a Major and Game Misconduct Penalty are options.

Section 7

MAJOR AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by “-----” and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

- The above wording has been placed in the various fouls where there is an option for when both a Major Penalty and a Major and Game Misconduct Penalty are options.

Section 7

RULE 53 THROWING EQUIPMENT 53.1. PENALTY SHOT

When any member of the defending Team, including the Coach or any team personnel, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in their Defending Zone, the Referee or Linesperson shall allow the play to be completed and if a goal is not scored, the Referee shall award a “Penalty Shot” to the non-offending Team.

This shot shall be taken by any Player of the non-offending Team.

If a Player on a breakaway in the Neutral or Attacking Zone is interfered with by a stick or any other object or piece of equipment that is thrown by any member of the defending Team, including the Coach or any team personnel, the Referee shall award a “Penalty Shot” to the non-offending Team.

📖 Rule 24.8 – Infractions.

If a Player on a “breakaway” in the Neutral or Attacking Zone is interfered with by an object thrown on the ice by a spectator that causes them to lose possession of the puck or to fall, the Referee shall award a “Penalty Shot” to the non-offending Team.

RULE 57 TRIPPING

57.1. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of “tripping” an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty

Section 8

Removal of Match Penalty rule.

Section 12

202.1. NECK LACERATION PROTECTOR – MEN’S JUNIOR HOCKEY “UNDER 20” – AGE CATEGORY

For All players in the Under 20 age category its mandatory to wear, in a proper way, a neck laceration protection. It is recommended that this protective device covers as much of the players body as possible. A Goalkeeper is allowed to attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.

202.2. NECK LACERATION PROTECTOR – MEN’S JUNIOR HOCKEY “UNDER 18” – AGE CATEGORY

For All players in the Under 18 age category its mandatory to wear, in a proper way, a neck laceration protection. It is recommended that this protective device covers as much of the players body as possible. A Goalkeeper is allowed to attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.

Appendix

[Close](#) **TABLE 7 · RULE 20**

Summary of Major Penalties that Result in a Game Misconduct based on the Referee's Judgement

DESCRIPTION	RULE	DESCRIPTION	RULE
Boarding	41.54	Charging	42.54
Elbowing	45.54	Interference	56.65
Tripping	57.4		