## 2022-23 Men's and Women's Ice Hockey Playing Rules Changes

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<th>Proposal #</th>
<th>Rule</th>
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| 1          | Rule 91 | **Overtime/shootouts.** A three-person shootout is permissible in all regular-season contests. For non-conference games, the host institution's conference policy shall be used. For independent host institutions, those institutions shall communicate its policy to all opponents before the start of the season.  
**Rationale:** After allowing shootouts by conference policy only, the NCAA Men's and Women's Ice Hockey Rules Committee believes allowing a shootout in non-conference games is appropriate. |
| 2          | Rule 45 and Rule 50 | **Major penalty option for contact to the head and hitting from behind.** The Ice Hockey Rules Committee added a standalone major penalty option for both contact to the head and hitting from behind infractions.  
**Rationale:** Since the 2010-2011 season, the penalty for contact to the head and hitting from behind into the side boards or goal cage has been a minimum of a major penalty coupled with either a game misconduct or disqualification, depending on the severity of the foul. In those 11 seasons, the Ice Hockey Rules Committee strongly believes player behavior has significantly improved. In recent seasons, the rigid nature of the penalty has resulted in ejecting student-athletes for actions that do not warrant such a severe penalty. A major penalty is a significant penalty, and the Ice Hockey Rules Committee believes providing this additional level is more appropriate to the severity of the foul. |
| 3          | Rule 93 | **Video replay criteria.** The Ice Hockey Rules Committee adjusted the video replay criteria, making several types of plays reviewable with a coaches' challenge. These include offsides, goalkeeper interference, too many players on the ice and a defensive player covering the puck in the crease.  
**Rationale:** In recent years, the number and length of instant replay reviews has negatively impacted the game flow. The survey indicated strong support for reducing the number of reviews and this adjustment accomplishes that goal. |
| 4          | Rule 93 | **Video replay process.** The Ice Hockey Rules Committee implemented a new structure for coaches' challenges. The first time a coach challenges a play through video replay and the play is not overturned, the team timeout will be charged. The second and subsequent time a play is challenged and not overturned, a minor penalty for delay of game will be assessed.  
**Rationale:** This adjustment is intended to allow challenges as appropriate and to provide an opportunity if the team timeout is used during the game. |
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<tr>
<td>5</td>
<td>Rule 93.6</td>
<td><strong>End of game situations.</strong> The Ice Hockey Rules Committee clarified that any video review must be initiated and reviewed prior to officials exiting the ice for the end of a period or the end of the game. <strong>Rationale:</strong> This better clarifies the timeframe for a video review and clearly defines the completion of the game.</td>
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<td>6</td>
<td>Rule 86</td>
<td><strong>Offsides.</strong> The Ice Hockey Rules Committee changed its rule so that a player will be considered onside when the puck proceeds the player into the attacking zone as long as the attacking team’s player’s skate is over the blue line. Previously, the skate was required to be in contact with the blue line to be considered onside. <strong>Rationale:</strong> The National Hockey League has successfully used this rule the past few seasons and it aligns with the Ice Hockey Rules Committee’s goal to reduce stoppages in play where possible and maintains the fairness of this play.</td>
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<td>7</td>
<td>Rule 82.1</td>
<td><strong>Intermissions.</strong> The Ice Hockey Rules Committee adjusted intermission times to either 12 or 15 minutes in duration. <strong>Rationale:</strong> The Big Ten Conference has successfully experimented with 12-minute intermission periods, and this codifies that experiment; additionally, the 15-minute time period has become the standard intermission time nationally. The 18-minute intermission has been removed from rule book as an option</td>
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<td>8</td>
<td>Rule 93.4</td>
<td><strong>Removal of possession and control aspect of video review related to offside.</strong> The Ice Hockey Rules Committee removed the rule that nullifies a review when the defensive team gains possession and control of the puck during the use of video replay for a potential offside play. <strong>Rationale:</strong> After several seasons using the current rule, the college hockey community believes this type of play should be eligible for review regardless of possession and control of the puck by the defensive team.</td>
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<td>9</td>
<td>Rule 60</td>
<td><strong>Removal of obstruction.</strong> The Ice Hockey Rules Committee removed obstruction as a penalty designation. <strong>Rationale:</strong> This designation was added more than 10 years ago to better track penalties of this type. Obstruction was called in conjunction with another penalty (e.g., holding). Today, most penalties of this type are simply called by the infraction without the obstruction designation.</td>
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### Proposal # | Rule | Rule Change, Rationale
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10 | Rule 14 | **Goalkeeper equipment issue (protocol).** The Ice Hockey Rules Committee added additional guidance when goalkeepers have an equipment issue. When an equipment issue causes the goalkeeper to come to the bench for assistance, officials shall instruct the coach to prepare the backup goalkeeper for play.

If the issue requires additional time, the coach will be given the chance to use their timeout or substitute for the goalkeeper. If the team does not have a timeout, a delay of game penalty may be issued.

**Rationale:** While rare, the Ice Hockey Rules Committee believes clarity is needed for officials and coaches to manage these situations.

11 | Rule 14 | **Goalkeeper equipment adjustment.** The Ice Hockey Rules Committee addressed a goalkeeper that has a piece of equipment dislodged during play (other than helmet or facemask). In this case, play will be allowed to continue if there is an impending scoring opportunity. Once there is no impending scoring opportunity, play shall be stopped by officials.

**Rationale:** Consistency.

12 | Rule 82.4 | **Pregame/warm-up/between periods protocol.** The Ice Hockey Rules Committee had added additional language to make it clear that players are prohibited from being on the ice before the warm-up period. Additionally, the Ice Hockey Rules Committee is adding a point of emphasis focusing the requirement for players to leave the ice after warm-ups. Finally, after each period, players must go to their benches except those that will participate in the start of the period.

**Rationale:** This change is being made to make it clear that during the pregame period players are not permitted to be on the ice surface. In recent years, some players take the ice without proper equipment, which creates the potential for injury. Additionally, the Ice Hockey Rules Committee believes in the warm-up and intermission timeframes, players must adhere to the current rules.

13 | Rule 29 | **Supplementary discipline.** The Ice Hockey Rules Committee added wording to clarify and remind that the purpose of supplemental discipline is to address egregious situations that the rules book may not be able to address, not to review all significant penalties.

**Rationale:** In some cases, supplemental discipline has been used to review all penalties of any significance. The Ice Hockey Rules Committee believes this places an unreasonable expectation and was not the intended use of this allowance.
## Proposal # | Rule | Rule Change, Rationale
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14 | Rule 87.3 | **High sticking – faceoff location.** The Ice Hockey Rules Committee adjusted the faceoff location after a high-sticking the puck violation to the spot that gives the offending team the least territorial advantage. Previously, some situations provided a significant advantage to the team that high-sticked the puck.

**Rationale:** Fairness and consistency with other rules codes, including the National Hockey League.

15 | Appendix A | **Minigame format.** The Ice Hockey Rules Committee clarified that any overtime games in the minigame series will be played 5-on-5.

**Rationale:** In conferences that utilize the minigame, this format equates to a full postseason playoff series. Therefore, the Ice Hockey Rules Committee believes the 5-on-5 overtime should be used.

16 | Rule 87.3 | **Defensive team high stick in the defensive zone.** The Ice Hockey Rules Committee added that when a defensive team high sticks the puck in its defensive zone, that team may not change its players after the stoppage of play.

**Rationale:** This makes this situation consistent with a hand pass in the defensive zone and is a similar infraction.

17 | Rule 93 | **Covering the puck in the crease.** The Ice Hockey Rules Committee added covering the puck in the crease as a reviewable play through a coaches' challenge. A penalty shot/optional minor will be awarded if the challenge is correct.

**Rationale:** While rare, the Ice Hockey Rules Committee believes the importance of this infraction makes adding this to the coaches' challenge criteria appropriate.

18 | Rule 91.4 | **Overtime ice maintenance stoppage.** The Ice Hockey Rules Committee clarified that if during postseason overtime game the reason for stopping play is a situation that does not allow one team to change its players (e.g., icing), the ice maintenance stoppage will not be taken. Play will continue until a stoppage occurs without the no-change criteria.

**Rationale:** Consistency with other media stoppages and does not take away an earned advantage.