



MEMORANDUM

December 4, 2020

VIA EMAIL

TO: NCAA Ice Hockey Commissioners, Coordinators of Officials and Head Coaches.

FROM: Jeff Fulton, secretary-rules editor
NCAA Men's and Women's Ice Hockey Rules Committee.

SUBJECT: December 2020 Playing Rules Updates and Clarifications.

During recent preseason officiating clinics and coaches' meetings, several questions were raised concerning some of the new playing rules and interpretations. The rules committee is providing the following communication to further assist in the understanding of the playing rules as officials and teams begin the season. Listed below are several situations that were raised as well as some minor clarifications.

Clarifications:

1. **Appendix B: Page 95 – NCAA Ice Hockey Shootout Protocol:** Added Guidance: "No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters."
2. **Section 10 Game Flow – Page 125:** Revise situation to read: "RULE 80. Change of Players A.R. 1: A Team A player intentionally delays a faceoff by repeatedly skating offside.
RULING: The official conducting the faceoff shall warn the Team A center without being replaced. If this action continues the same face-off by team A, a delay of game must be assessed."
3. **Update the following Officials Mechanics Diagrams (Part III)**
 - **Page 155 Diagram – Penalty Shot Current Procedure - 4 official system.**
Adjustments:
 - Both Referees positioned on goal line opposite of each other.
 - Referee on shooter forehand signals goal or, waves off.
 - One Linesman is always between player's bench and slides towards shooter zone then returns. Vision on shooter and net. This Linesman always stays on player's bench side.
 - Other Linesman sets puck at center ice, signals to referee, then trails player into zone. Vision on shooter and net. This Linesman always retrieves puck and sets up at center ice.

N a t i o n a l C o l l e g i a t e A t h l e t i c A s s o c i a t i o n

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- **Page 170 Diagram – Penalty Shot Current Procedure – 2 referee and 1 linesman system.**

Adjustments:

- Both Referees positioned on goal line opposite of each other.
- Referee on shooter forehand signals goal or, waves off.
- Linesman sets puck at center ice, signals to referee, then trails player into zone. Vision on shooter and net. This Linesman always retrieves puck and sets up at center ice.

Play Situations.

Situation 1: Team A (Home Team) ices the puck, team B visitors chooses the end zone faceoff location. As the team's line up for the face-off, Team A takes their time-out. Once a team has initially selected a face-off location, are they permitted to change that location after a timeout?

Guidance/Ruling: No - Once a team initially identifies the face-off location no further changes can be made to the location after a timeout by either team. As a reminder, as team's return from the timeout officials are required to conduct line change procedure in accordance with NCAA Ice hockey rule.

Situation 2: Team A (Home Team) is penalized for slashing. Prior to the to the face-off location being identified, Team A takes a timeout. Can Team B select the location of the face-off after the timeout?

Guidance/Ruling: Yes – Team B may select the location of the face-off after the timeout since there was not an initial location identified. Team B will be permitted to select the location of the faceoff as part of line change procedure after the timeout. Any subsequent timeouts during the same stoppage will not impact the face-off location.

Situation 3: After a goal by Team A, Team B challenges that Team A had too many players on the ice which led directly to a goal. Video review confirms that Team A had too many players on the ice and the goal is nullified. Where is the ensuing face-off?

Guidance/Ruling: When the officials use Video Review to disallow a goal the face-off shall be conducted in the neutral zone nearest the blue line from where the goal was scored.

Rule Book Updates:

1. Page 103 – A.R. 3 - PENALTIES IN EFFECT PRIOR TO 3-ON-3 OVERTIME

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3	1:50	A5-2 min.		Overtime will begin with the player strength of three (3) skaters for team A and four (4) skaters (3) three skaters for team B. Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play.
	1:30	A7-2 min.	B17-2 min.	
	1:20		B25-2 min.	

Replace text: “Overtime will begin with the player strength of three (3) on three (3). As the penalties to A5 and B25 expire, the on-ice strength could get to four (4) on four (4). At the next stoppage, the strength would be adjusted to three (3) on three (3).”

2. Page 104 – Penalties during 3 on 3 overtime.

Time left in 3-on-3 OT	Team A	Team B	On-Ice Strength
4:30	A23-2 min.		Team A - 3 skaters Team B - 4 skaters
4:00		B17-2 min.	Team A - 3 skaters Team B - 3 skaters
3:30	A7-2 min.		Team A - 3 skaters Team B – 3 4 skaters

Notes: Once team A has received their second minor penalty, each team must add one player to their on-ice strength. Should the penalty to A23 expire bringing the on-ice strength back to four (4) on four (4) and there is a subsequent stoppage of play, the on-ice strength must be adjusted down to three (3) on three (3) at this point. However, if there is a stoppage of play once the penalty to B17 has expired (and before A7’s expires), the on-ice strength would be adjusted to four (4) on three (3). If there is no stoppage in play until both teams have returned to five skaters each, at the next stoppage of play the on-ice strength would be adjusted back down to three (3) on three (3).

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Artificial Crowd Noise. At least one conference has asked about artificial crowd noise to improve the atmosphere in arenas due to crowd restrictions. Ambient crowd noise that is created by game management staff through the public address system is not addressed in the rules specifically. Conferences and game management, therefore, are permitted to replicate crowd noise during the game. Bands and artificial noisemakers are addressed in the rules and are not allowed to be used during play.

If you have any questions regarding this communication or specific playing rules, please contact me (NCAAFulton@gmail.com) and/or Hilary Witt (hilary.witt@unh.edu), chair of the NCAA Men's and Women's Rules Committee. Thank you for your time and attention to this communication. Good luck as the season progresses.

cc: NCAA Men's and Women's Ice Hockey Rules Committee
Selected NCAA Staff