

Rule Clarification from RC

Control by the Goaltender

D.3.b – a goalkeeper, while not preventing the ring from entering the net, propels the ring with the stick, or bats or kicks the ring.

Clarification - Batting or kicking the ring by the goaltender or AGK will not be considered control if it is in the act of making a save.

Delay of Game

13.5.e A Minor penalty is committed if while the ring is in an end zone, a skater of the team not in control of the ring, in excess of the maximum number permitted in that restricted area, enters the restricted area and any skater of that team becomes involved in the play in the restricted area while there are too many skaters in that area.

Question - If 4 players from the attacking team rush into the corner after a loose ring then if any of the 4 are involved in the play it will be Delay of Game.

Answer – Yes, this could be a delay of game penalty... sound judgment needs to be used to determine when it would be a penalty and when it would only be a violation.

Use the same logic that was applied to defending teams under the old rules. I.E. if, in the old rules you would have assessed a delay of game penalty to the defending team given where the 4 players are, then it should be a delay of game penalty to the team (attacking or defending) in the new rules.

Mechanics – single and two blue line violations

- 1) If the violation is unintentional
 - a. A player contacts the ringThe violation can be dropped when the non-offending team contacts or controls the ring.
- 2) If the violation is intentional
 - a. Goaltender or AGK throws the ring over the blue line
 - b. AGK passes the ring with their stick over the blue line
 - c. Ineligible player stick checks an opponentThe violation is counted in full (or until the ring leaves the zone)
- 3) Each contact or stick check by an ineligible player results in an additional violation and the 5 second count restarts
- 4) When a team is ineligible to play the ring, the pre-mature stick check applies to ALL players on the team. If any of them stick the opponent trying to play the ring then it will result in a violation and the 5 second count is restarted.
- 5) The decision to drop or count in full the 5 seconds is dependent upon the last violation that occurred
 - a. If A1 passes the ring over the blue line and then contacts the ring, a 5 second violation begins. If A1 contacts the ring again, the 5 seconds restarts and can be dropped when Team B contacts or controls the ring
 - b. If A1 passes the ring over the blue line and then contacts the ring, a 5 second violation begins. A few seconds later, A1 stick checks the opponent trying to get

the ring, the 5 second count restarts and is counted in full (or until the ring leaves the zone).

- c. If A1 passes the ring over the blue line and then stick checks the opponent, a 5 second violation begins. If A1 then contacts the ring, the 5 second count is restarted and will end when the non-offending team contacts or controls the ring.