



**NCAA Men’s and Women’s Ice Hockey Rules Committee – 2018-19 and 2019-20 Major Rules Changes**

*The following rules changes were approved by the NCAA Men’s and Women’s Ice Hockey Rules Committee and the Playing Rules Oversight Panel. They will be incorporated into the rules book for the 2018-19 and 2019-20 seasons.*

<b><u>Rule</u></b>	<b><u>Rule Change and Rationale</u></b>
Rule 5.2, 90.5 <i>Players in Uniform</i>	Increased the number of allowable skaters to 19 and up to three goaltenders. The allowable number of skaters in warm-ups is also increased to 20.  Rationale: Student-athlete participation opportunities.
Rules 10.1, 10.2 <i>Stick specifications</i>	The committee adjusted the maximum length of a player’s stick to be 65” long and the length of the goalie paddle to be up to 28” long.  Rationale: After spending a year accepting waiver requests regarding the goaltender paddle, the rule clearly was out of date with current practice. In its review of stick lengths, the committee noted this to be the case as well and is utilizing the NHL standard in that regard.
Rule 33.2 and 34.2 <i>Referee and linesmen duties</i>	The committee altered its rules to have all faceoffs be conducted by linesmen: “In the two-referee, two-linesman system, the referee <b><u>linesman</u></b> shall drop the puck at the center ice faceoff spot at the start of each period and after goals.”  Rationale: This recommendation was made by the coordinators of officials unanimously and will result in better sightlines for referees and give the duty of faceoffs in all cases to the linemen.
Rule 65.1 <i>Slashing</i>	Adjusted this rule to read: <b><u>“Any forceful or powerful chop with the stick on an opponent’s body, the opponent’s stick, or on or near the opponent’s hands that, in the judgment of the Referee, is not an attempt to play the puck, shall be penalized as slashing.”</u></b>  Rationale: This wording better defines what slashing is and the committee has identified this as an issue that needs to be addressed. Adjusting the wording will amplify the rule and tactic, which may be an unintended consequence of the enhanced standard of play initiatives in place the past few years.
Rule 71 <i>Handling the Puck</i>	Adjusted this portion of the rule to be a minor penalty and added language as noted: “A player shall not catch the puck and skate with it, <b><u>in order to conceal the puck or gain a territorial advantage over an opponent. Additionally, a player may not throw the puck.</u></b> PENALTY – Minor penalty for delay of game.”

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	<p>Rationale: The committee believes this clarifies what skaters are allowed to do when playing the puck with their hands and makes it clear that anything other than catching and immediately dropping the puck shall be a minor penalty for delay of game.</p>
<p>Rule 80.1, 75.1 <i>Change of players</i></p>	<p>The committee adjusted the rules regarding changing players: “Players may be changed at any time from the players’ bench, provided the player or players leaving the ice <del>always are at the players’ bench and out of the play before any change is made.</del> <b><u>are within five feet of the bench before the substitute may contact the ice.</u></b>”</p> <p>Rationale: The committee believes, in recent seasons, that the rules regarding line changes have not been well defined, allowing teams to gain an unfair advantage in some situations. This defines how close a player must be to the bench before a change is considered to be legal.</p>
<p>Rule 91 <i>Tied games</i></p>	<p>The committee adjusted the rules regarding tied games to read: <b><u>“All regular-season games that remain tied after 60 minutes of play shall conduct an overtime period of five minutes. No alternative systems (e.g., reduced manpower, shootouts, etc.) are permitted, with the exception of regular-season tournaments that require a team to advance.”</u></b></p> <p>Rationale: The committee is attempting to reduce the ways a game may be decided in the regular season. In the current rules, conference policy may decrease manpower and utilize a shootout after the traditional five-minute overtime period. To be consistent nationally, the committee believes all games should end play after the five-minute overtime period.</p>
<p>Rule 91.2 <i>Tied Games – Regular Season Conference Policy Formats</i></p>	<p>After the comment period, the committee decided to add a section specific to conference games only that reads: <b><u>“If the game remains tied after the provisions used in Rule 91.1, by conference policy only, a five-minute, 3-on-3 overtime may be played, followed by a sudden-death shootout, OR a shootout may be used immediately after the mandatory five-minute sudden death overtime. Non-conference games may not use this provision.”</u></b></p> <p>Rationale: After allowing conference policies to dictate the use of alternative overtime systems (after the mandatory five-minute, 5-on-5 overtime), the committee added clarity that these provisions are only allowed in conference games.</p>

<b>Rule</b>	<b>Rule Change and Rationale</b>
<p>Rule 91.3 <i>Shootout</i></p>	<p>The committee adjusted its rules regarding shootouts to read: “<b><u>Any <del>Only</del> games that results in a tie require team advancement during a regular-season tournament</u></b> may be broken by use of a shootout under the following conditions:</p> <ol style="list-style-type: none"> <li>1. Teams play a standard five-minute overtime.</li> <li>2. If game remains tied after the five-minute overtime, it shall officially be recorded as a tie.</li> <li>3. Teams participating in a tournament must be notified not later than October 1 of the upcoming season that the shootout option will be used.</li> <li>4. <del>By conference policy or mutual consent of the participating teams, a shootout may be used in any tie game after the five-minute overtime period.</del></li> </ol> <p>Rationale: Again, for consistency nationally, the committee believes using a shootout, other than to advance teams during a regular-season tournament, should not be permitted.</p>
<p>Rule 91.4 <i>Tied Games – Tournament Competition</i></p>	<p>The committee approved this rule: “<b><u>Regular-season tournaments that choose to use 20-minute sudden death overtime periods must first have five-minute, 5-on-5 overtime period.</u></b>”</p> <p>Rationale: The committee believes using a consistent, five-minute overtime period in all cases during the regular-season will achieve consistency in overtime formats. This continues to allow the 20-minute sudden death option, but only after a five-minute overtime is played.</p>
<p>Rule 91.4 <i>Tied Games – Tournament Competition</i></p>	<p>The committee clarified the rules for postseason overtime periods: “<b><u>In all postseason tournaments, 20-minute sudden death overtime periods or the minigame format are permitted.</u></b>”</p> <p>Rationale: Most postseason tournaments are decided by 20-minute sudden death periods and those that do not utilize the minigame format, which allows series to be played over two days.</p>
<p>Rule 92 <i>Timeouts</i></p>	<p>The committee added the following to the timeout rule: “<b><u>Each team shall be awarded one team timeout if the game is tied after 60 minutes of play. This is not an additional timeout in cases where a team has not utilized its timeout during regulation play.</u></b>”</p> <p>Rationale: The committee believes more timeouts are being used in situations where teams are not allowed to change its players (e.g., icing) during regulation time. In the small number of games that are tied after 60 minutes,</p>

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	<p>the committee believes teams should be granted one timeout each to enhance coaching and strategy opportunities in the game.</p>
<p>Rule 93 <i>Video Replay</i></p>	<p>The committee added a new rule to read: <b><u>“When any aspect of the video replay criteria is challenged, it allows the referee to utilize all aspects of the review criteria to be judged (e.g., high stick challenged, but video shows the puck was kicked into the goal).”</u></b></p> <p>Rationale: This clarifies that the officials may assess all aspects of the video review, not just the criteria that a coach has challenged, when executing a review.</p>
<p>Rule 93 <i>Video Replay</i></p>	<p>The committee added a policy to clarify situations where technical issues impact the review: <b><u>“When a video review, due to technical issues with the video replay system, is unable to provide an adequate review, a team timeout will not be charged.”</u></b></p> <p>Rationale: The committee believes a team should not be penalized if technical issues prevent a proper review to take place.</p>
<p>Rule 93.4 <i>Video Replay Criteria</i></p>	<p>The committee removed two items from the criteria for automatic review and will now require a coach’s challenge for: “1. A puck directed or deflected into the net by a high stick; and 2. To determine if a goal was scored, as a direct result of the puck deflecting off of the protective netting above the glass, by the first team to gain possession of the deflected puck.”</p> <p>Rationale: As part of the annual review of its rules, the committee believes these two criteria should be only reviewable by a coach’s challenge to limit the number of stoppages for video review during games. In both situations, overturning the on-ice call is difficult with camera angles, etc.; this still allows a team to challenge the play, but keeps play moving in most cases.</p>
<p>Rule 93.7 <i>Review of potential ejection penalties</i></p>	<p>The committee voted to add to the video replay rules: <b><u>“To allow the on-ice officials to review infractions that may result in the ejection of a student-athlete.”</u></b></p> <p>Rationale: After allowing the use of video for this purpose during postseason tournaments, the committee believes the importance of properly adjudicating these situations warrants using video when the penalty may include ejecting a student-athlete. It is important to note that under current officiating guidance on-ice officials are to</p>

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	<p>huddle and discuss each view before making the final determination, which can delay the game. With this change, officials may go straight to the video and quickly review before making the final determination.</p>
<p>Rule 94.2 <i>Women's Hockey – Body Checking</i></p>	<p>The women's members of the committee voted to adjust this rule to read: "Body checking is not permitted in any area of the ice. Body checking occurs when a player <b><u>attempts</u></b> to gain possession of the puck by separating the puck carrier with a distinct and definable moment of impact <b><u>using overt (blatant) hip, shoulder, arm or torso action.</u></b>"</p> <p>Rationale: In reviewing the rules for women's hockey, the committee members representing the sport believe clarity is needed to assist officials, coaches and student-athlete to better reflect today's play.</p>
<p>Rule 94.3 <i>Women's Hockey – Angling</i></p>	<p>Added new language to this rule to read: "<b><u>Body contact that occurs as a result of angling is permissible provided the defending player is attempting to play the puck and there has been no overt (blatant) hip, shoulder or arm contact. Legal body contact may occur when a skater makes body contact while angling or using body position against the puck carrier in an attempt to play the puck.</u></b>"</p> <p>Rationale: Similar to the changes made on the body checking rule, the women's representatives of the committee are making these additions to help clarify legal/illegal body contact.</p>