



NHL vs. IIHF Rules

Aggressive Fouls

NHL – When a player is “Injured” per the rule book in certain situations, a major and game misconduct must be assessed.

IIHF – The word “injured” doesn’t appear. Rather, officials have the option of assessing a major and game misconduct if a player has “recklessly endangered” his opponent.

Coach’s Challenge

NHL – Last minute of play in the 3rd or at any time in OT the Situation Room can initiate a review of situations that would otherwise be challenged by teams.

IIHF – Teams must initiate a coach’s challenge at all times in the game. At no point will a challengeable play be initiated by the IIHF’s situation room.

Coincidental Minor penalties

NHL – Result in teams playing 4 on 4.

IIHF – Teams play 5 on 5 on with no time showing on the clock.

Face-offs

NHL – Centers are ejected from face-offs other than after an icing where a violation is given.

IIHF – No centers are ejected from face-offs. Rather, the NHL rule where violations are given after icings are used at every face-off. Second violations on the same face-off by the same team will result in a bench minor penalty.

Fighting

NHL – Fighting with two willing combatants will result in a major penalty. Any time a minor for instigating is assessed, the other player may fight to defend himself without any additional penalties assessed beyond a major penalty.

IIHF – Fighting with two willing combatants will result in a major plus game misconduct penalty.

Goal Crease

NHL – Referees do not stop play if an attacking player establishes position in the goal crease.

IIHF – Referees MAY stop play if an attacking player establishes position in the goal crease. If play is stopped, the face-off will take place in the neutral zone.

Helmets

NHL – Players must leave the ice or immediately put it on (with chinstrap fastened). May also complete the play they are involved in.

IIHF – Players must immediately leave the ice when their helmet comes off. They may put it back on if the helmet is in their path to the bench (may not deviate from path to bench to get it) but still must leave the ice immediately. May NOT complete the play they are involved in.

Major penalties

NHL – Game misconduct after 3rd major. Teams must place a player in the box prior to the expiration of the major penalty if a game misconduct is assessed.

IIHF – Game misconduct after 2nd major. Teams must place a player in the box immediately after major and game misconduct is assessed.

Neck Laceration Protectors

NHL – Not required.

IIHF – Must be worn by all participants.

Overtime

NHL – Teams change ends in OT.

IIHF – Teams do not change ends in OT or in a shootout. They defend same end as in the 3rd period.

Penalty Shot

NHL – In certain situations, the player fouled (ex. Fouled on a breakaway) must take the penalty shot if one is awarded.

IIHF – Any eligible player (anyone not serving a penalty) may take a penalty shot if one is awarded.

Shootout

NHL – Only ineligible players in a shootout are those serving misconduct, game misconducts or match penalties when overtime ends.

IIHF – Any player serving ANY penalty when overtime ends are ineligible to participate in a shootout.

Time Out

NHL – Teams may use their TO in order to take more time to determine whether to challenge a play after a goal is scored.

IIHF – Teams MAY NOT use a TO in order to extend their decision making time on a challengeable play. There are approx. 45 seconds given after a goal in which TV shows replays of the goal etc. The time is displayed at the scorers table. Teams are expected to use the 45 seconds given to determine whether to challenge or not. A team may take a TO after a goal is scored, but the team must challenge before the TO is taken.