

Goalie Crease / Blue Paint Guideline

The primary objective of this guideline is for **goalie protection** versus goal suppression.

If the goalie is attempting to trap the puck with either his trapper or blocker on the ice **regardless of ice colour**, the players must consider it a **dead puck**.

Pucks that the goalie is **NOT**;

1. trying to trap
2. lodged in his equipment
3. between the ice & pads
4. under the goalie
5. between his legs on the ice

is a **live puck** available for play as long as the goalie is not going to be injured while the player **is** trying to score.

The colour of the ice has no bearing on this statement.

Basic rule; For safety give the goalie the benefit of the doubt.

Blue Ice

No "rule" was established by the executive in regards to the "blue ice". It should be common sense to members of the Dukes of Durham to **avoid skating through the goalie crease to avoid collisions with the goalie**.

Goalie switching ends at half time

A conversation should be held between the goalies/captains before the game starts to agree on conditions for any potential switch at half time.

While we recommend, encourage and wish for the goalies to switch at half time to potentially even up differences in skill or amount of action we realize that ultimately it is up to the goalies if they wish to switch at half time. If one or more of the goalies don't want to switch at any point during the game it remains the goalies prerogative.

Goalie switching with only one goalie

Captains should ask the goalie to switch ends every 15 minutes to play half of the game at each end or whatever is appropriate for the time remaining if one goalie has to leave the game.

Offside / After Goals / Stoppage of Play / Icing Guidelines

Offside

The team that is offside gives up possession of the puck and backs out of the zone beyond the blue line and does not cross the blue line until the team with possession crosses the blue line with the puck or a player.

After Goals

The team scoring backs out of the zone beyond centre ice red line and does not cross the centre ice red line until the team scored upon crosses the red line with the puck or a player.

Stoppage of Play

In the event where the goalie freezes the puck (or the goalie is hit in the helmet or mask) the **play is stopped**.

The attacking players do not have to clear the zone but they have to back off and give a defending team player unobstructed possession and control of the puck and time and space to initiate a play.

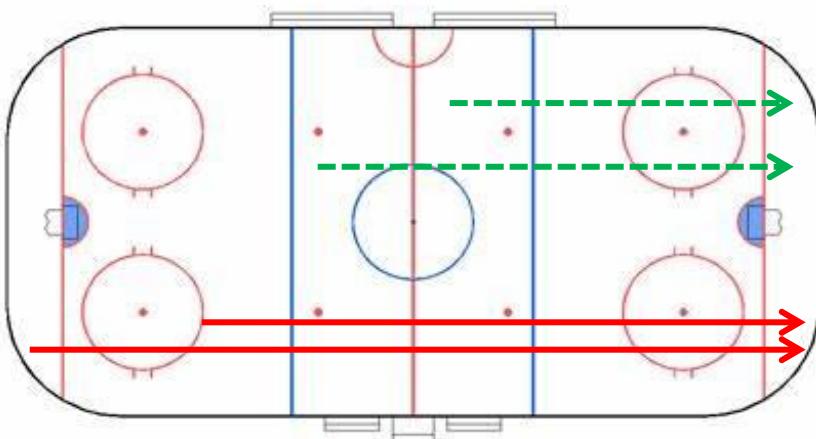
Icing

The attacking team leaving their zone (**not centre ice**) has only to cross their blue line with the puck in order to prevent icing.

The team that iced the puck gives up puck to the opposing team and backs out of the zone beyond the blue line and does not cross the blue line until the team with possession crosses the blue line with the puck or a player.

The puck must pass over 4 or 5 lines to be considered icing.

See illustration:



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