

Northern Premier Hockey League

Mission Statement:

The NPHL connects communities through hockey by building a professional league rooted in competitive excellence, strong local engagement, and a product fans believe in.

1. Introduction

1.1a The Northern Premier Hockey League (NPHL) is the sole governing authority over all league-sanctioned games, events, and competitions.

1.1b This rulebook constitutes the official rules of play and conduct for all participants: players, coaches, team staff, officials, and timekeepers.

1.1c All member clubs agree, as a condition of membership, to abide by these rules and any directives issued by the League Executives or Rules Committee.

1.1d Where other policies or manuals exist (e.g., discipline, operations), they are incorporated by reference and carry the same force as this book.

1.2a The purposes of these rules are to ensure fair competition, safeguard safety, and preserve the integrity of the game within the NPHL.

1.2b The League prioritizes player safety, respect for officials, sportsmanlike conduct, and competitive balance.

1.2c In any circumstance not expressly covered, decisions shall be guided by the principles of fairness, safety, and respect for all participants.

1.3a These rules apply to all preseason, regular season, playoff, and exhibition contests organized or sanctioned by the NPHL.

1.3b Local facility rules (e.g., arena safety policies) apply provided they do not conflict with this rulebook; in case of conflict, this rulebook prevails.

1.3c Tournament or showcase formats may include supplemental regulations approved in advance by the League Executive.

1.4a In the event of a conflict between an on-ice ruling and a written league policy, the written policy governs retroactively for discipline and prospectively for play.

1.4b On-ice decisions remain final for the game in progress; post-game review may adjust discipline but will not retroactively alter the game score.

1.4c Where two rules appear to conflict, the more specific rule shall take precedence over the more general rule.

1.5a Capitalized terms used in this rulebook have the meanings provided in the Glossary (Appendix 10.1).

1.5b Terms are intended to be interpreted according to their ordinary hockey usage except where explicitly defined.

1.6a The Referee is the sole judge of facts on the ice and applies these rules to those facts in real time.

1.6b League Executives may issue interpretations and bulletins from time to time; such interpretations are binding once communicated to clubs. – **25/26 President & Deputy Commissioner only**

1.6c Prior written decisions by the League concerning similar facts should be treated as persuasive precedent to promote consistency.

1.7a The League Executive may amend these rules at any time in the interests of safety or competitive balance. 25/26 – **President Only**

1.7b Amendments become effective upon publication to member clubs and shall be recorded in the Amendments Log (**Appendix 10.3**).

1.7c The League may issue temporary bulletins for pilot programs (e.g., overtime format) with defined start and end dates.

1.8a Participation in NPHL games requires that teams and players be properly registered and in good standing with the NPHL.

1.8b Teams are responsible for ensuring that all participants carry appropriate insurance coverage where required by local regulations or league policy. (Waivers)

1.9a Protests related to rule application must be submitted by a club official in writing within the time specified by league policy (see 9.x Appeals).

1.9b Judgment calls by on-ice officials (e.g., tripping vs. no-call) are not subject to protest; only misapplication of a rule may be protested.

1.9c The League may conduct post-game video review for supplemental discipline or for clarifying future interpretations.

1.10a The electronic version of this rulebook maintained by the League is the official version of record.

1.10b In the event of a discrepancy between printed and electronic copies, the electronic version governs.

1.10c Clubs are responsible for distributing updated copies to coaches, team staff, and players as appropriate. **(Also Available on the Owners Website)**

1.11a These rules take effect for the 2025–2026 season on the date of publication and remain in force until amended.

1.11b Where modifications are adopted mid-season for safety reasons, they become effective on the date specified by the League.

2. Teams & Players

2.1a Each team may dress a maximum of twenty (20) players per game, consisting of eighteen (18) skaters and two (2) goaltenders.

2.1b A minimum of ten (10) eligible players, including one (2) goaltender, is required to start and to continue a game. **(Subject to Fine)**

2.1c To avoid fine A minimum of twelve (12) eligible players, including two (2) goaltender, is required to start and to continue a game.

2.1d If a team cannot maintain the minimum due to penalties, injuries, or ejections, the Referee shall declare the game ended and report to the League.

2.1e Only players listed on the official game roster prior to warm-up may participate in that game.

2.2a Player Eligibility and League Values

The Northern Premier Hockey League (NPHL) expects all players to uphold the highest standards of conduct both on and off the ice.

The League reserves the right to deny or revoke any player signing that is found to be in conflict with the League's values, ethics, or overall reputation. **(see Player Annex)**

This right may be exercised at any time, and all member organizations agree to respect the League's final decision in such cases.

2.2b All players and team staff must be properly registered with the NPHL and in good standing to be eligible for participation.

2.2c A player under suspension may not dress, play, or occupy the bench; violations will result in forfeiture and further discipline.

2.2d Eligibility documents (e.g., age, identity verification and medical documentation where applicable) must be produced upon the League's request.

****Anything relating to head injuries, the league will require clearance from a qualified physician****

2.2e Any ineligible player's participation may result in game forfeiture and or potential fines on the club.

2.3a Clubs 40 man rosters are set with the League by the deadline established prior to the start of the season. **25/26 – Friday September 26th 8:00 PM**

2.3b Additions, releases, or trades must be filed with the League before the player is eligible to dress in any game.

2.3c Emergency goaltender (EBUG) usage requires prior notification to the League and to the opposing club before puck drop. **(Section 9)**

2.3d An EBUG may not appear in the game unless an injury occurs to the contracted starter.

2.3e A player may not appear for more than one club in a single day unless expressly authorized by the League for emergency purposes.

2.4a Each club shall designate one Captain and up to four Alternate Captains for each game; designations must appear on the official roster.

2.4b Captains (or Alternates in the Captain's absence) are the only players permitted to seek rule clarifications from Referees during stoppages.

2.4c Captains shall wear a clearly contrasting 'C' and alternates an 'A' on the front of the jersey.

2.4d Abuse of officials by any player—including Captains—will result in penalties under Section 6 and possible supplemental discipline.

2.5a Coaches and team officials must remain within the designated bench area and may not interfere with play or officials.

2.5b The Head Coach is responsible for the conduct of all personnel on the bench and in the players' entry area.

2.5c Unsportsmanlike behavior by team officials may result in bench minors, game ejections, or suspensions in accordance with Section 6 and League policy.

2.6a Players must use the players' bench for all line changes unless an injury or equipment issue prevents it.

2.6b During on-the-fly substitutions, the departing player must be within immediate reach (approx. five feet) of the bench before the substitute enters the ice.

2.6c Violations of substitution procedure (including too many men) result in a bench minor to be served by a player designated by the coach.

2.6d After an icing infraction, the offending team may not change players until after the ensuing face-off, except to replace an injured player or goaltender.

2.7a All players must wear matching team uniforms meeting NPHL branding and color standards; numbers must be unique and clearly visible. **(Subject to Fine)**

2.7b All uniforms **MUST** be approved by the president of the league prior to game worn.

2.7c The home team shall wear its dark set as determined by league schedule policy; the visiting team must wear a contrasting set. **(Home team has option of jersey choice, and must communicate with visiting team no later than 48hrs prior to puck drop)**

2.7d Equipment compliance checks may be conducted pre-game or during stoppages; non-compliant equipment must be corrected before play resumes.

2.8a Each club shall submit its official game roster (including Captains/Alternates and starting lineup) to the off-ice officials within the prescribed time.

2.8b Failure to submit an accurate roster may result in a bench minor and the removal of ineligible players from the game. **(Subject to further actions upon league review)**

2.9a A player who is visibly injured or suspected of concussion must be removed from play and evaluated in accordance with Section 8 (Safety). **(At Official or League executives request)**

2.9b A player removed for suspected concussion may not return until cleared per League medical protocol.

2.9c If bleeding is present, the player must leave the ice immediately and may not return until the bleeding is controlled and equipment is sanitized or replaced.

2.10a Serving suspensions must be tracked by the club and verified by the League; failure to serve properly may result in additional sanctions.

2.10b A forfeit shall be declared if a team refuses to play, cannot field the minimum players, or engages in conduct detrimental to the league. **(Subject to all applicable fines)**

2.11a Filming or live-streaming from the bench area requires approval from a League executive.

2.11b Electronic communication devices on the bench are permitted only for coaching or medical purposes and must not interfere with officiating.

3. Equipment

3.1a All equipment used by players must be manufactured for the purpose of ice hockey and worn as intended by the manufacturer.

3.1b Helmets certified by CSA or equivalent must be worn at all times; the chin strap must be properly fastened.

3.1c Facial protection is mandatory; players may wear either a full face mask or a visor.

3.1d Mandatory protective gear includes gloves, shoulder pads, elbow pads, padded pants, shin guards, protective cup, and skates.

3.2a Goaltenders must wear CSA-approved masks with full facial protection, plus throat/neck protection.

3.2b Goaltender chest and arm protectors must conform to NHL size limits.

3.2c Leg pads may not exceed eleven (11) inches in width; gloves and blockers must not exceed NHL maximum dimensions.

3.2d The paddle length of a goaltender's stick may not exceed twenty-six (26) inches, and the overall stick length may not exceed sixty-three (63) inches.

3.3a Player sticks may not exceed sixty-three (63) inches in length; blades may not exceed twelve and one-half (12.5) inches.

3.3b If a stick is measured and found illegal, the player is assessed a minor penalty and the stick is removed from play.

3.4a A player who breaks a stick must immediately drop it. Continuing to play with a broken stick results in a minor penalty.

3.4b A goaltender who breaks a stick must receive a replacement from a teammate or bench; play may not be stopped solely for equipment replacement.

3.4c A goaltender must drop his stick once broken. Continuing to play with a broken stick results in a minor penalty. He may use another player's stick until the play ends.

3.5a Throwing a stick or any equipment at the puck or an opponent is prohibited. If this action denies a scoring chance, a penalty shot is awarded.

3.5b If the action occurs in the defensive zone without a scoring chance, a minor penalty is assessed.

3.6a Deliberately breaking equipment to stop play results in a minor penalty for delay of game.

3.6b Any equipment altered to create an unfair advantage (e.g., illegal padding) will result in confiscation and penalty.

3.7a Referees may conduct equipment inspections upon request of a captain, their own discretion and or league executive.

4. Game Timing & Structure

4.1a Each game shall consist of three (3) periods of twenty (20) minutes stop-time.

4.1b Teams must be on the ice and ready to play at the scheduled time. A delay may result in penalties or forfeiture.

4.1c Warm-ups shall be at least fifteen minutes (15) minutes unless otherwise specified by the League and or agreed upon by either team due to rink restriction.

4.2a Intermissions between the first and second, and second and third periods shall be fifteen (15) minutes unless otherwise directed.

4.2b The ice shall be resurfaced between periods, unless conditions or time dictate otherwise.

4.3a Each team is permitted one (1) thirty-second timeout per game. The timeout may be called only during stoppages of play.

4.3b Goaltenders may not leave the crease during timeouts except to consult with the bench.

4.4a Regular season overtime shall consist of one (1) five minute sudden-death period of three-on-three play.

4.4b If no goal is scored in overtime, the game shall proceed to a shootout. Each team selects three shooters, followed by sudden-death rounds if tied.

4.4c If a player was penalised in OT and had not served it to completion, that player will be **ineligible** for the shootout.

4.4d A shooter can only shoot a second time during a shootout after the entirety of players have had a shot.

4.4d During a shootout, shooters must maintain forward motion and may not carry out deceptive spins that violate League policy.

4.5a In playoff games, overtime shall consist of successive twenty (20) minute sudden-death periods until a winner is declared. *A flood after every period is mandatory*

4.5b No shootouts shall be conducted in playoff competition.

4.6a If a game is suspended due to ice conditions, security concerns, or facility failures, the League shall determine whether to resume, replay, or declare the game final.

4.7a A forfeit shall be declared if a team refuses to continue play, cannot field the minimum players, or engages in conduct detrimental to the league.

4.7b Forfeits shall be recorded as a 3–0 victory for the non-offending team unless the actual score is more favorable.

5. Gameplay Rules

5.1a All games begin with a face-off at center ice. Referees are responsible for dropping the puck fairly between the players' sticks.

5.1b Players must position skates outside the markings; encroachment results in ejection from the face-off.

5.1c A second violation by the same team results in a bench minor penalty for delay of game.

5.1d The location of face-offs depends on the reason for stoppage (e.g., offsides = neutral zone, icings = defensive zone).

5.1e The offensive team will have the choice pertaining to which side the faceoff will take place after icings and for powerplays.

5.2a Offside occurs when an attacking player enters the zone before the puck. Play stops and a face-off occurs outside the blue line.

5.2b Delayed offside is signaled by the linesman raising an arm. Attacking players must clear the zone before re-entry.

5.2c Intentional offsides result in a face-off in the offending team's defensive zone.

5.3a Icing occurs when the puck is shot from behind the center line and crosses the opposing goal line untouched.

5.3b *No touch icing: The play will be blown down for Icing when the puck crosses the defensive goal line, being shot from the other side of centre ice by an attacking player.*

5.3c No icing shall be called if the team is shorthanded, if the puck deflects off an opponent, or if the goaltender leaves the crease to play the puck. **(Both feet leave the crease)**

5.4a A goal is awarded when the puck completely crosses the goal line between the posts and beneath the crossbar.

5.4b A goal is disallowed if the puck is deliberately kicked, batted in with the hand, or directed illegally.

5.4c Goals may be reviewed (where technology is available) to determine if the puck crossed before the net was displaced or time expired.

5.4d Goaltender interference results in a disallowed goal if an attacking player impedes the goaltender's ability to make a save.

5.5a The puck is out of play when it leaves the rink, enters the bench, strikes protective netting, or becomes lodged in equipment.

5.5b A hand pass is legal only in the defensive zone; elsewhere it results in a stoppage of play.

5.5c High-sticking the puck occurs when contacted above shoulder height; stoppage unless the defending team commits the infraction.

5.6a Goaltenders may play the puck anywhere behind the center line

5.6b Freezing the puck outside the crease without pressure results in a delay of game penalty.

5.6c Goaltenders may not cross center ice with the puck. Doing so results in a minor penalty.

5.7a Play shall be stopped when the net is dislodged, the puck becomes unplayable, or an injury requires attention.

5.7b Intentional dislodging of the net results in a penalty shot if it denies a scoring opportunity.

5.8a Players must complete legal line changes; the departing player must be within five feet of the bench before substitution.

5.8b Too many men on the ice results in a bench minor penalty.

5.9a A player with a broken stick must drop it immediately; continuing to play results in a minor penalty.

5.9b Throwing sticks, gloves, or other equipment results in penalties, and if it disrupts a scoring chance, a penalty shot is awarded.

5.9c If play is stopped in error (e.g., inadvertent whistle), the face-off occurs at the nearest neutral zone dot unless otherwise directed

6. Penalties

6.1a A minor penalty is two (2) minutes and requires the penalized team to play shorthanded.

6.1b Common minors: tripping, hooking, holding, interference, slashing, roughing, delay of game, too many men, unsportsmanlike conduct.

6.1c A bench minor may be served by any player designated by the coach.

6.2a A double minor is four (4) minutes, assessed primarily for high-sticking where injury results.

6.2b The penalty is served in two segments of two minutes; if a goal is scored during the first, the second remains to be served.

6.3a A major penalty is five (5) minutes and does not expire if a goal is scored.

6.3b Majors include fighting, boarding, charging, checking from behind, deliberate attempt to injure.

6.4a A misconduct penalty is ten (10) minutes; the player is removed but the team does not play shorthanded.

6.4b A game misconduct requires the player to leave the game; substitution is permitted after five minutes.

6.5a A match penalty is assessed for deliberate attempts to injure; player is ejected and suspended pending review.

6.6a Coincidental penalties: when equal penalties are assessed to both teams at the same stoppage, play resumes five-on-five.

6.7a Delayed penalties: play continues until the offending team gains control. If a goal is scored during the delay, the penalty is negated

6.8a Penalty shots: awarded when a player is fouled from behind on a clear breakaway, or when the defending team deliberately dislodges the net or throws a stick to prevent a scoring chance.

6.9a Referees must report all majors, misconducts, and match penalties to the League for review and supplemental discipline.

7. Officials

7.1a Referees have full authority to enforce all rules during the game.

7.1b Referees may call penalties, award goals, stop play for safety, and consult with linesmen.

7.1c The referee's decisions are final for that game, subject to league review afterward.

7.2a Linesmen are responsible for offsides, icing, face-offs, breaking up fights, and assisting referees.

7.2b Linesmen may stop play for player safety or unusual circumstances (e.g., broken glass, spectator interference).

7.3a Off-ice officials: timekeepers, scorekeepers and goal judges

7.3b Off-ice officials must remain neutral and professional. Issues are reported to the League.

7.4a Officials must file written reports of all major, misconduct, and match penalties within the time specified by the League. **(Within 24 hours of completion of the game)**

7.4b Failure to file accurate reports may result in suspension or reassignment of officials.

7.4c Referees **must review and initial** the game sheet and online game sheet after each game



8. Safety & Fair Play

8.1a The NPHL prioritizes player safety. Any player suspected of concussion must be removed immediately and evaluated by medical personnel.

8.1b Players removed for suspected concussion may not return until cleared by a qualified medical professional under League protocol.

8.1c A player with visible bleeding must leave the ice and may not return until bleeding is controlled and equipment sanitized or replaced.

8.2a Dangerous infractions include checking from behind, head contact, boarding, spearing, slew-footing, and butt-ending.

8.2b These infractions carry automatic majors, misconducts, or match penalties depending on severity.

8.3a Abuse of officials, including verbal threats, physical contact, or disrespectful gestures, will result in penalties and possible suspension and or fines.

8.4a Coaches and team staff must model respectful behavior. Abuse or intimidation directed at players or officials is strictly prohibited. **(Will not be tolerated)**

8.6a The League enforces a zero-tolerance policy on discriminatory or abusive language related to race or personal characteristics.

8.7a Supplemental discipline: The League Discipline Committee may review any incident and impose suspensions, fines, or other sanctions beyond those assessed on the ice.

8.8a Repeat offenders are subject to escalating discipline, including potential suspension for the balance of the season.

9. NPHL-Specific Regulations

9.1a Standings: Teams earn two **(2)** points for a win, one **(1)** point for an overtime or shootout loss, and zero **(0)** points for a regulation loss.

9.1b Rankings: are determined by total points, then by tie-breaking procedures if required.

9.1c Tie-breaking order: (i) head-to-head record, (ii) total wins, (iii) goal differential, (iv) goals for, (v) fewest penalty minutes

9.2a Playoffs: The top **(4)** teams from each division, , qualify for playoffs based on the annual format published by the League. **(See Bylaws)**

9.2b Series are best-of format as set annually (e.g., best-of-five or best-of-seven). Higher-seeded teams receive home-ice advantage. **(See Bylaws for format)**

9.2c Specific to the nine team Eastern Conference of the Capital Branch, the Pioneer Division, seeds 4 & 5 will play each other at the end of the season, mid week. Winner will play #1 seed in the 1st round,.

9.2d Overtime in playoffs: full twenty **(20)** minute sudden death periods until a winner is determined.

9.3a Emergency Rules: In the case of unforeseen circumstances (arena closure, travel disruptions), the League may postpone or reschedule games at its discretion.

9.4a Emergency Goaltender (EBUG): In case of an emergency teams may use an emergency backup goaltender this is referred to as an EBUG. Any EBUG used must not have played a higher level than “Junior B” The same player can only be used as an EBUG for the same team for no more than **(3)** games, in a regular season.

9.4b if a goalie has been on a Jr A roster but has not dressed/played more than 5 games in any one season, he will still be eligible as an EBUG

9.4c Playoff usage reduces this further to **(2)** games within a playoff season. As all players, any EBUG used is required to sign an appropriate waiver and the organization will contact the League statistician Any player under contract with another team will not be able to sign as an EBUG with any other team.

9.4d As all players, any EBUG used is required to sign an appropriate waiver and the organization will contact the League statistician Any player under contract with another team will not be able to sign as an EBUG with any other team.

9.5a Two fights: If a player is assessed to a second fighting major, that player will be an automatic game misconduct.

9.6a Instigator/Aggressor: If a player is assessed either an instigator or aggressor penalty he will also be assessed a game misconduct.

9.7a Goalie Interference: Once a goalie interference minor has been assessed, any player on either team is assessed a goalie interference penalty will result in an automatic game misconduct.

9.8a Intermission/Holding Bench: At the end of a period the home team must hold their bench until the away team has vacated the ice, given if both teams must exit from the same space. **(Subject to Supplemental Discipline)**

9.9a Playoff Eligibility: To qualify for the playoffs, skaters must have played a minimum of **(7)** regular season games. skaters must have played a minimum of **(4)** regular season games as a member of the away team in addition to meeting the **(7)** game in season total. Goalies must have dressed in **(5)** games including a minimum of **(2)** away games. A player's time on IR will count towards their eligibility for playoffs.

9.10a Injured Reserve: Teams may replace a roster position should an active player be placed on the Injured Reserve (IR) If a player is placed on IR, they will not be eligible to return until a **(4)** week minimum has been met. To be placed on and or reactivated from IR the league must receive a letter/note from a medical professional, If a note can not be obtained until a later date the player will still count towards your active roster. Once the note is obtained, the league may retroactively place the player on IR and allow for previous games missed to be accrued towards playoff eligibility. The note must clearly state the individual is cleared to play contact ice hockey. If the player is injured outside of a league sanctioned event, documentation is required from a medical professional, this will be submitted to the league. If a player received a suspension from the same game that resulted in the injury the player must: Be placed on IR if required and then be reactivated back when ready to begin serving the suspension. If the team has no intention of placing the player on IR then any missed games will count towards their suspension This is done to ensure teams lose the allocated roster spot associated with the IR position when the player begins to serve his suspension. If a player starts the season on IR, a note will be required from a medical professional. Note will outline that the player is not yet cleared for contact ice hockey. If a player is on IR for any period that exceeds **(4)** months, the above note will be required.

9.11a Roster: If a player is under suspension, teams are NOT allowed to release him until his suspension is completed.

9.11b An organization can only trade for the same player twice in one season.

9.11c Teams have **(5)** player cards each regular season. When an organization releases a player, should they choose to resign that same player, this will burn one of the player cards. No limit to how many times that same player can be re-signed by the same team up to the amount of cards remaining from that organization.

9.11d Each team may carry up to **(40)** players on their roster. Teams can dress up to **(20)** registered players for a game played 18 Skaters and min 2 goalies.

9.12a A goaltender must drop his stick once broken, Continuing to play with a broken stick results in a minor penalty. He may use another player's stick until the play ends.

9.13a Amendments: The League Executive may adopt new rules or modify existing ones mid-season. All changes must be communicated in writing to clubs and logged in the Amendments Log.



9.6a Amendments: The League Executive may adopt new rules or modify existing ones mid-season. All changes must be communicated in writing to clubs and logged in the Amendments Log.

10. Appendices

10.1 Glossary of Terms: The following terms are defined for use within this Rulebook and for clarity among participants.

Aggressor: Player who initiates a fight.

Backcheck: Defensive skating effort toward one's own zone to disrupt an opponent's attack.

Boarding: Body check that drives an opponent dangerously into the boards.

Breakaway: Situation where an attacking player has possession with no defenders between them and the goaltender.

Charging: Taking more than three strides before checking an opponent.

Coincidental Penalties: Equal penalties to both teams at the same stoppage.

Crease: The marked area in front of the goal occupied by the goaltender.

Delayed Offside: Situation where an attacking player precedes the puck but can clear the zone to negate the infraction.

Dump and Chase: Offensive strategy of shooting the puck deep into the opponent's zone and pursuing it.

Face-off: Dropping of the puck by an official between two players to resume play.

Forecheck: Pressure applied by attacking players in the offensive zone to regain puck possession.

Game Misconduct: Ejection penalty requiring a player to leave the bench and ice surface.

Goal Differential: The difference between goals scored and goals allowed by a team.

Goaltender Interference: Contact that impedes the goalie's ability to play their position.

Hand Pass: Passing the puck to a teammate using the hand; permitted only in the defensive zone.

Hat Trick: Three goals scored by a single player in one game.

High-sticking: Playing the puck with the stick above shoulder height.

Icing Call: The play is called Icing when the puck crosses the defensive goal line.

Icing: Puck shot from behind center line crossing the opponent's goal line untouched.

Instigator: Player who initiates a fight by aggressive challenge or actions.

Match Penalty: Penalty for deliberate attempt to injure; includes ejection and suspension.

Misconduct: Ten-minute penalty removing the player but not reducing team strength.

Neutral Zone Trap: Defensive system designed to clog the neutral zone and slow opposing rushes.

Offside: Attacking player enters the offensive zone before the puck.

Penalty Shot: Free scoring attempt awarded after specific fouls deny a scoring opportunity.

Power Play: Situation where one team has a numerical advantage due to an opponent's penalty.

Shorthanded: A team playing with fewer skaters due to penalties.

Slashing: Swinging the stick at an opponent, regardless of contact.

Spearing: Stabbing motion with the stick blade toward an opponent.

Trapezoid: Restricted area behind the goal limiting where goalies may play the puck.

Two-line Pass: Historical infraction of passing across both blue and center lines (no longer enforced in NPHL).

10.2a League Executive: Responsible for governance and enforcement of all NPHL rules.

10.2b Referee-in-Chief: Oversees officials, training, and discipline of referees and linesmen.

10.2c Disciplinary Committee: Reviews major penalties, match penalties, and supplemental discipline cases.

10.2d League Executive or medical staff: Coordinates concussion protocol and safety initiatives.

10.2 Amendments Log: Official record of all rule changes.

Date | Rule Number | Amendment | Approved By

