

## Hockey Terminology

### A

**A-** Letter worn on uniforms of alternate (assistant) team captain.

**Altercation-**Any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed

**Assist-** One point given to a player who helps to set up a goal. It is usually given to the last two offensive players who touch the puck before the goal.

**Attacking zone-**The area between the opponents' blue line and their goal.

### B

**Back check-**A forward's attempt to regain the puck on their way back to their defensive zone.

**Backhand shot-**A shot or pass made with the stick from the left side by a right-handed player or from the right side by a lefthanded player.

**Beat the defense-**To get by one or both of the defensemen.

**Beat the goalie-**To get by the goalie, usually resulting in a goal

**Biscuit -** A slang term for the puck.

**Blind pass-**To pass the puck without looking.

**Blocker-**Glove the goalie wears on their stick hand

**Blue lines-**Two blue, 12-inch wide lines running parallel across the ice, each 60 feet from the goal; they divide the rink into three zones called the attacking, defending and neutral (or center) zones; defending blue line is the line closer to a player's own net; attacking blue line is the one farther from his net; used in determining offsides.

**Boarding (board-checking)-**A minor penalty which occurs when a player uses any method (body checking, elbowing or tripping) to throw an opponent violently into the boards; if an injury is caused, it becomes a major penalty.

**Boards-**or board wall-A wooden wall 3 1/2 to 4 feet high, which surrounds the rink to keep the puck and players from accidentally, leaving the rink and injuring spectators; above it is usually shatterproof glass to provide additional protection.

**Body Checking-**A legal body check is one in which a player checks an opponent who is in possession of the puck, by using his hip or body from the front, diagonally from the front or straight from the side, and does not take more than two fast steps in executing the check. Legitimate body checking must be done only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and below the neck. If body checking is unnecessarily rough, it must be penalized.

**Box -** A penalty-killing setup in the defensive zone where the defensive team players form a "box" in front of their goalie and keeps the opponents on the outskirts.

**Break-**A chance to start a rush when the opposing forwards are caught out of position.

**Break-away-**A condition whereby a player is in control of the puck with no opposition between the player and the opposing goal, with a reasonable scoring opportunity.

**Breaking pass**-A pass to a teammate who is trying for a breakaway.

**Breakout**-When a team comes out of their defensive zone with the puck.

**Butt-Ending**-The condition whereby a player uses the shaft of the stick above the upper hand to jab or attempt to jab an opposing player.

## **C**

**C**- Letter worn on the uniform of the team captain.

**Catcher-Glove** the goalie wears on their nonstick hand  
**Center** (center forward)-The center player in the forward line who usually leads his team's attack when they are trying to score a goal; he takes part in most of the face-offs; he controls the puck and tries to score or pass it to a teammate who is in a better position to score a goal.

**Center face-off circle**-A circle, measuring 30 feet in diameter, at the center of the ice where the puck is dropped in a face-off to start the game and to restart the game after a goal has been scored.

**Center ice**-The area between the two blue lines, also called the neutral zone.

**Centering pass**-A pass from an attacking player towards the middle of the ice to a teammate with better angle at the goal.

**Center line**- a red, 12-inch wide line across the ice midway between the two goals.

**Charging**-When more than three strides are taken before checking another player.

**Check**-Any defensive or guarding tactic used by hockey players accomplished by moving their bodies against an opponent to get the puck away; there are two main types of checks: stick check and body check; these are only allowed against a player in control of the puck or against the last player to control it; checking with too many steps or strides becomes charging.

**Checking from behind**-A player hits an opponent who is not aware of the impending contact and therefore cannot defend himself from behind. Results in major penalty/game misconduct.

**Cherry-picking** - When a player, generally a forward, hangs out near or beyond his own blue line waiting for a loose puck so that he can have a breakaway.

**Clearing the puck**- Getting the puck out of one's own defensive zone.

**Clearing the zone**-When a defending player sends the puck out of the attacking zone; all the attacking players must leave or clear the zone to avoid being called offsides when the puck reenters the zone

**Coach-A Coach** is a person primarily responsible for directing and guiding the play of his team. Along with the Manager, he is responsible for the conduct of his team's players before, during and after a game.

**Coast to coast** - When a player carries the puck from his own end into the offensive end.

**Cover**-When a player stays close to an opponent to prevent him

from receiving a pass or making a play on offense.

**Creases**-Goalkeeper's: Areas marked on the ice in front of each goal designed to protect the goalkeepers from interference by attacking players.

**Referee's**: Area marked on the ice in front of the Penalty Timekeeper's seat for the use of the Referee.

**Crease lines**-The red lines that form the semi-circular area with a 6-foot radius in front of the goal called the goal crease.

**Cross bar**-The horizontal bar that connects the top of the two goalposts.

**Cross Checking**-To hit a player with both hands on the stick while the stick is not touching the ice.

D

**Dead puck**-A puck that flies out of the rink or that a player has caught in his hand.

**Defensemen**-Two players who make up a team's defensive unit usually stationed in or near their defensive zone to help the goalie guard against attack; sometimes they lead an attack. The left defenseman covers the left half of the rink, the right defenseman plays to the right, but they can skate into each other's territory.

**Defensive line**-Consists of two defensemen.

**Defensive zone**-The zone or area nearest a team's goal (the goal they are defending).

**Deflection**-The action of the puck contacting any person or object, causing it to change direction.

**Deke (deking)**-A decoying or faking motion by the puck-carrier; the art of making a defensive player think you are going to pass or move in a certain direction when you are not. There are shoulder dekes, stick dekes and head dekes.

**Delayed Off-Side**-A situation where an attacking player has preceded the puck across the attacking blue line, but the defending team has gained possession of the puck and is in a position to bring the puck out of their Defending Zone without any delay or contact with an attacking player.

**Delayed penalty**-When an official raises his arm but does not blow his whistle, waiting to see the outcome of a play before calling a penalty; this is done so as not to penalize the nonoffending team by stopping its momentum; a penalty that is delayed, and then not called, is waved off and play continues uninterrupted; also a penalty against the team that has only 4 players on the ice, which is assessed only when one of its players gets out of the penalty box.

**Delay of game**-A minor penalty imposed on any player who purposely delays the game in any way, such as shooting or batting the puck outside the playing area or displacing the goalpost from its normal position.

**Directing the Puck**-The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction.

**Dive**-When a player exaggerates being hooked or tripped in an attempt to draw a penalty.

**Double minor**-A type of minor penalty given for certain accidental infractions that result in an injury to another player; penalty time of 4 minutes is served, double the time of a normal minor penalty.

**Down Low** - The area around the net or behind it.

**Draw Man** - A player who takes faceoffs.

**Drop pass**-When a player simply leaves the puck behind for a teammate following him to pick up.

**Dump and Chase** - A style of hockey where a team shoots the puck into one of the corners of the offensive zone and then pursues it. This is opposed to carrying the puck into the zone.

## E

**Elbowing**-A minor penalty, which occurs when a player strikes his opponent with an elbow to impede his progress.

**Empty-net goal**-A goal scored against a team that has pulled the goalie.

**Endboards**-The boards at each end of the rink.

**Enforcer**-Also called the policeman; is usually the most penalized player on a team; he has the job of protecting his teammates from harm; generally a larger player who is not afraid of any fight.

**Exhibition game**-A game not included in the regular-season schedule and which does not count in the standings; the All-Star Game or other games generally played before the season begins.

**Expansion**-The addition of teams.

**Expansion team**-A team that has been recently added.

**Facemask**: The protective mask worn by the goalie.

**Face-Off**-The action of an official dropping the puck between the sticks of two opposing players to start play. A face-off begins when the Referee indicates its location and the officials take their appropriate positions and ends when the puck has been legally dropped.

**Falling on the puck**-A minor penalty, which occurs when a player other than the goalie closes his hand on the puck, deliberately falls on the puck, or gathers the puck under his body while lying on the ice.

**Feeding**-Passing the puck.

**Fighting**-A major penalty which occurs when two or more players drop their sticks and gloves and fight; if a referee deems one player to be the instigator, that player gets a game misconduct; the minor penalty for a less severe pushing and shoving fight is called roughing.

**Five-hole**-The area between the goalie's leg pads.

**Flat pass**-When a player passes the puck to a teammate along the surface of the ice.

**Flip pass**-A pass by a player to a teammate that lifts the puck from the ice and sends it through the air, usually for the purpose of getting it over an opponent's stick.

**Flip shot**-A shot in which a player cups the puck in his stick, then flips it with his wrists up off the ice towards the goal; this sometimes makes the puck harder to block.

**Forecheck**-To keep opponents in their end while trying to recover

the puck.

**Forehand**-A shot or pass taken from the right side of a righthanded player or from the left side of a left-handed player.

**Forward line or attacking line**-Consists of two wings (right and left) and a center; these three players play nearer the opponent's goal and are responsible for most of the scoring.

**Forwards**-The three players who make up the attacking line or forward line of a team — the center and the right and left wings.

**Foul**-Any infraction of the rules that will draw a penalty.

**Franchise**-A team; the legal arrangement that establishes ownership of a team.

**Freezing the Puck**-When the puck is held against the board with a stick or a skate.

**Full strength**-When a team has its full complement of 6 players on the ice.

**Game Suspension(s)**-When a player, Coach or Manager receives a game suspension(s); he shall not be eligible to participate in the next game(s) that were already on the schedule of that team before the incident occurs.

## G

**Get the jump**-To move fast and thereby get a good start on the opponents.

**Goal**-Provides one point; scored when a puck goes between the goalposts from the stick of an attacking player and entirely crosses the red line between the goal posts; also the informal term used to refer to the area made of the goalposts and the net guarded by the goalie and into which a puck must enter to score a point.

**Goal cage**-A 6 foot wide by 4 foot high tubular steel frame consisting of a cross bar and two goal posts to which a net is attached.

**Goalkeeper**-A goalkeeper is a person designated as such by a team who is permitted special equipment and privileges to prevent the puck from entering the goal.

**Goal line**-The two-inch red line between the goalposts that stretches in both directions to the sideboards.

**Goalposts**-The metal bars that frame the area to which the net is attached which rests on the center of the goal line and between which a puck must pass to score a goal.

## H

**Hat Trick**-When a player scores three goals in one game.

**Hash Marks** - The straight lines emerging from the two big circles in front of both nets. These lines direct players where to line up for faceoffs.

**Head-Butting**-The physical use of one's head in the course of delivering a body-check (head first) in the chest, head, neck or back area or the physical use of the head to strike an opponent.

**Head deke**-When a player drops his head as though moving one way and quickly moves in another to fake out the opponent.

**Headmanning**-When a player passes the puck ahead to a teammate.

**HECC**-The Hockey Equipment Certification Council is an

independent organization responsible for the development, evaluation and testing of performance standards for protective ice hockey equipment. There are standards for face masks, helmets and skate blades.

**Heel of the Stick**-The point where the shaft of the stick and the bottom of the blade meet.

**High Sticking**-When a player brings their stick above shoulder level. It is a penalty when used against another player.

**Holding**-A minor penalty which occurs when a player grabs and holds onto an opponent (or his stick) with his hands or arms to impede the opponent's progress.

**Home team**-The team in whose arena the game is being played. Usually the team wearing the lighter uniforms.

**Hook check**-A sweep of the stick low to the ice to take the puck from an opponent's stick. **Hooking**-The action of applying the blade of the stick to any part of an opponent's body or stick and impeding his progress by a pulling or tugging motion with the stick.

## I

**Icing**-When the puck travels from behind the center red line over the other team's red goal line.

**Injury Potential Penalties**-Injury Potential Penalties include Butt-Ending, Checking from Behind, Head-Butting, Spearing, Board Checking, Charging, Cross-Checking, Elbowing/Kneeing, High Sticking, Holding the Facemask, Slashing and Roughing. The Linesman may report such infractions to the Referee, following the next stoppage of play, that have occurred behind the play, and were unobserved by the Referee.

**Interference**-To keeps a player from playing the puck when they are not directly involved with a play.

**Intermission**-A "recess" between each of the periods of a hockey game.

## K

**Kneeing**-A minor penalty, which occurs when a player uses a knee to hit his opponent in the leg, thigh or lower body.

## L

**Last play face-off**-The location at which the puck was last legally played by a player or goalkeeper immediately prior to a stoppage of play.

**Lead pass**-A pass sent ahead of a moving teammate designed to meet the player at the location he is headed.

**Lie**-Angle made by the shaft of the stick and the blade.

**Line change**-The entire forward line and/or defensive line will be replaced at once, which puts players on the ice who work well together.

**Linesmen**-The two officials on the ice, one toward each end of the rink, responsible for infractions of the rules concerning off-side plays at the blue lines or center line and for any icing violations; they conduct most of the face-offs, sometimes advise the referee concerning penalties, and separate players who are fighting; They wear black pants and an official league sweater, and are on

skates.

## **M**

**Major Penalty**-A five minute penalty.

**Match-up**-A pairing of players on opposing teams who will cover each other during the hockey game.

**Minor Penalty**-A two minute penalty.

**Misconduct Penalty**-A ten minute penalty against an individual player but not the team - so a sub is allowed.

## **N**

**Net**-The goal; netting attached to the goalposts and frame of the goal to trap the puck when a goal is scored.

**Neutral Zone**-The center of the rink between the two opposing zones.

## **O**

**Off-ice (Minor) Official**-Officials appointed to assist in the conduct of the game including the Official Scorer, Game Timekeeper, Penalty Timekeeper and the two Goal Judges. The Referee has general supervision of the game and full control of all game officials, and in case of any dispute the Referee's decision shall be final.

**Officials**-One referee and two linesmen on the ice calling infractions and handing out penalties; up to five off-ice officials including two goal judges, the game timekeeper, the penalty timekeeper and the official scorer.

**Offsides**-When players enter the offensive zone before the puck.

**Offsides Pass**-When the puck is passed to another player across two or more lines - the puck is then brought back to where the pass was made for a face off.

**On the fly**-Making player changes or substitutions while play is under way.

**On the road**-When a team plays games away from its home arena.

**Open ice**-The part of the ice that is free of opponents.

**Overtime**: An additional period of play used to break a tie; see sudden-death.

## **P**

**Passing**-When one player uses his stick to send the puck to a teammate.

**Passout**-A pass by an attacking player from behind his opponent's net or goal line to a teammate in front of the net.

**Penalty**-A penalty is the result of an infraction of the rules by a player or team official. It usually involves the removal from the game of the offending player or team official for a specified period of time. In some cases the penalty may be the awarding of a penalty shot on goal or the actual awarding of a goal.

**Penalty box**-An area with a bench just off the ice, behind the sideboards outside the playing area where penalized players serve their penalty time.

**Penalty killer**-A player expert at backchecking and keeping or gaining control of a loose puck under difficult circumstances who is trained to break up a power play when his team is shorthanded.

**Penalty shot**-A free shot awarded a player who was illegally

interfered with, preventing him from a clear scoring opportunity; the shot is taken with only the goalie guarding against it.

**Player**-Member of a team physically participating in a game. The goalkeeper is considered a player except where special rules specify otherwise.

**Points**-The left and right positions taken by the defensemen of the attacking team, just inside the blue line of the attacking zone; also the term used to describe the defensemen playing at this location; also an individual statistic for players equal to their goals plus assists; also a team statistic used to determine team standings (2 points for each win and 1 point for each tie during the regular season).

**Poke Check**-To take the puck away with a short jab with the blade of a stick.

**Power Play**-When a team has more players on the ice than their opponents due to a penalty.

**Proper Authorities (Proper Disciplinary Authority)**-The immediate governing body of the team or teams involved, except:

- 1.In USA Hockey Tournaments and Play-Offs, the body shall be the Discipline Committee of the Tournament or Play-Off.
- 2.In matters relating to assault of official, the body shall be the Affiliate Association of that team.
- 3.In Junior A and B, the body shall be the Junior Council sanctioned league.

**Protective Equipment**-Equipment worn by players for the sole purpose of protection from injury. Recommended equipment should be commercially manufactured.

**Puck**-A black, vulcanized rubber disc, 1-inch thick and 3-inches in diameter, weighing between 5 1/2 and 6 ounces used to play hockey; they are frozen to prevent excessive bouncing and changed throughout the game; can travel up to 120 miles per hour on a slap shot.

**Pulling the Goalie**-When a team removes their goalie in order to add another forward on the ice.

## **R**

**Ragging**-Retaining the puck by clever stick handling, often used by a shorthanded team to kill time.

**Rebound**-A puck that bounces off the goalie's body or equipment.

**Red line**-The line that divides the length of the ice surface in half.

**Referee**-The chief official in a hockey game, distinguished from the other officials by a red armband; he starts the game, calls most of the penalties and makes the final decision in any dispute; he is responsible for making sure the ice, the nets and the clock are in good condition; he wears black pants and an official league sweater; he is also on skates.

**Rink**-The iced area inside the boards on which the game of hockey is played; it is 200 feet long by 85 feet wide with rounded corners.

**Rocker blades**-Used by professional ice hockey skaters; the gentle curve in a very sharp blade of an ice skate produced by rounding the toe and heel of the blade to make it easier for hockey players to turn quickly.

**Roster**-A list of the players on a team.

**Roughing**-Minor shoves resulting in a minor penalty.

**Rush**-An individual or combined attack by a team in possession of the puck.

## **S**

**Save**-The act of a goalie in blocking or stopping a shot.

**Scramble**-Several players from both sides close together battling for possession of the puck.

**Screen shot**-A shot on goal that the goalie cannot see because it was taken from behind one or more players from either team standing in front of the net.

**Shooting angle**-The angle determined by the position of the shooting player in relation to the goal at the moment he shoots the puck.

**Shorthanded**-A team is below the numerical strength of its opponents on the ice. When a goal is scored against a shorthanded team the minor or bench minor penalty, which terminates automatically is the one, which causes the team scored against to be "shorthanded". Thus, if an equal number of players from each team is each serving a penalty(s) (minor, bench minor, major or match only), neither team is "shorthanded".

**Shot on goal**-A scoring attempt that is successfully blocked or otherwise prevented by a goalie; a save.

**Shoulder deke**-A quick move of the shoulder in one direction and the player in another to fake out the opponent.

**Sideboards**-The boards along the sides of the rink.

**Slap shot**-A shot in which the player raises his stick in a backswing, with his strong hand held low on the shaft and his other hand on the end as a pivot. Then as the stick comes down toward the puck, the player leans into the stick to put all his power behind the shot and add velocity to the puck; achieves an extremely high speed (up to 120 miles per hour) but is less accurate than a wrist shot.

**Slashing**-The action of striking or attempting to strike an opponent with a stick or of swinging a stick at an opponent with no contact being made. Tapping an opponent's stick is not considered slashing.

**Sleeper**-An attacking player who slips into the center or neutral zone behind the attacking defensemen; same as a floater or a hanger.

**Slot** - The area immediately in front of the net between the two faceoff circles, extending from the bottom of the circles up to the top of them. It is from this zone that most goals are scored and where most furious activity takes place.

**Slow whistle**-When an official waits to blow his whistle because of a delayed offside or delayed penalty call.

**Solo**-A rush by a player without assistance from a teammate.

**Spearing**-The action of poking or attempting to poke an opponent with the tip of the blade of the stick while holding the stick with one or both hands.

**Splitting the defense**-Puck carrier goes between the two opposing

defensemen.

**Stick deke**-When a player's stick is moved as though for a shot, but instead the player moves the puck past the defending player; done to fake out the opponent.

**Stick handling**-Moving the puck along the ice with the stick blade.

**Substitute Goalkeeper**-A designated goalkeeper on the Official Score sheet who is not then participating in the game.

**Substitution**-Occurs when a player comes off the bench to replace a player coming out of the game; can be made at any time and play does not need to stop.

**Sudden-death overtime**-An overtime period that ends as soon as one team scores a goal, determining the winner and terminating the game.

**Sweep check**-A check made by a player with one hand on the stick, and one knee so low it is practically on the ice, with the shaft and blade of the stick flat on the ice to take the puck away from an opponent.

## T

**Team Official**-A person responsible in any degree for the operation of a team, such as a Team Executive, Coach, Manager or Trainer.

**Temporary Goalkeeper**-A player not designated as a goalkeeper on the Official Score sheet who assumes that position when no designated goalkeeper is able to participate in the game. He is governed by goalkeeper privileges and limitations, and must return as a "player" when a designated goalkeeper becomes available to participate in the game.

**Texas Hat Trick**-Four goals scored by a player in one game

**Third-man-in rule**-The third man in a fight gets a game misconduct penalty and is out of the game for its duration; created to discourage players from jumping into a fight, even if they are only trying to break it up.

**Three on one**-A type of break with three attackers coming in on one defenseman; this is a desperate situation.

**Three on two**-A type of break with three attacking players skating against two defensive players.

**Time-out (Curfew definition)**-A curfew game is one in which the game must end by a certain time of day. Conversely, a non-curfew game is one, which will be played to clock time conclusion, regardless of how long the game last.

**Trailer**-A player who follows his teammate on the attack seemingly out of the action but actually in a position to receive a backward or drop pass.

**Tripping**-A minor penalty which occurs when a player places his stick or a part of his body under or around the feet or legs of an opponent causing him to lose his balance; will also be called if a player kicks an opponent's skates out from under him, or uses a knee or leg to cause his opponent to fall.

**Two-line pass**-A team violation occurring when a puck is passed across two or more lines without being touched; play is stopped for

a face-off; a type of offsides.

**Two on one**-A type of break with two attacking players skating against one defensive player.

**Two on two**-A type of break with two attacking players skating against two defensive players.

## **U**

**Under-led pass**-A pass behind or to one side of a teammate, making it difficult for him to control the puck.

**Waffle pad**-A large rectangular pad attached to the front of the goalie's stick hand.

**Wash out**-A goal that is ruled invalid by the referee or the waving off of an infraction by the linesmen.

**Wings**-Two players, who flank the center on his right and left sides and, with him, make up the attacking unit or forward line.

**Wraparound** - When a player skates around behind the opposing goal and attempts to wrap the puck around the goal post under the goalie.

**Wrist shot**-A shot made using a strong flicking of the wrist and forearm muscles, with the stick blade kept on the ice; it is slower but more accurate than a slap shot.

## **Z**

**Zamboni**-The machine used to clean the ice.

**Zones**-Three areas made up by the two blue lines; the attacking zone is the area farthest