

Hockey Terms

Assist: An Assist is credited in the scoring record to the offensive player or players involved in the play immediately preceding a goal. A maximum of two assists is allowed per goal.

Attacking zone: Sometimes also called the offensive zone, the attacking zone is the one third of the rink inside the blue line that contains the defender's goal.

Back check: When the three forwards race back to their defending zone to try to regain possession of the puck from the opposition.

Backhand shot: A backhand shot is a shot, which originates from the backhand side of the stick. Although backhand shots are usually not as hard as forehand shots, a backhand shot can surprise a goalie and score, especially when the player is close to the net.

Backhand: The puck is carried on the stick during stick handling on either the forehand or the backhand side. The "backhand" side of the stick is the side, which is on the outside of the stick's curve.

Beat the defense: To get by the opposing defensemen and take a shot on the goal.

Beat the goalie: To score on the goalie.

Between the pipes: A goalie plays between the pipes.

Biscuit: A nickname for the puck. "Pass me the biscuit."

Blind pass: To pass the puck without looking.

Breakaway: When one or two players skate in toward the goalie with no opponents between them and the goal.

Breakout: When the attacking team emerges from its defending zone and begins to pass and skate up the ice toward the opponents' goal.

Boarding: Checking an opposing player into the boards

Boards: This is the hard vertical surface about four feet high that surrounds the rink. On top of the boards is the Plexiglas.

Clear the puck: Shooting the puck just to get it away from your goal and goalie.

Dangle: Someone with awesome stick handling ability. "He can dangle." Or "He's a dangler."

Delayed Penalty: A team shall not be shorthanded on the ice more than two players at any one time because of imposed penalties. Therefore, should a team receive a third penalty, that penalty shall be delayed in its start until one of the preceding penalties has terminated. Also, the referee will not call a penalty until the offending team has touched the puck.

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Delayed Whistle: When a violation occurs, the official will not blow the whistle to stop play as long as the non-offending team is in possession of the puck. The moment the offending team touches the puck, play will be stopped.

Deke or Deking: When a puck carrier stickhandles around an opponent by faking him. A deke is a fake.

Digger: A very determined hockey player who relentlessly pursues the puck until he gains possession of it.

Draw: During a face-off, each opposing player will try to get the draw. The draw occurs when a player succeeds in getting control of the puck and pulling it back to a teammate.

Drop Pass: Sometimes a dangerous play in which a puck carrier leaves the puck behind him to be picked up by a trailing teammate. When employed successfully, the puck carrier acts as a screen to give the teammate a clear path with the puck.

Dump and chase (dump in): The dump in is an offensive strategy in which the puck is shot into the offensive zone corner by the offensive team from outside the blue line. This strategy is usually employed if the offensive team is having trouble getting through the defense at the blue line or if the offensive team wants to change lines.

End Zone: The end zone is the portion of the rink behind the goal line.

Face-off: When the official drops the puck between the sticks of two opposing players. A procedure used to start play or to resume play.

Feed the puck: To pass the puck to another player.

Five Hole: When a goalie stands in the net, there are 4 natural open "holes" (upper left and right corner and lower left and right corner). The 5th hole (five hole) is the space between the goalie's legs.

Flip shot: A flip shot is taken by cocking the wrists and releasing them quickly. Very little arm or body weight shifting is used. Flip shots are normally taken close in to the goal.

Floater: A forward who sneaks (legally) into the neutral zone for the purpose of receiving a pass and making a breakaway on the opposing goal. He seldom back-checks.

Fore-check: Used when the opponents have possession of the puck in their own defending zone. Forechecking is an attempt to prevent them from getting out of their defending zone while at the same time trying to steal the puck from them.

Forward: This position is a left wing, center, or right wing. Each line has three forwards.

Foul: Same as a penalty.

Freeze the puck: Using a stick or a skate to pinch or hold the puck against the boards for the purpose of stopping action and causing a face-off.

Goalie: Same as goaltender.

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Goalie's crease: A light-colored blue half circle with a radius of six feet in front of each goal. This is goalie's territory. An offensive player may not enter the goal crease unless the puck is already inside this area. An opposing player who charges the goalie when he's within his crease will be assessed a minor or major penalty. However, the goalie is *not* "fair game" when he ventures outside his crease.

Goal Line: The red line, which runs between the goal posts and extends in both directions to the sideboards.

Hash marks: Lines that extend from the face-off circles. When a face-off takes place in a face-off circle, players of each team must stay on their own side of the hash mark. This helps keep players separated.

Hat trick: Scoring three goals in one game.

Icing: A team, when both teams have an equal number of players on the ice, may not shoot the puck from behind the center red line over their opponent's goal line (except if the puck goes into the goal).

Lid: A player's helmet. "Strap on your lid."

Lie: The degree of "erectness" of a hockey stick. The more erect it is, the greater is its lie. Some players want to carry the puck in close to them. These players would want a more erect or "upright" stick with a high lie.

NCAA: National Collegiate Athletic Association

Neutral Zone: The neutral zone is the area between the two blue lines.

NHA: National Hockey Association

NHL: National Hockey League

Off-Sides: When an offensive player precedes the puck across the blue line and into the offensive zone. For an offside violation, a face-off will be conducted in the neutral zone.

One-Timer: When a player immediately shoots the puck upon receiving a pass without stickhandling first. "He one-timed it into the net."

On the fly: While play is underway. Players are substituted "on the fly", ie., they enter and leave the ice while play is underway. They do not wait for time to be called.

Open ice: A part of the ice that is free of opposing players.

Penalties: Players are assessed penalties for infractions of the rules. The NHL has eight categories of penalties, the NCAA has seven.

Penalty Box: The area opposite the team benches where penalized players serve time.

Playmakers: The player, usually the center, who starts and plans the play his team will use when their team possesses the puck and the action is in the opponents' defending *zone*.

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Points: A location just inside the opponents' blue line where the defensemen station themselves when their team possesses the puck and the action is in the opponents' defending zone.

Poke Check: Using the blade of the stick to knock the puck away from an opponent.

Power play: When a team has a one or two-player advantage due to a penalty, it attempts to put all five of its players in the opponents' defending zone, passing the puck back and forth until it scores a goal.

Pull the goalie: In the last minute of a game in which a team is losing, the coach will often remove the goalie and replace him with a sixth skater, hoping the added pressure will help his team score.

Pure hat trick: Scoring three consecutive goals.

Rag: Keeping possession of the puck by clever stick handling

Rebound: A puck that caroms off the goalie's pads and lands in front of the goal mouth. Many goals are scored on rebounds.

Ref: Same as referee.

Referee's crease: This is an area on the ice in front of the penalty timekeeper's bench. Marked in red, it is a semicircle with a radius of ten feet. This is the ref's "private area" and any player who enters or remains in the area while the ref is reporting to or consulting with any game official will be assessed a misconduct penalty in both the NCAA and NHL.

Roofed/ Top Shelf: To shoot the puck into the top part of the net for a goal. "He roofed it." "He scored top shelf."

Save: When a goalie stops a puck and "saves" a goal.

Scramble: When several players on both sides pounce on a loose puck trying to gain possession of it.

Screen shot: When a goalie does not have a clear view of the puck as it is shot at him because the puck is partially or totally blocked from his sight by one or more players on either team.

Shorthanded: A team that has fewer players on the ice than its opponents because one or more of its players has been penalized.

Shot on Goal (SOG): If a player shoots the puck with the intention of scoring and if that shot would have gone in the net had the goaltender not stopped it, the shot is recorded as a "shot on goal".

Simultaneous penalties: When two players on opposing teams receive a penalty at the same time, it is known as a simultaneous penalty. The referees have the option to let the teams play 4 on 4 skaters or 5 on 5 skaters.

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Sin bin: Another name for the penalty box.

Sixth skater: Often when a team is behind by one of two goals in the last minute or two, it pulls its goalie off the ice and substitutes another skater. Now this team has six skaters while the opponents have only five skaters.

Slap Shot: A sweeping motion with an accentuated back swing to shoot the puck (similar to a drive in golf). **Note**: In Mite hockey the stick cannot come above the knee with shooting the puck.

Slot: An unmarked area in front of the goal approximately 10-15 feet in diameter.

Split the defense: When the puck carrier is able to navigate between the two defensemen and still maintain possession of the puck.

Spot pass: When a player passes the puck to a specific location on the ice, not directly to another player. Another player will then skate to that "spot", retrieve the waiting puck, and complete the play.

Stick Handling: To control the puck along the ice.

Sweater: A player's jersey. Jerseys were called sweaters because they were originally made of wool. "I'm proud to wear my team's sweater."

Trailer: This is a player who follows the puck carrier by ten or 15 feet and puts himself in position to receive a backward pass or a drop pass.

Two-on-one: When a team is fortunate to have two attacking players with the puck and only one defensive player between them and the goalie.

Wave off: When a stoppage of play is about to occur, the referee may decide to continue play by "waving off" the stoppage. Examples include icing and offsides.

Wheels: A term used to describe a player with exceptional speed. "He's got great wheels!"

Wing: On every forward line, there are three players: a left wing, a center, and a right wing. The Wings patrol the sides of the rink. Although because of those fast changing conditions of the game, they change positions continually.

Wrist shot: Hitting the puck with the blade of the stick using a quick snap of the wrist rather than a full back swing.

Zamboni: The customized vehicle, which scrapes a new ice surface before the game and between periods.