

7.8 If play is stopped due to the ring being immovable, or if it cannot be safely played, the ring is awarded to the team that:

- a. gains second control, or
- b. did not have initial control, or
- c. has initial control, provided the opposing team is not actively checking (see Case 3, Ruling 3, Comment)

*NOTE: The ring is awarded to the team that did not initially control it if the player first in control momentarily removes the stick from the ring, allowing an opponent to gain control, and then takes joint control.*

Case 1: A1 and B1 are trying to gain control of a free ring. B1 reaches the ring first and places their stick into the ring. A1, close behind, also manages to place their stick into the ring. The ring becomes immovable.

Ruling 1: Play is stopped and Team A is awarded the ring.

Case 2: A1 has control of the ring in Team A's defensive zone. A1 skates along the boards in an attempt to move the ring out of the zone, when players B1 & B2 begin legally checking A1. A1 skates into B1 & B2 but does not create sufficient contact to warrant a Charging penalty. A1, B1 & B2 stay at the boards.

Ruling 2: Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.

Comment: It is the responsibility of the player who is in control of the ring to avoid situations that would cause the ring to become immovable.

Case 3: A1 has control of the ring and is being checked by B1. B1 takes a legal stationary position or legally skates to a position to take away A1's path along the boards when the ring is tied up as a result of:

- a. B2 taking a legal position on the other side of A1, leaving A1 only a small path away from the situation.
- b. B2 and B3 take legal positions surrounding A1, leaving enough room for A1 to skate away from the situation.
- c. B2 and B3 take legal positions surrounding A1, leaving no room for A1 to skate away from the situation. B1, B2 and B3 are actively checking A1.

	<ul style="list-style-type: none"> <li>d. B2 and B3 take legal positions surrounding A1, leaving no room for A1 to skate away from the situation. B1, B2 and B3 are not attempting to check A1</li> </ul>
Ruling 3:	<ul style="list-style-type: none"> <li>a. Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.</li> <li>b. Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.</li> <li>c. Violation by A1. Play is stopped, team B is awarded a free pass in the nearest circle within the zone where play was stopped.</li> <li>d. Play is stopped, team A is awarded a free pass in the nearest circle within the zone where play was stopped.</li> </ul>
Comment:	<p>When being actively checked the obligation to move the ring is on the ring carrier. Failure to keep the ring from being tied up will result in a violation and the ring being awarded to the other team. In situations where the team not in control of the ring are making no attempt to actively check, but just tie up the ring, play will be stopped once the ring is tied up, and returned to the team in control of the ring. In the above situations, Team B should be attempting to check Team A, they should not be awarded the ring for just surrounding the ring carrier.</p>
Case 4:	<p>A1 has control of the ring. B1 is legally skating beside A1 along the boards when:</p> <ul style="list-style-type: none"> <li>a. B1 uses their body to block A1 and pin A1 against the boards so that A1 cannot move.</li> <li>b. B1 uses their stick to block A1's forward momentum and pin A1 against the boards.</li> </ul>
Ruling 4:	<ul style="list-style-type: none"> <li>a. Delayed minor penalty to B1 for Boarding .</li> <li>b. Delayed minor penalty to B1 for Boarding.</li> </ul>
Case 5:	<p>A1 has control of the ring in open ice. B1 is legally skating beside A1 when B2 approaches and uses their body to pin A1 against B1 causing the ring to be immovable.</p>

**Ruling 5:** Delayed minor penalty to B2 for Interference or Body Contact depending on the degree of contact.

**Comment:** There is no penalty for a player occupying an available space on the ice in proximity to the ring carrier, it becomes a penalty when that player plays the ring carrier and not the ring.

This is the new Rule, commonly known as 'Move It or Lose It'. In this document is the Move It or Lose It video link, in which there are some great examples of how it will be called. Please know that right now, officials are going through clinics to learn this new rule, and will need some time practicing the rule in game situations. Please allow them and yourselves time to practice this new rule.

Here is the link to the move it or lose it video

<http://www.youtube.com/watch?v=oSrbDWfalHc>