



Some Common Hockey Terms and Definitions

Assist

Players who help set up a goal get credit for an assist.

Backcheck

A defensive move when players (especially forwards) skate quickly back to their own defensive zone to counter an attack. Backchecking takes its name from the backward skating that is typically part of the maneuver.

Biscuit

Slang for puck.

Blue Lines

Two (blue) lines that run the width of the rink on either side of the red line. The area between the blue lines is called the neutral zone.

Blueliner

A defenseman.

Boarding

Slamming a defenseless player into the boards from behind. Illegal.

Body Check (Check)

Using one's body to hit an opponent who has the puck. Legal only if done with hips or shoulders, and the contact must be above the opponent's knees and below the neck.

Celly

A player's (or players') celebration after scoring a goal. The fancier, the better.

Chirp

(1) Talking trash to opponents, benches, or officials. (2) Such talk.

Crease

The blue semi-circle in front of the net where the goalie operates. Offensive players can't be inside the crease when a goal is scored.

Cross-check

A player cross-checks when he holds his stick with two hands and hits an opponent with it. Illegal.

D-Man (Defenseman)

One of the two players stationed farther back on the ice than the forwards are, typically near their own blue line. D-men try to prevent the other team from scoring.

Dangle

Using stickhandling moves to get around an opponent. Dangling often involves deking.

Defensive Zone

Your own team's zone at one end of the ice, from the blue line back to the boards. Your team's goal and goalie are in your defensive zone. The opposing team tries to score in your defensive zone (which is their offensive zone).

Deke (Deking)

A fake-out move used to get around an opponent or trick a goalie.

Faceoff

In a faceoff, the referee drops the puck between two players to start or resume play.

Faceoff Circle

One of the large circles on the ice where faceoffs happen.

Faceoff Dot

The spot where the puck is dropped during a faceoff. Dots are painted on the ice.

Five Hole

The opening between a goalie's leg pads.

Forecheck

Pressuring the other team in their defensive zone to regain or maintain control of the puck.

Forwards

The three players on each line (left wing, center, right wing) whose primary job is scoring and setting up goals.

Goal Crease

See “crease.”

Hand Pass

Passing the puck with the hand. Only allowed inside a player’s defensive zone.

Hash Marks

The small lines around faceoff circles where players line up.

Hat Trick

A player who scores three goals in one game gets a “hat trick”. Traditionally, fans may throw hats onto the ice when this happens.

High-Sticking

(1) Hitting an opponent in the head or shoulders with a stick (illegal). (2) Touching the puck with a stick raised above the shoulders (also illegal, but punished with a new faceoff instead of a penalty).

Holding

Grabbing an opponent to slow them down. Illegal.

Hooking

Using a stick like a hook to impede another player. Illegal.

Icing

Simple definition (conditions and exceptions apply): Shooting the puck from behind the red line all the way past the far goal line without the puck being touched. Results in stoppage of play and a new faceoff.

Interference

Hampering a player who doesn’t have the puck, e.g., bumping them or knocking away their stick. Illegal.

Lines

Groups of three forwards (left wing, center, right wing) who play together. Lines are typically rotated on and off the ice as a group.

Neutral Zone

The middle part of the ice between the two blue lines.

Offside

An offside violation occurs when a player enters the offensive zone before the puck. A violation causes a stoppage of play and a new faceoff outside the zone.

Offensive Zone

The zone at one end of the ice, from the blue line back to the boards, where one team defends their goal. This is where the attacking team attempts to score.

One-timer (Shooting Off a Pass)

A shot taken off a pass, without stopping and/or playing the puck first.

Penalty Box (Box/Sin Bin)

The area where players serve penalty minutes after rule infractions.

Penalty Kill (PK)

If a team is shorthanded because one or more of their players broke a rule, they are said to be “on the penalty kill” or “penalty killing.”

Pipes

The posts holding up the goal. Sometimes called “the irons.”

Poke Check

Using a stick to poke the puck away from an opponent.

Power Play (PP)

A situation in which your team has more players on the ice than your opponents do because your opponents are being penalized.

Saucer Pass

A pass that lifts the puck off the ice to avoid interception. The puck is said to resemble a flying saucer.

Silky Mitts/Filthy Handles/Sick Paws

Slang for terrific stickhandling skills.

Shift

The time a player or line spends on the ice before another player/line comes out to replace them. A “shift change” happens when this rotation of players occurs.

Shot on Goal

A shot that would go into the net if the goalie didn't stop it.

Sin Bin

See "penalty box."

Slapshot

A powerful shot with a full wind-up, which uses a stick's flex to propel the puck.

Slot

The prime scoring area between the faceoff circles directly in front of the goal.

Top Shelf

The upper part of the net, under the crossbar.

Trapezoid

The restricted area behind the net where goalies may play the puck. Angled lines delineate this area.

Tripping

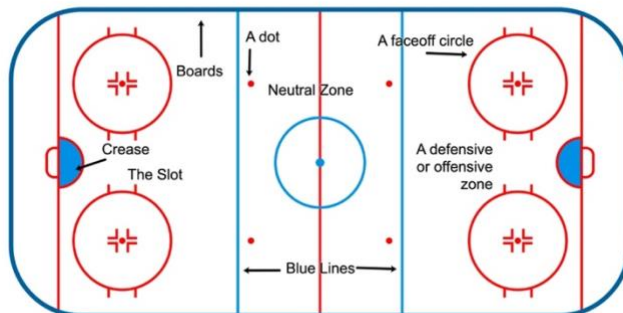
Tripping occurs when a player knocks an opponent off his feet using a stick or the player's own body. Illegal.

Turnover

A turnover occurs when a player loses control of the puck to an opponent.

Wrister

A wrist shot: a quick flick of the wrists to shoot the puck with less wind-up.

Rink Layout

We are grateful to Kerry Estevez for her assistance in compiling this list.