



GAME ON!

MILTON'S BALL HOCKEY TOURNAMENT FOR CHARITY

RULES

Referee discretion is an important part of any sporting event. At Game On! tournaments, Referees will be wearing identifiable shirts. The Referee's decision is FINAL. No arguing of calls by participants or spectators. Arguing calls by either of these parties will result in a penalty shot being awarded to the other team on the first offense, and a team being disqualified from a game as a result of the second offense. Calls may be questioned, but only by a team captain, who is the sole representative of the team. These policies shall be strictly enforced with a zero-tolerance approach. Penalties awarded as a result of excessive arguing are made at the sole discretion of the Referee.

Play

1. **a) For ages six to 11**, each team must have a minimum of 5 but may have a maximum of 8 players on its roster.

1. **b) For ages 12 to Adult**, each team must have a minimum of 4 but may have a maximum of 7 players on its roster.

2. Teams will be co-ed. There will be four divisions based on age: 6 to 8, 9 to 11, 12 to 15, and Adult (16+).

3. **a) For ages six to 11**, games may be started or completed with only 4 players, but not with 3 players (result is an automatic forfeit).

3. **b) For ages 12 to Adult**, games may be started or completed with only 3 players, but not with 2 players (result is an automatic forfeit).

4. **a) For ages six to 9, Participants** will be placed on teams based on a draft system. This is so that teams are fair and also promotes friendships and socialization.

4. **b) For Adult (16+), Participants** register as a complete team. Individuals can register and we will place them on teams require additional players.

5. Player changes may be made after initial registration is complete and prior to the close of the registration deadline. Game schedules cannot change once finalized. No roster substitutions are allowed after a team's first scheduled game unless agreed upon by both teams.

6. All **parents must vouch for a player's age** (15 and under) so that they can be placed in the appropriate division based on that age. Should a dispute arise, all final decisions will be made by the tournament supervisor and may require submission of a birth certificate.

7. Officials reserve the right to disqualify players and/or their entire team for not being in the age range of their designated division, for submission of **false information**, use of non-registered players, unauthorized substitutions, and/or bad sportsmanship of any kind. Any team wishing to challenge that a player is not registered on the opposing team must do so before the game starts. If the challenge is correct, the team may be disqualified, subject to the tournament director's discretion. The unregistered player is absolutely disqualified and the challenging team earns a penalty shot at the start of the game. If the challenge is incorrect, the team with the player in question is awarded a penalty shot. No player challenges can be made after the game has started.

8. **a) For ages six to 11**, all games will be played **5-on-5**, including the goaltender (i.e. 4 out players plus one goalie on the street at all times). A team may play without a goaltender, if it chooses to do so, at any time during the match.

8. **b) For ages 12 to Adult**, all games will be played **4-on-4**, including the goaltender (i.e. 3 out players plus one goalie on the street at all times). A team may play without a goaltender, if it chooses to do so, at any time during the match.

9. Games and halves will begin with a face-off.

10. The ball will **change possession after every goal scored**.

11. During play, alternates can substitute as teams deem necessary and/or "on the fly". No stoppage in play is necessary to make substitutions. However, a team needs to be especially careful not to get penalized for too many men on the street when making *on the fly* changes. Player changes must always be made from the team's own **defensive** end of the rink. Trying to change in the offensive end may result in a

penalty shot (if an advantage is created, and according to the referee's discretion).

12. **Hand passes** are permitted, unless the official deems that a hand pass created an unfair advantage. Under such circumstances, the play is stopped immediately and ball awarded to the opposing team.

13. There can be **no full goalie changes** (stoppage will not be made for change of equipment) made during games, except in the case of injury.

14. **When the ball is covered by the goaltender**, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 3 metres of space to make a play. The team with possession is allowed 5 seconds to put the ball in play. The goalie may cover the ball anywhere in their defensive end to stop play.

15. **When a ball leaves play: If the ball goes over the backdrop OFF THE OFFENSIVE TEAM:**

The defending team receives possession of the ball behind their own net. The opposing team must give the team with the ball 3 metres of space to make a play. The team with possession is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

If the ball goes over the backdrop OFF THE DEFENSIVE TEAM:

The team on offense receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team 3 metres of space to make a play. The team on offense is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

If the ball leaves play at either side of the rink, the team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. Again that team is given 3 metres of space and 5 seconds of time to make a play.

Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)

16. **After a goal is scored:**

There is no face-off. The team that was scored on gets possession and may execute play immediately. They also must execute play (i.e. cross the center line) within 10 seconds. If they fail to do so, the other team may encroach aggressively.

The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player, crosses that line (or the 10-second rule expires).

Time

17. Teams will be given a 3-minute **warm-up** before each game.

18. A 10-minute forfeit allowance will be strictly enforced.

19. **Games will be 15 minutes in length** (Two – 7.5 minute halves, running time, separated by a one minute half-time break).

20. A **mercy rule** will be in effect if one team leads the other by a 10 goal margin at any point during the second half of the game. If a team goes up by 10 goals in the first half, play continues.

If they are still up by 10 goals when the first half is over, the mercy rule goes into effect. The score is then recorded as a 10 goal margin of victory (even if they were up by more than 10 goals). This is for seeding purposes. Games are also capped at 15 goals. The first team to score 15 goals in a game wins. Otherwise the team with the higher score when time expires wins.

21. Each team will be allowed one (1), 30-second time out **per game**.

The team captain must signal timeout to the referee using a "T" hand motion and verbally requesting "Time" from the referee.

Penalties

22. There shall be no slashing, hooking, tripping, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. More serious offenses, including, but not limited to, spearing and/or butt-ending, shall result in an individual being **immediately removed from a tournament**. Given the location of Game On! events (in public venue) participants may also face legal consequences for any inappropriate actions.

23. Fighting is unacceptable and will always result in the individual being removed from tournament. From an organizer's standpoint, fighting is defined as one punch. The public setting of these events means that fighting may also have legal ramifications.

24. There shall be no pushing, shoving, checking, roughhousing, or unsportsmanlike conduct of any kind. Doing so shall result in at least a penalty shot for the other team, but may be punished more severely according to the discretion of the referee and/or tournament supervisor, up to and including ejection from the event.

25. There shall be no **stalling**. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.

26. Any player that gets penalized two times during one game For incidents mentioned above will be disqualified from participating in the remainder of that game.

The team will be allowed to bring in an already registered substitute from its "bench".

The penalized player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Tournament Supervisor deems necessary.

27. If any player touches the ball while his/her team has too many players on the street, it shall be ruled a "**too many players** on the street" penalty and the opposing team shall be awarded a penalty shot. There is no 10 metre grace given for player changes! *Too many men (or women) on the street penalties are not applied against the two penalties and you are out rule.*

28. No slapshots are allowed. Slapshots are defined as any shot that involves a wind up that begins above the shooter's waist. If a participant intentionally and knowingly takes a slap shot, the opposing team will be awarded a penalty shot. *Penalties awarded as a result of slapshots being taken do not count against the two penalties and you are out rule.*

29. Any contact made with the ball when the **stick is above the crossbar** will be penalized with a penalty shot. *Penalties awarded as a result of making contact with the ball with a high stick also do not count against the two penalties and you are out rule.*

30. The result of all penalties is a penalty shot awarded to the other team. Penalty shots are taken immediately after an infraction, and are taken with the ball being placed at center according to breakaway type format.

31. For penalty shots, the ball is dead after the shot **or** at the conclusion of forward progress. Possession is always given to the defending team regardless of the outcome of the shot. After the shot, the ball is immediately live to the defending team. Any individual can take all penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed or a player that was on the rink at the time of the infraction).

Shootouts

32. If the game reaches the 15-minute time limit in a tie, the teams will go into a shootout to determine the winner. Each team will nominate **3 players** from their own team to participate in the shootout. Each of these shooters will be given one breakaway on the opposing goaltender.

The team with the most goals at the end of the shootout will be declared the winner. **If the score remains tied after the initial shootout** round, the shootout will move to sudden death format. In the sudden death shootout, the same 3 players must shoot in the same order as they did during the initial shootout round. Sudden death shoot out rounds continue until a winner is declared.

Equipment Requirements

33. Goaltenders should bring their own goaltender equipment. The

Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team.

Pads may be no wider than 13". Challenges on the width of a goalie's pads made by an opposing team must be done before the game starts. If the challenge is correct, the goalie is no longer allowed to use the pads and the team must either borrow equipment from the equipment tent, or play without a goalie (five out players for ages 6 to 11, and four out players for ages 12 to adult.). If the goalie chooses to borrow pads, the game will not wait for the goalie to be ready and will start on schedule. The challenging team will also be awarded a goal. If the challenge is incorrect, the challenging team must forfeit a goal.

34. A limited number of masks, pads, blockers and trappers will be available for use (free of charge) during the tournament, and on a first come first serve basis. **Goal equipment must be returned after each game.**

35. Sticks and running shoes will NOT be provided and are required by all participants. All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed.

Curves of all kinds are allowable; all true street hockey players know that there is no such thing as an illegal curve in street hockey!

36. Some form of eye protection (either masks or goggles strapped around the head) is REQUIRED for all participants. Such protection must cover the entire eye, and is subject to examination / approval of the referee and/or tournament supervisor.

37. Gloves, helmets, jocks, mouth guards and shin guards are **STRONGLY ENCOURAGED FOR ALL PARTICIPANTS**, but are not mandatory.

Rain Plan

38. Game On! will **proceed rain or shine** except under conditions of severe weather systems. Play will be stopped immediately in the case of such weather systems, including lightning, with all players asked to leave the street.

39. Under the threat of such circumstances, all teams should report to the registration tent, since schedules may change. Should inclement weather lead to tournament delays, games will then be played until 10 goals or 7.5 minutes, without halftime or any significant warm-up.

At the end of the 7.5-minute period, the team that is ahead is declared the winner. If a game reaches the time limit in a tie, the teams will go into a shootout to determine the winner.

All teams must stay near their rink at all times, as games will be played in rotation and will progress quickly.

If a Team is not present at the time an official calls for the game, the absent team(s) will risk forfeiture. Be sure to come to the event prepared for any kind of weather!

Other Rules

40. Unless otherwise notified, all printed **schedules** are operative for the duration of that division's games for all teams.

Each team is advised to check the Master Scoreboard for all schedules, times, rinks, revisions, and other important information. We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances.

Be aware that if you choose to leave the event site, you might miss out on important event related / scheduling information.

41. An injured player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.

42. Alcohol consumption and drug use is prohibited on site. Any player or spectator who violates the spirit of this rule will be escorted off site by event security.