

# VEGAS BALL HOCKEY RULES

**\*Waiver: All players & coaches are required to fill out the waiver form & submit it before your first game. Forms will be accessible online or at the events. No Waiver = No Play**

**\*Rosters & Final Payment: Must be completed and submitted in at least 30 minutes prior to your first scheduled game. Any rosters or payments not completed prior to the team's first game, will risk forfeit. Rosters are frozen when your first game starts. Teams may roster up to 18 players with a maximum of 2 goalies. Every player must sign the roster. Final payments must be completed by cash or money order only.**

**\*Only rostered players or coaches are allowed on team benches.**

## **Equipment**

**\*All teams are required to have matching jerseys or t-shirts (2 sets - light/dark) with numbers on the back of each. Must be all the same color with matching numbers.**

**\*Following equipment is mandatory for all events: Gloves & Shin Pads**

**\*Following equipment is highly recommended, but not required: HECC approved Helmet, elbow & hip pads, & mouthguard.**

**\*Ice hockey sticks are allowed, but must be intact with butt ends covered. Sticks deemed unsafe for play can be removed by refs discretion.**

## **Game & Tournament Structure**

- 5 on 5, plus goalies
- Each game will consist of 3 (12) minute periods running time
- Clock will stop in the 3rd period if a game is decided by one goal or less within the last minute of play
- Two minute warm up
- 30 seconds intermission between periods **\*\*No meeting at the nets in between periods\*\***
- No timeouts in round robin play
- One timeout in playoffs only is allowed
- A tie will remain tie in the preliminary games
- A tie in playoff & championship games - (1) five minute sudden death running overtime period will be played 4 on 4. If it still remains scoreless after the five minutes, we will go to a best of 4 player shootout format with visiting team shooting first. If still remains a tie after the 4 player shootout, then it will become a sudden death shootout until a winner is determined. **\*Note\*** Before a player can shoot twice, all players on the bench must have gone once before.
- Players must compete in at least 1 round robin game to be eligible for playoffs/championships.
- Home teams will wear light, away team will wear dark.
- Mercy rule is in effect and the game will be stopped when an 8 goal spread occurs.

- Teams must be dressed & ready to play a half-hour before the scheduled game time with the exception of the first two games of the day. Forfeiture could result if a team is not ready to play.
- Point System: 2 points for WIN & 1 point for TIE
- Tiebreakers: - Head to Head
  - Most Wins
  - Fewest Goals Against
  - Goals For
  - Least Penalty Minutes
  - Coin Flip
- If three or more teams are tied, and one team has won the Head to Head competition against the other two tied teams, then that team that has beaten the other two teams has won the tiebreaker. The remaining two teams will be compared using the Head to Head rule. If three or more teams are tied and no team has beaten the other tied teams Head to Head, then the teams will be seeded by the following in order: Most Wins, GA, GF, Fewest Penalty Minutes, & Coin Flip.
- If a team forfeits their playoff game, we will then reseed all the remaining teams.

### **Game Rules**

- Standard hockey penalties apply. Players are advised to not argue any calls with referees. This includes both non-penalty and penalty calls.
  - All minor penalties will consist of 2 minutes
  - All double minor penalties will consist of 4 minutes
  - All major penalties will consist of 5 minutes plus game ejection and will carry an additional one game suspension, with a possible tournament ejection. Any player that receives a major must leave the rink & another player from their team must serve the 5 minutes.
  - All misconducts will consist of 10 minutes
  - 4 penalties by a single player in one game will be ejected for rest of the game
  - All coincidental penalties will be played 4 on 4
  - Stoppages: Out of play is if the ball hits the roof of the facility, gets shot into the bench area or gets stuck in the netting. All balls off of the netting protecting the rink that land on the playing surface are in play.
  - TCS Tournament Directors can look into any incident that occurs during a game & can assess an additional suspension regardless of what call was made in the game.
- \*Floating Blue lines and icing are in effect & if the ball going through the crease does not negate an icing call. Icing is behind the center red line.

The floating blue line works as follows:

- 1) Off-sides are determined at the defending team's blue line.
- 2) Once the ball enters the defending team's zone by crossing the blue line, the offensive zone then expands out to the red line.
- 3) If the ball goes out of the expanded zone (by crossing the red line into the attacking team's zone), then the attacking team must "clear the blue line."
- 4) The BALL must enter the zone first. Players (even with possession and control) may not back over the line with the ball.

Deliberate off-sides will result in a face-off deep in the offending team's zone. A direct shot on goal while clearing the zone will not result in an automatic off-side unless the offending team fails to attempt to clear the zone. No goal can be scored while delayed off-side is in effect.

- Face-offs from offsides will be at center ice. Intentional offsides will be called if a player on the rink intentionally touches the ball for the purpose of stopping play while being offsides.

- High sticking the ball - touching the ball with your stick at a height greater than your shoulder is a 2 minute penalty.

- Direct kick towards the net or hand pass that makes contact with the goaltender is automatic whistle with the face-off occurring at center ice.

- Delaying the Game: Minor penalty will be assessed on any player or goalie who delays the game by deliberately shooting or batting the ball out of play. A minor penalty will be assessed on any player or goalie who delays the game by deliberately displacing the goal post from its normal position. If the displacement occurs during a break away a penalty shot will be awarded to the attacking team player who had possession of the ball. Infraction in the last minute of play results in a penalty shot. Also, stalling the game - For example, shooting the ball out of play, holding the ball in the hand, refusing to send players out for a faceoff, repeated deliberate offsides, interfering with rink equipment to force a stoppage of play, a goaltender covering the ball past the defensive zone face-off marker. Other items not listed may be called at the referee's discretion.

- Fighting: Engaging in a physical altercation with an opposing player, usually involving throwing of punches. All fighting majors will result in an automatic tournament ejection. A major misconduct penalty shall be imposed on any player(s) who engages in fisticuffs. A minor penalty shall be imposed on a player who, having been struck retaliates with a blow or attempted blow. However, at the referee's discretion, a major or double minor penalty or a game misconduct penalty may be imposed if such player continues the altercation. Minor altercations such as simple pushing and shoving, and punching with gloves still in place, shall be generally called as Roughing.

- TCS Hockey follows a zero tolerance policy when dealing with individuals who act in unsportsmanlike like conduct. This includes any aggressive behavior toward referees and/or tournament officials.

- High Sticking: A goal scored off a high stick shall not be allowed except if off of a defending player. The goal wipes off the penalty. A major or double minor penalty shall be assessed if a player strikes another player in the head or face and results in an injury with a high stick.

\*Note\* Players are fully responsible for the actions of their sticks except in the act of shooting.

- Abuse of officials: Arguing with, insulting, using obscene gestures or language directed at or in

reference to, or deliberately making violent contact with any on or off-floor official.

- **Butt-ending:** Accidentally jabbing an opponent with the end of the shaft of the stick.
- **Closed hand:** A player closes their hand around the ball while in the offensive zone or while in the defensive zone and makes any motion other than to place the puck directly in front of them.
- **Cross-checking:** Hitting an opponent with the stick when it is held with two hands and no part of the stick is on the floor.
- **Elbowing –** Hitting an opponent with the elbow accidentally. Intentional elbows may be escalated to more severe penalties at the referee's discretion.
- **Goaltender Interference:** Physically impeding or checking the goalie. Standing in front of an opposing goalie and "engaging in actions such as waving ones arms or stick in front of the goaltender's face for the purpose of improperly interfering with and/or distracting the goaltender" will draw a minor unsportsmanlike conduct penalty. Visually impeding the goalie's view of the play with your body, called "screening", is legal.
- **Holding:** Grabbing an opponent's body, equipment or clothing with the hands or stick.
- **Holding the stick:** Grabbing and holding an opponent's stick, also called when a player deliberately wrenches a stick from the hands of an opposing player or forces the opponent to drop it by any means that is not any other penalty such as slashing.
- **Hooking:** Using a stick as a hook to slow an opponent or impeded their progress. Note that no contact is required. If stick to stick contact is made, no penalty shall be assessed.
- **Illegal Equipment:** Equipment that does not meet standard hockey regulations or other commonly respected guidelines. Players may not play with a goalie's stick except to deliver a goalie's stick back to the goalie in instances where the goalie lost control of their stick. A goalie may play with a players stick.
- **Interference:** Impeding an opponent who does not have the ball, or impeding any player from the bench. \*Note\* No contact is required.
- **Playing with Too Many Sticks:** When a player plays with more than one stick and attempts to make a play. For example, if a goalie were to lose his stick and a player from his team runs over to pick up the goalie stick and then, while running back to the goalie with both sticks, attempts to touch a live ball with either stick, that player will be called for Playing with Too Many Sticks.
- **Roughing:** Pushing and shoving after the whistle has been blown or checking an opponent with the hands in his face. Also, when an illegal body check is made. Roughing penalty will also be assessed to any player that uses force which in the referee's opinion is unnecessary or dangerous to other players.
- **Slashing:** Swinging a stick at an opponent when not attempting to play the ball. Instances where one player prevents another player from gathering the ball by swiping their stick onto the other player's stick shall not incur a slashing penalty unless bodily contact is made.
- **Tripping:** Tripping another player by any means, whether incidental or accidental, or causing another player to fall by any means. \*Note\* that no contact is required.
- **Too many men on the floor –** Having more than six players (including the goalie) on the floor involved in the play at any given time. "Involved in the play" is key; players that are entering the rink as substitutes for players coming off (line changing) may enter the rink once the player returning to the bench is less than six (6) feet from his team's bench. At that point the returning

player is considered out of the play, even if the play passes in front of the bench, unless he actively makes a move for the ball. Players entering the rink are part of the play as soon as their feet touch the floor.

- **Unsportsmanlike conduct:** Arguing with a referee; using slurs against an opponent or teammate; playing with illegal equipment; making obscene gestures or abusing an official. Goaltender crosses the center rink line for any reason other than to leave the floor during a delayed penalty. May also be called if a player drops gloves and stick in preparation for a fight, but the non-offending player does not drop the corresponding equipment and has committed no action (verbal or physical harassment) to attempt to instigate a fight.
- **Boarding:** Inadvertently or intentionally pushing an opponent violently into the boards while the player is facing the boards. If deliberate, penalty may be escalated to Attempt to Injure.
- **Checking from behind:** Hitting an opponent from behind with force anywhere on the floor. This penalty will often be assessed at the referee's discretion.
- **Instigator penalty:** Being the obvious instigator in a fight. Called in addition to the major for fighting. Since fighting is an automatic ejection, another player from the team must serve this penalty.
- **Joining a fight:** Also called the "3rd man in" rule, the first person who was not part of a fight when it broke out, but participates in said fight once it has started for any reason, even to pull the players apart.
- **Kicking:** Kicking an opponent without the intent to injure. If intent to injure is seen, the penalty shall be escalated to Attempt to injure.
- **Spearing:** Accidentally stabbing an opponent or thrusting at an opponent with the stick blade.
- **Attempt to injure:** Deliberately trying to harm an opponent, whether successful or not.
- TCS will not be responsible for any items lost or stolen, before, during, or after the event
- TCS & it's representatives are not responsible for any injuries
- We will not tolerate any racial slurs. Players will receive a match penalty, & will have a meeting with the tournament directors

**If they're certain rules not covered above, we will then follow the ASHI Hockey rule book as listed on their website: [www.ashihockey.org](http://www.ashihockey.org).**

**Anything not covered herein shall be directed to the tournament organizers who shall have final say on any and all matters.**