

ROAD HOCKEY TOURNAMENT RULES

**Referee discretion is an important part of any sporting event. The referee’s decision is FINAL. A zero-tolerance approach will be enforced regarding arguing with referee and penalties will be awarded as a result of excessive arguing at the sole discretion of the referee.**

***PLAY:***

* Each team must have a minimum of 4 and a maximum of 6 players on their team.
* Games may be started or completed with only 4 players, but not with 3, results in automatic forfeit.
* Both captains and referee must sign the score sheet after each game.
* All games will be played 4 on 4 (i.e. 3 out plus1 goalie on the court at all times.) A team may play without a goaltender, if it chooses to do so, at any time during the game.
* Games and halves will begin with a face-off.
* During play, alternates can substitute as teams deem necessary and/or “on the fly”. No stoppage in play is necessary to make subs. However, a team needs to be careful not to get penalized for too many players on the court when making on the fly” changes.
* When the ball is covered by the goaltender, the other team must give the team with the ball approx. 3 meters space to make a play. The team with possession is allowed 5 seconds to put the ball in play.
* **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 approx. 3 meters of space to make a play.
* **\***If the ball goes over the backdrop of the defensive team: the team on the offence receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team approx. 3 meters of space to make a play.
* **\***If the ball leaves the play at either side of the rink: the team that the ball did not go off of receives the possession/at the spot where the ball left play. The referee will determine which team should have possession.
* After a goal is scored, there is no face-off. The team that was scored on gets possession and may execute play immediately. They must execute play within 10 seconds. If they fail to do so, the other team may encroach. The team that just scored must always clear and cannot cross the centre line until the ball, or offensive player, crosses that line.

***TIME:***

* Teams will be given a 3 minute warm up before each game.
* A 10-minute forfeit allowance will be enforced.
* Games will be 20 minutes in length, having two 10 minute halves, separated by a one minute half time break.
* Each team will be allowed one, 30 second time out per game.
* Referee will shout out when there is one-minute remaining in the game.
* **All games (with the exception of the Division Finals) that end regulation time in a tie will proceed to the “Shoot Out” rules to determine the winner. Division Finals that end in regulation time in a tie will proceed to a 5 minute sudden death overtime (first team to score wins). Should the game still be tied after 5 minutes- sudden death shoot out will determine the winner.**

***PENALTIES:***

* There shall be no slashing, hooking, tripping, rough body checking, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. More serious offences, including spearing, butt-ending, shall result in an individual being removed from the tournament.
* Fighting is unacceptable and will always result in the individual being removed from the tournament. From an organizer stand point, fighting is defined as one punch.
* There shall be no pushing, shoving, checking or roughhousing of any kind. Doing so shall result in a penalty shot for the other team,but may be punished more severely according to the referee.
* There shall be no stalling,and will result in a penalty shot for the other team. Referee’s discretion.
* Any player that gets penalized three times during one game will be disqualified from participating in the remainder of that game. The team will be forced to play shorthanded.
* If a player touches the ball while his/hers team has too many players on the rink, it shall be ruled “too many players on the rink”, and the opposing team will be awarded a penalty shot.
* **Sticks shall be under complete control of the player at all times. Any sick the is elevated over the waist – either intentionally or unintentionally will result in a penalty shot awarded to the other team.**
* The result of all penalties is a penalty shot awarded to the other team. Penalty shots are taken immediately after an infraction and are take with the ball being placed at centre ice, according to breakaway type format.
* For penalty shots, the ball is dead after the shot, and possession will be given to the defending team regardless of the outcome of the penalty shot.
* Any individual on the team can take the penalty shots.

***SHOOT OUTS:***

* If the game reached the 20 minute limit in a tie, the teams will go into a shoot out to determine the winner.
* Each team will nominate 3 players from their team to shoot. Each player will be given breakaway shot. The team with the most goals at the end of the shoot out will be declared the winner.
* If there is still a tie, the shoot out will resume 1 shooter sudden death. This will continue until a winner is declared.

***EQUIPMENT REQUIREMENTS:***

* Helmets, sticks, running shoes, shin pads, gloves, jocks, mouth guards are required by ALL PARTICIPANTS.
* Goaltenders will be required to bring their own equipment.
* All sticks are subject to examination by the referee prior to each game. Sticks deem unsafe or dangerous will not be allowed. **NO BALLHOCKEY STICKS WILL BE PERMITTED.**
* Helmets with Face Protection **ARE MANDATORY.**

***ADDITIONAL INFORMATION***

* All team contacts will be emailed the game schedule.
* All teams must report to the registration table with the completed packages 30 min prior to their first game.
* **MERCY RULE**: In the event that there ever becomes a goal differential of 10, the game will be ruled over and coaches will be consulted regarding continuance of play.