



FLOOR HOCKEY RULES

Scorekeeping/Standings

- Score will be kept in all divisions, but no standings will be kept in the Kindergarten-1st grade division. The score will be posted online for the 2nd-8th grade divisions. Standings will also be kept within these older divisions only.

Jersey

- The Park District provides each player with a team jersey. Players are required to wear the uniform at all games and cannot play without one. The home team will be KELLY GREEN, and the away team will be WHITE.

Game Length

- Kindergarten-3rd grade division – Three 11-minute periods.
- 4th-5th & 6th-8th grade divisions – Three 12-minute periods.
- 3 minutes between periods.
- Last two minutes of third period, clock stops on all whistles for all divisions unless there is a 3-goal difference.
- Clock stops always for injuries, timeouts, penalty shots, substitutions, goals scored and lost pucks.
- Two timeouts allowed per game. Each timeout will be 45 seconds.

Overtime

- There is no overtime in the Kindergarten-1st, 2nd-3rd and 4th-5th grade division.
- In the 6th-8th grade divisions in the event of a tie, we will go to a shootout.
 - Both teams will be awarded 5 shots. If neither team is in the lead after their shots, the game will end in a tie. During playoffs teams we will play an additional 6-minute period in the event of a tie, followed by a shootout if needed. Each team will receive one timeout during overtime in playoffs and only will be allowed to use one timeout.

Game Play

- Teams should have 5 players plus the goalie on the court (unless stated otherwise by referees or scorekeepers).
- All divisions must start and end with a minimum of 4 players plus a goalie. **Teams may share players if necessary** to play or start the game. Shared players can return to their original team at anytime if enough players show up. **Please be as accommodating as possible...the objective is to let the kids play!**

Spirit of Sportsmanship

- If one team takes a FIVE-GOAL LEAD (5) over an opponent, the trailing team will have the option to add one player to the game or have the opponent subtract one player to the game until the lead has been reduced to 4 goals.
- The trailing team is entitled to a one-player advantage (5 vs. 4) or (6 vs. 5) with a 5 –goal lead.
- If a team has a 7 –goal lead or more the score will not be advertised on the electronic scoreboard but will still be documented on the scorecard for league information/tie breakers throughout the season.
*These rules will be included throughout the playoffs as well.....

Substitution of Players

- A coach may not substitute on the fly in the Kindergarten-5th grade divisions, but may for the 6th-8th grade divisions.
- There will be 3-line changes per period for the Kindergarten-5th grade divisions. These will occur at the start of the period and on the 3:00 and 7:00 minute marks in a period. If these marks are reached without a stoppage of play, the refs will stop the game to allow subs. This will never occur in breakaway situations or near net action.
- A coach may not take more than 30 seconds for substitutions. The clock will start after 30 seconds.
- In the 6th-8th grade division- Goalies can be pulled on the fly the last 3 minutes of the game.

- Players are required to rotate out every substitution and period when feasible. However, there are times when players must stay in the game if a team is shorthanded. No player at any time is allowed to play an entire game, unless you are short handed. Players should play for an equal amount of time and play different positions throughout the season.

Equipment

- **ALL PARTICIPANTS WILL USE ONLY THE STICKS AND GOALIE EQUIPMENT PROVIDED BY THE PARK DISTRICT. PLEASE RETURN EQUIPMENT AFTER YOUR LAST GAME.**

Player Positions

- Our goal is for everyone to have fun and learn the game of floor hockey. Let your players play any position they wish if they try their best. We strongly suggest everyone plays a different position throughout the year.
Center- Very good passer and peripheral vision, offense leader.
Forward- Good shooting and passing skills.
Defensemen- Ability to defend goal and keep puck in offensive area.
Goalie- Ability to react quickly and not fear the puck.

Court Markings

- Explain use of centerline for offside.
- Explain goal area and markings.
- For older divisions, icing. Explain using free throw line in defensive zone and goal line in offensive zone. (*explained below*)

Face-offs

- On all face-offs, players and sticks must be square.
 - A centerline face-off will take place in the following instances.
 - At the beginning of the game, a goal, and penalties occurring in mid court.
 - Face-offs to the left or right of the goalie will take place in the following instances.
 - Whenever the puck is whistled dead.
 - Whenever a puck is shot or deflected out of bounds.
 - After penalties.
 - Whenever a puck is frozen against the net or boundaries.
 - Whenever goals have been disallowed.
 - Whenever any part of the goalie's gloves covers the puck.

Offsides

- A player is "onside" when either of his/her feet is in physical contact with the floor on the defensive side at the instant of the puck completely crosses the center line into the offensive zone.
 - A player is "offside" when both feet are completely over the centerline when the puck crosses the line.
 - For violation of this rule, play shall be stopped, and a face-off will be held in the defensive zone.

Icing

- Icing is not called in the Kindergarten-5th grade divisions.
- Icing occurs when any defensive player shoots the puck towards the offensive zone. This occurs only when the player is within 15 feet of the defensive goal line (free throw line) and shoots the puck into the offensive zone, the puck does not touch any player and goes beyond the opponent's goal line.
 - If icing occurs the puck will be brought back into the defensive zone and the face-off will be to the side of the goal in the face-off area.
 - This does not apply to a team that is shorthanded.
- Icing is not a factor if a goal is scored.

Goalie Position

- A goalie must be standing unless there is a shot on goal, or the action is right in front of him/her.

- A goalie may drop to his/her knees to block a shot, but he/she cannot play from his/her knees.
- Only a goalie may freeze the puck, holding it in their glove or covering it with any part of their body causing a face-off.
- A goalie must always have one foot in the crease to freeze the puck or a penalty can be called.
- A goalie must not freeze the puck if no opponent is within 15 feet of him/her.
- A goalie may not lay his/her stick flat on the ground across the goal to block a shot (They must be holding the stick at all times).
- A goalie may use his/her stick anywhere on the playing area.

The Crease

- The crease is the area in front of the net extending widthwise from post to post and extending 4 feet out from the net.
- If this area is not defined by a marked rectangle, the referee will estimate the underlined area.
- Any goal will be disallowed if the shooter or any of his/her teammates are in this space prior to the puck entering the net. If the offensive player has been pushed into the crease by the defense, the goal will be allowed.
- If the puck is loose in the crease, an offensive player may go into the crease to tip it in.

Penalty Procedures

- If a player of the team **in possession** of the puck commits a penalty, the referee shall blow the whistle immediately and give the penalties to the deserving players.
- If a player on the team is **not in possession** of the puck commits a penalty, the referee shall signify the penalty by pointing to the offending player and the play continues until the offending team touches the puck.
- If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not begin until the penalty time of the two players already penalized has elapsed. Nevertheless, the third player penalized must at once proceed to the penalty box but may be replaced on the floor by a substitute until such time as the penalty time of the penalized player shall begin. (In the Patrick division this rule will be assessed to the second player)

Minor Penalties

- Any player who receives a minor penalty shall be sent to the penalty box for 2 minutes
- Teams are allowed to substitute eligible players when allowed still but must play a man down until the penalty expires.
- If the minor penalty is called against the goalie, the goalie does not leave the floor, and another player must serve the 2-minute penalty for the goalie. The player must be one that was on the floor when the goalie received the penalty.
- After a minor penalty has expired and there is not a stoppage of play, the player may return to the floor on the fly.
- If a team is shorthanded because of one or more minor penalties and the opposing team scores a goal, the first of such penalties shall automatically terminate.
- If the penalty to be assessed is a minor penalty and a goal is scored on the play by the non-offending side, the minor penalty shall not be assessed.
- If the referee signals a minor penalty against a team that is short-handed by reason of one or more previous minor penalties and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed and the delayed penalty signaled shall be washed out. The penalized player in the box remains.

Minor Penalty Infractions

- Illegal use of sticks.
 - High Sticking- When a player uses the stick above his/her waist at any time.
- Holding.
- Bench penalty.

- Too many players on the floor.
- Any player who, while on the bench, reaches onto the playing surface, and touches the puck or an opposing player.
- Hitting your sticks in frustration to the floor, wall, or any equipment.
- Delay of Game (at referees discretion)
- Roughing.
- Tripping.
- Blocking a shot- any player other than the goalie may use any part of his/her body if his/her feet are touching the floor. Dropping to your knees in front of the puck is not allowed and will result in a penalty.
- Goalie rules must be followed, or a penalty can be called.
- No player may intentionally step on a puck and hold it under his/her foot for more than 2 seconds.

Major Penalties- Can be given to players, coaches and spectators at the referees discretion and include, but aren't limited to.....referee, coach, player or spectator harassment or throwing a stick, swearing, fighting and arguing.

- A major penalty consists of 5 minutes to be served in the penalty box. The player may not leave until the first whistle after his/her time has been served no matter how many goals the opponent scores. Teams are allowed to substitute eligible players when allowed still but must play a man down until the penalty expires.
 - Any player who receives two major penalties will be out of the game and asked to leave the gym and could be removed from the league depending on the severity.
- If a major penalty is given to a coach or spectator, it will be assessed to the team and the opposing team will be awarded two goals and be given possession of the puck from center court.
 - Any coach who is assessed a major penalty during a game must meet with the program supervisor before he/she is allowed to coach in another game. Any coach who receives two during the season will be removed as a coach.
 - Any spectator who is assessed a major penalty during a game must meet with the program supervisor before he/she is allowed back into the gym and must leave the current game. Any spectator who receives two during the season will be removed from the gym for the remainder of the season.

Penalty Shot Procedures

- The clock will stop.
- The player will start at the centerline and proceeds towards the goal and will be allowed to take a shot on the goalie in one continuous motion.
- A penalty shot will be awarded in the following situations.
 - If any player having a clear breakaway is interfered with.
 - When an opposing player throws a stick at the puck.

Zero Tolerance

- The TPPD has zero tolerance for unsportsmanlike actions, fights, heckling, being disrespectful, or plays by players, and will not be tolerated. Violators will be asked to leave the playing area and may be removed from the league. Anyone involved in such issues will have to meet with the Athletic Supervisor before attending any future games. Please inform the athletic staff, coaches or the Athletic Supervisor if any difficulties arise.

At the end of every game teams are required to line up, shake hands and tell the players of the other team "good game."

The Park District reserves the right to change or alter any rule or league schedule to improve the quality of the league. The Park District reserves the right to make any decisions necessary to complete the league/tournament in a timely manner. This is not limited to but includes playing any day or night of the week, having games canceled or calling a game completed if ended early due to weather.

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