

# 2017 STREET HOCKEY TOURNAMENT RULES

## ROSTERS

1. Each team must have a minimum of five (5) but may have a maximum of eight (8) players on its roster.
2. Games may be started or completed with only four (4) players in the competitive division, or with three (3) in the recreational division. If a team cannot field the minimum number of players, they must forfeit the game.
3. Teams will be placed in appropriate age groups based on information provided at time of registration.
4. Rosters may be expanded online (to a max of eight players) prior to the close of the registration deadline, but not thereafter. No roster changes are allowed after the first scheduled game. Some roster changes may be permitted after the close of registration, and prior to the team's first scheduled game, but it is up to the discretion of Silvertips staff to approve any player changes/additions since the new player change cannot result in a change in the tournament brackets.
5. Use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind will not be tolerated.

## EQUIPMENT

1. 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. **Goal pads may be no wider than 13". Pad measurements can only be requested before the start of a game.** If pads are illegal, they are banned from the event and a penalty shot will be awarded to the opposing team. If the pads are legal, the team that requested the measurement will have a penalty shot awarded against them.
2. Sticks and running shoes will NOT be provided and are required for 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 allowed.
3. **Helmets and some form of eye protection (either masks or goggles strapped securely around the head) is REQUIRED for all participants age 16 and under. Such protection must cover the entire eye, and is subject to examination / approval of the referee and/or tournament supervisor.**
4. Gloves, eye protection, jocks, mouth guards and shin guards are STRONGLY ENCOURAGED FOR ALL PARTICIPANTS, but are not mandatory. Helmets are recommended but not required for adult participants.

## GAME FORMAT

1. Teams will be given a two-minute warm-up before each game.
2. Games will start on time, regardless of players not in attendance. If your team cannot start the game at the designated time, it will go into the results as a forfeit. Please keep this mind when planning your day.
3. Games will be 20 minutes in length (Two ten-minute halves, running time, separated by a one minute half-time break). The final minute of the game will be stop time.
4. **Mercy rule:** If a team is ahead by ten (10) goals at any point in the second half of a game, the game will be called and the team in the lead will be declared the winner.
5. Each team will be allowed one (1), 30-second time out per game
6. All games will be played 4-on-4 in the adult recreational division and 5-on-5 (including a goalie) in all other divisions
7. Games and halves will begin with a face-off.
8. The ball will change possession after every goal scored.
9. 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. Changes must always be made from the team's defensive end of the street rink. Trying to change in the offensive end may result in a penalty shot (if an advantage is created, and according the referee's discretion).
10. Goalie changes may only be made at the halftime break.
11. Goalies may be substituted for an extra attacking player on the fly. A goalie that has been substituted for may only re-enter the game after a stoppage in play.
12. When the ball is covered by a team's goaltender, that team gets possession of the ball behind their net. The other team must give the team with the ball 10 feet of space to make a play. The team with possession is allowed 5 seconds to put the ball in play.
13. **If the ball leaves play OFF OF THE OFFENSIVE TEAM:** The defending team receives possession of the ball behind its own net. The opposing team must give the team with the ball 10 feet 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).
14. **If the ball leaves OFF OF THE DEFENSIVE TEAM:** The team on offense receives possession of the ball behind the center line. The defending team must allow the

offensive team 10 feet 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).

15. 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 ten feet of space and five 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 team that just scored may encroach aggressively. The team that just scored must always clear half and cannot cross the centerline again until the ball, or an offensive player crosses that line (or the 10-second rule expires). However, during the final 3 minutes of play, the team that just scored must still (in its entirety) clear half - but after so doing may then encroach immediately. The purpose of this rule is to avoid stalling by the team who was scored on and to intensify the final minutes of each game.

## PENALTIES

1. There shall be no slashing, hooking, tripping, crosschecking, high sticking, or inappropriate stick work of any kind. These infractions 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 the tournament**
2. Fighting is unacceptable and will always result in the individual(s) ejection from the tournament. **The Referee's decision is FINAL. There should be 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.** Fighting is defined as one punch. The public setting of these events means that fighting may also have legal ramifications.
3. There shall be no pushing, shoving, checking, or roughing of any kind. These infractions 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.
4. There shall be no stalling/time wasting. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.
5. **Any player that is penalized three times during one game for any of the incidents mentioned above will be disqualified from participating in the**

remainder of that game. The team will also then be forced to play the remainder of the game short-handed (Four runners against three.) The player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Tournament Supervisor deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.

6. **The Silvertips reserve the right to eject from the tournament any player whose actions/play is ruled to be unsportsmanlike and detrimental to the atmosphere of the day. This includes actions off the court as well as during a game. Please keep in mind that the purpose of the tournament is to have fun.**
7. 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 30 foot grace given for player changes! **Too many players on the street penalties are not applied against the "three penalties and you are out" regulation.**
8. **SLAPSHOTS: Slapshots are not allowed.** Slapshots are defined as any shot that involves a wind up above the player'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 "three penalties and you are out" regulation.**
9. Any contact made with the ball when the stick is above the crossbar will result in possession being awarded to the non-offending team. Goals scored as a result of a ball being played with a high stick (above the crossbar) will be disallowed.
10. The result of all penalties is a penalty shot awarded to the non-offending team. Penalty shots are taken immediately after an infraction, and are taken with the ball being placed at center court, according to breakaway-type format.
11. 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. 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 upon).
12. Hand passes are not allowed. If a ball is caught with a hand, it must be dropped to the court immediately.

## TIED GAMES

1. **POOL PLAY:** Games that are tied in group/pool play after regulation will be declared a tie.
2. **ELIMINATION ROUND:** Games that are tied during the elimination round will proceed to a five-minute, run-time, sudden-death overtime period. The team that

scores first will be declared the winner. If a game is still tied after sudden death, a shootout will be used to determine the winner. Teams will select three players for a penalty shot attempt on the opposing goaltender, with teams alternating attempts. **For the recreation divisions, you must shoot from behind a designated line.**

## STANDINGS

1. Winning teams will receive two points in the standings, losing teams will receive none. If a game ends in a tie, each team will receive one point.
2. For the purpose of playoff seeding, if teams are tied after group play, ties will be broken in the following manner:
  - a. Head to head record
  - b. Most wins
  - c. Goal differential (goals for minus goals against)
  - d. Fewest goals against
  - e. Most goals for
  - f. Coin flip

## WEATHER

1. Play will proceed rain or shine except under conditions of severe weather systems.
2. Under the threat of such circumstances, all teams should report to the street rink on which its division's games are scheduled. Games will be played until 10 goals or 20 minutes, without halftime or any significant warm-up. At the end of the 20-minute period, the team that is ahead is declared 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!

## MISCELLANEOUS

1. We reserve the right to reduce the number of games or shorten games in 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.
2. A 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.
3. Please bring both dark and light colored t-shirts/jerseys.

**PLEASE NOTE THAT THESE RULES MAY BE AMENDED BEFORE THE TOURNAMENT BEGINS. ANY CHANGES WILL BE MADE KNOWN TO ALL PARTICIPATING TEAMS.**