



**ADULT BALL  
HOCKEY  
OFFICIAL  
RULES  
&  
REGULATIONS**

## **TABLE OF CONTENTS**

INTRODUCTION.....	Page 3
SECTION ONE – DIVISION AND ROSTER FORMAT.....	Pages 3
SECTION TWO – TEAMS.....	Pages 3-5
SECTION THREE – LEAGUE PLAY.....	Pages 5-6
SECTION FOUR – GAME STRUCTURE.....	Page 6-8
SECTION FIVE – EQUIPMENT.....	Pages 8-10
SECTION SIX – OFFICIALS.....	Pages 11-12
SECTION SEVEN – THE RINK.....	Pages 12-13
SECTION EIGHT – PENALTIES.....	Pages 13-18
SECTION NINE – PLAYING RULES.....	Pages 18-29
SECTION TEN – GENERAL LEAGUE POLICIES.....	Pages 29-30
HOCKEY RINK DIAGRAM.....	Page 31
SUMMARY OF FACE-OFF LOCATIONS.....	Page 32
OFFICIAL SIGNALS.....	Pages 33-34

## Introduction

Established in September of 2001, SoCal Street Hockey launched with one simple goal....to promote the growth of the intense, fast-paced and exciting sport of street hockey.

Also known as “ball hockey” and/or “dek hockey”, the sport of street hockey was first made popular on the East Coast and in Canada. Played on an outdoor hockey rink (concrete surface), the game itself is played according to rules similar to those of ice hockey, with its participants playing on foot, as opposed to skates. In place of a puck, a ball is used in order to increase the speed/pace of an already exciting sport. Since its inception, SoCal Street Hockey has proudly become the largest street/ball hockey league on the west coast, and has become known as the place “Where East Coast Hockey Meets West Coast Attitude.”

## Section One – Division and Roster Format

### Rule 101: Divisional Structure

(a) The league is separated into divisions to accommodate participants of all skill levels, ranging from novice through to advanced levels of play. Teams are assigned to a given division based upon the strength of a team’s roster, as determined by SoCal Street Hockey Management, using the SoCal Street Hockey Player Ratings System as a guide in helping to create competitively balanced divisions of play.

(b) Based upon the Player Ratings System, each division will be assigned a ratings limitation (maximum), in which a team’s roster may not exceed this ratings maximum throughout the course of a season without prior approval of SoCal Street Hockey Management.

(c) Prior to the start of each season, SoCal Management will review the ratings limitations for each division, and may make adjustments to a given division’s ratings limitations if it is deemed to be in the best overall interests of the league.

(e) At any time, Management may elect to place a team in a given division based on strength of roster, as opposed to individual player ratings, if deemed necessary to maintain a competitively balanced division and/or to make sure that said team is facing teams of an equal overall skill level.

(f) In the event that a team’s roster should exceed its divisional ratings limitations during the course of a game, the game shall be considered a forfeit.

## Rule 102: Player Ratings System

(a) At the conclusion of each season, SoCal Management reviews the performances of each individual that had participated in league play during that given season. Based upon a player’s individual skill level, as compared to the average individual skill level as demonstrated throughout the league, each player will be ranked as one of the following:

- (1) **“2 Pt” Rated Player** – A player possessing extremely advanced skill levels, as compared to the average skill level demonstrated throughout the league.
- (2) **“1½ Pt” Rated Player** – A player possessing advanced skill levels, as compared to the average skill level demonstrated throughout the league.
- (3) **“1 Pt & ½ Pt” Rated Player** – A player possessing above-average skill levels, as compared to the average skill level demonstrated throughout the league.
- (4) **Non-Rated Player** – A non-rated player is defined as any player who may participate on a team in any division without affecting the ratings limitations for that team’s roster.

(b) SoCal Management may elect to alter a player’s assigned rating if deemed necessary to protect the overall competitive level of the league.

(c) In the event that a player new to the league, or returning after an extended absence, demonstrates a level of skill above that of the league average, SoCal Management reserves the right to assign a player rating to that player during the course of a given season, regardless of its effects on a team’s roster ratings. Such actions will only be taken in extreme cases in which the overall competitive balance of a division is grossly swayed in favor of a team for which the player in question participates.

(e) All decisions as to the assignment of individual player ratings are final.

## Section Two – Teams

### Rule 201: Composition of Team

(a) A team shall be composed of five players on the playing surface, plus a goalkeeper. A maximum of 15 players plus no more than 2 goalkeepers shall be permitted on any team roster.

(b) No team shall be allowed to start a game with less than six players on the playing surface. However, a team shall be permitted to start with six players and no goalkeeper. If at any time a team does not have at least

four eligible players (including the goalkeeper), due to penalties or injuries, to place on the surface, the game shall be declared a forfeit.

(c) In order for a player to participate in a game for a given team, that player must first complete and sign an individual waiver form and the team's roster.

(d) Once a player has played for a team, he/she will then become tied to that team in that given division for the duration of the season. However, a player may make one roster jump to another team in the same division if it takes place before the player plays his/her second game for the original team. Once a player has played in more than one game for a given team, he/she is no longer eligible to make a roster jump to another team in the same division/conference.

(e) A player may not play for more than one team in a given division or conference, unless otherwise approved by SoCal Management. Exceptions to this rule may be made in an emergency, but first permission from the opposing captain must be obtained, and then approval must be obtained from SoCal Management.

Note: Goalies may fill-in for another team in the same division/conference when deemed necessary. Approval must be obtained from SoCal Management prior to such a move.

(f) The deadline to add a player to a roster for the purposes of participating in the playoffs will be the conclusion of a team's sixth (6<sup>th</sup>) regular season game. In addition, a "permanently rostered player" must participate in a minimum of three (3) regular season games during the course of a season in order to be eligible to participate in the playoffs for that team. Any player not on a team's roster as a permanently approved player by the established deadline, or who has not participated in the minimum number of regular season games for his/her team, will thus be ineligible to participate. If an ineligible player does participate for a team in the playoffs, it may result in a forfeit loss for that team. Exceptions to this rule may be made in an emergency, but first permission from the opposing captain must be obtained, and then approval must be obtained from SoCal Management.

Note: Goalies may fill-in for another team in the same division/conference when deemed necessary. Approval must be obtained from SoCal Management prior to such a move.

(g) A forfeit loss may be assessed to a team for each game in which said team was in violation of Rule 201.

(h) SoCal Management has the right to make changes to this rule at its discretion, if it is deemed to be in the best overall interests of the league.

## **Rule 202: Captain of Team**

(a) One Captain shall be appointed by each team and only the Captain shall have the privilege of discussing with the Referee any matter relating to the interpretation of rules which may arise during the course of a game.

If the Captain is not available due to injury or penalty, another player may be designated to act as Captain.

A complaint about a penalty is not a "matter relating to the interpretation of rules" and a minor penalty shall be assessed to any Captain or other player making such a complaint.

(b) Any player, except a goalkeeper, shall be entitled to be identified as the Captain.

(c) Any Captain or player who comes off the players' bench and makes any protest or intervention with the Officials for any purpose shall be assessed a minor penalty for Abuse of Officials.

## **Rule 203: Players in Uniform**

(a) Each team shall be allowed one goalkeeper on the playing surface at one time. The goalkeeper may be removed and another "player" substituted. Such substitute shall not be permitted the privileges of the goalkeeper.

(b) It is recommended that each team have on its bench a substitute goalkeeper who shall be fully dressed and equipped to play.

When the substitute goalkeeper enters the game the position shall be taken without delay and no warm-up shall be permitted.

(c) Except when all designated goalkeepers are incapacitated, no player on the playing roster in that game shall be permitted to wear the equipment of the goalkeeper. If a team's goalkeeper(s) is unavailable to continue, the team must immediately appoint a temporary goalkeeper, with full goalkeeper's privileges and limitations, or place an additional player on the playing surface, though with none of the goalkeeper's privileges. A goalkeeper may be substituted for by another goalkeeper during play with full goalkeeper's privileges.

## **Rule 204: Playing Lineup**

(a) If there is any undue delay by either team in changing lines, the Referee shall order the offending team(s) to take their positions immediately and not permit line changes.

(b) If a team continues to ignore a Referee's request to "speed up" its line changes, the Referee may assess a bench minor penalty for Delay of the Game.

### **Rule 205: Change of Players**

(a) Players may be changed at any time from the players' bench, provided that the player or players leaving the playing surface are within 8 feet of the players' bench and out of the play before the change is made.

If, in the course of making a substitution, the player entering onto the playing surface deliberately plays the ball while the retiring player is still on the playing surface, a bench minor penalty for "Too Many Players" shall be assessed.

If, in the course of a substitution, either player is accidentally struck with the ball, the play shall be stopped a minor penalty for Too Many Men shall be assessed.

(b) A goalkeeper may be substituted for by a player or goalkeeper at any time during play. The goalkeeper must be within 8 feet of the players' bench before the substitute may enter the playing surface.

For a violation of this rule there shall be no time penalty to the team making the premature substitution, rather the play shall immediately be blown dead and the ensuing face-off shall take place at the face-off circle deep in the offending team's zone.

(c) A player serving a penalty in the penalty box, who is to be changed after the penalty has been served, must proceed at once to the bench area by way of the playing surface before any change can be made. For a violation of this rule, a bench minor penalty shall be assessed.

(d) During a stoppage of play a goalkeeper may not go to the players' bench without the permission of the Referee unless there is a substitution by another player or goalkeeper. When a substitution is made under this rule, the replaced goalkeeper shall not return to the playing surface until play resumes, except that immediate re-entry into the game shall be permitted when a penalty is assessed to either team.

For a violation of this rule, a bench minor penalty may be assessed.

### **Rule 206: Injured Players**

(a) When a player, other than a goalkeeper, is injured or compelled to leave the playing surface during a game, the player may retire from the game and be replaced immediately by a substitute.

(b) Any goalkeeper who sustains an injury or becomes ill must be ready to resume play upon direction of the referee or be replaced by a substitute goalkeeper.

The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted. The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

(c) Any penalized player who has been injured may proceed to the player's bench area without going to the penalty bench. The penalized team shall immediately put a substitute player in the penalty box to serve the entire penalty. The penalized player who has been injured and has been replaced in the penalty box is not eligible to play until the penalty time has expired.

(d) When a player is injured and cannot continue play or go to the players' bench, play shall not be stopped until the injured player's team has secured possession of the ball. If the player's team is in possession of the ball at the time of injury, play shall be stopped immediately unless the team has a scoring opportunity.

In the case where it is obvious that a player has sustained a serious injury, play shall be stopped immediately regardless of ball possession.

(e) A player, other than the goalkeeper, whose injury appears serious enough to warrant a stoppage of play, may not participate further in the game until the completion of the ensuing face-off (player must leave the playing surface).

(f) If a player or goalkeeper is obviously bleeding, play shall be stopped immediately and the injured player shall be ruled off the playing surface. Such player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion covered.

Likewise, any Official who is bleeding shall not continue until the bleeding has been stopped and the cut or abrasion covered.

## **Section Three – League Play**

### **Rule 301: Game Schedules**

(a) The regular season consists of nine (9) total games for traditional play during weekend leagues, with a modified schedule to be used for mid-week draft divisions as needed. Schedule to be determined by SoCal Management based on schedule requests provided by captains.

(b) SoCal Management guarantees that every effort will be made to try and accommodate any/all special

schedule requests when possible and so long as the schedule requests do not negatively impact the participation of other teams.

(c) All games cancelled due to weather or other emergencies will be rescheduled, when possible, at the earliest possible convenience based on rink availability. Captains will be notified of all rescheduled games, and an updated league schedule will be posted immediately after all rescheduling has been completed.

(d) SoCal Management reserves the right to change the league schedule at any time.

### **Rule 302: Playoffs**

(a) Playoff format and scheduling is determined by SoCal Management prior to the start of the regular season, and will be based on the number of teams involved in a given division.

(b) Seeding for the playoffs is determined by the final regular season standings of a given division, with the best overall record of the qualifying teams receiving the #1 seed, the second best overall record receiving the #2 seed, and so on until all qualifying teams have been seeded for the playoffs.

(c) In the event that two teams are tied with the same total of points, the following tiebreakers will be used in order until the seeding is determined:

- (1) Team with the best overall record receives the highest seed (in this format, ties will be valued higher than overtime losses).
- (2) Team with the best overall head-to-head record receives the highest seed.
- (3) Team with the best overall goal differential (plus/minus) receives the highest seed.
- (4) Team with the best head-to-head goal differential (plus/minus) receives the highest seed.
- (5) Team with the highest overall amount of goals scored for receives the highest seed.
- (6) Team with the least overall amount of goals scored against receives the highest seed.
- (7) Coin flip determines the team to receive the highest seed.

(d) In the event that three or more teams are tied with the same total of points, the following tiebreakers will be used in order until the seeding is determined (once a team wins a tiebreaker, the process starts over between the remaining teams until all playoff seeding has been determined).

- (1) Team with the best overall record receives the highest seed (in this format, ties will be valued higher than overtime losses).
- (2) Team with the best overall head-to-head record receives the highest seed (team would have to possess a dominant head-to-head record against all tied teams in order to win this tiebreaker).
- (3) Team with the best overall goal differential (plus/minus) receives the highest seed.
- (4) Team with the best head-to-head goal differential (plus/minus) receives the highest seed.
- (5) Team with the highest overall amount of goals scored for receives the highest seed.
- (6) Team with the least overall amount of goals scored against receives the highest seed.
- (7) Coin flip determines the team to receive the highest seed.

(e) All playoff games are single elimination, with the exception of the Division Finals.

(f) When possible, Divisional Finals will be based on a three (3) game series, with the Champion being determined by the first team to win two games.

(g) SoCal Management reserves the right to alter the playoff format/scheduling at any time.

## **Section Four – Game Structure**

### **Rule 401: Start of Game and Periods**

(a) The game shall start at the time scheduled by a face-off at the center face-off spot, and shall be promptly resumed for the second and third periods, as well as any overtime periods, in the same manner.

(b) Each team shall defend the goal closest to its player's bench to start the game. The teams shall then alternate ends after both the first and second periods.

(c) In the event of a dispute over player's benches, the following system will be used to determine which team has the choice of player's bench:

- (1) Regular Season – Choice of benches will be determined by a coin-flip, which will be conducted by the Referee.
- (2) Playoffs – The highest seeded team (as determined entering the playoffs) will be awarded choice of player's bench during all single elimination rounds. In the three game Finals, the highest seeded team will be awarded choice of player's bench in game #1 and game #3 (if necessary), while the lowest seeded team will be awarded the

choice of player's bench in game #2 (no exceptions to this regardless if a team forfeits it's right to choose bench areas in a given game).

In the event of a dispute, a coach must notify the Referee immediately. Once the game has begun, it will be assumed that the coaches will have agreed upon the choice of benches, and thus no changes may be made.

In the event that there is also a dispute over conflicting jersey colors, the team being awarded the choice of benches may forfeit said choice in order to have choice of jersey colors. Also, if a team chooses a bench area when there is also a dispute over conflicting jersey colors, the opposing team will then be awarded choice of jersey colors.

(c) During the pre-game warm-up and before each period (3-minute warm-up time prior to the start of the game), each team shall confine its activity to its designated end of the rink. All players must wear full equipment during warm-ups and during the handshake following the game.

(d) When a team fails to appear on the playing surface without a proper justification, the Referee shall warn the team that it must enter the playing surface immediately. If the team fails to do so promptly, the Referee shall assess a bench minor penalty for Delaying the Game. A player of the Captain's choice will then enter the penalty box, and the game will start immediately.

(e) In the event that a team is not ready to play at the scheduled game time, the coach can request that the game be delayed for a maximum of five (5) minutes. However, if a coach makes this request, a double minor penalty will be assessed to the bench. As soon as the team is ready, or the five (5) minute grace period has expired (whichever comes first), the team assessed the double-minor penalty will place a player in the penalty box to serve the penalty (coach's choice as to which player), and thus will start the game a player down. All rules regarding double-minor penalties will be applicable.

In the event that the team is still not ready to participate at the conclusion of the 5 minute grace period, said team shall forfeit the game.

#### **Rule 402: Time of Game and Time-outs**

(a) A game shall consist of three (3) periods, each fifteen minutes (15:00) in length. Running time will be used for all periods, with the last two minutes (2:00) of the third period conducted in stop time if the score is within two (2) goals.

(b) A one minute (1:00) intermission will be permitted between each period.

(c) A pre-game warm-up of three minutes (3:00) will be allotted to allow teams to prepare for the start of the game.

(d) The Referee may order a game to be suspended anytime the playing area is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected. Referees are particularly cautioned about wet playing surfaces and should take the overly cautious approach when determining whether or not playing conditions are safe.

If any unusual delay occurs during a given period, the Referee may order the intermission to take place immediately, with the remaining time in the period to be added on to the next period.

(e) In the event that a game is postponed for any reason after it has already begun, the rescheduled game will resume exactly where the postponed game had left off (i.e. time remaining, score, etc), unless otherwise deemed necessary by SoCal Management.

(f) During the course of a game, each team is allotted one timeout of 30 seconds in duration. Timeouts may only be requested when there is a stoppage in play, and only by a member of the team who is currently on the playing surface at the time of the request. Timeouts may not be requested from the bench area. As soon as the Referee indicates that a timeout has been called, the clock will immediately stop and will only resume when the ensuing face-off is concluded (drop of the ball).

During a timeout, all players on the playing surface may proceed to their respective player's bench for the duration of the timeout. However, any penalized player must remain in the penalty box area during the timeout.

A timeout may not be used to warm-up a goaltender.

In the event that a timeout is called by a team that has already used its allotted timeout, the offending team shall be assessed a minor penalty (time will not be stopped at this time).

#### **Rule 403: Tied games**

(a) Regular Season -- If, at the end of regulation (three periods of play), the score is tied, the following shall take place:

- (1) Teams will be required to lineup for a face-off at the center of the rink immediately after the conclusion of regulation. No intermission is allowed.

- (2) Teams shall not change ends of the rinks.
- (3) A five minute (5:00) overtime period (stop-time the last two minutes of the period) shall be played.
- (4) The game shall terminate upon the scoring of a goal, or when time expires (whichever takes place first).
- (5) If a goal is scored during the overtime period, the scoring team is declared the winner of the game.
- (6) If time expires with the score tied, the game will end with both teams receiving credit for a tied game.

(b) Playoffs – If, at the regulation (three periods of play), the score is tied, the following shall take place:

- (1) A one minute intermission will take place.
- (2) Teams will change ends of the rink.
- (3) A ten minute (10:00) sudden-death overtime period will take place, with running time to be used for ten minutes (stop-time the last two minutes).
- (4) If a winner is not determined in the sudden-death overtime period, a shootout will be held. The shootout will consist of 3 players from each team (3 different players), with the team scoring the most goals being determined the winner. If a tie still exists at the end of the original shootout, a sudden-death shootout will take place with each team assigning each member of its team a spot in the shootout order (once the shootout order is determined, it cannot be changed). Shootout will continue until a winner is determined. The number of players participating in the expanded shootout for each team will be based on the smallest active roster size for each team at the onset of the shootout (both teams will field lineups equal to the team with the smallest number of active players available for the shootout).

(c) Finals – If, at the regulation (three periods of play), the score is tied, the following shall take place:

- (1) A two minute intermission will take place.
- (2) Teams will change ends of the rink.
- (3) A fifteen minute (15:00) sudden-death overtime period will take place, with running time to be used for the fifteen minutes (stop-time the last two minutes).
- (4) In the event of a tie at the end of the initial overtime period, a series of full, sudden-death overtime periods will ensue until a winner is determined.

(d) Any overtime period shall be considered to be part of the game and all remaining penalties (not expired) shall remain in force.

#### **Rule 404: Game Results**

(a) A team scoring the most goals during the course of a three period game will be determined the winner. The winning team will be awarded two (2) points towards the overall standings.

(b) The winning team of an overtime game shall be awarded two (2) points towards the overall standings, while the losing team shall receive one (1) point towards the overall standings.

(c) In the event that two (2) teams finish tied at the end of overtime during the regular season, each team shall receive one (1) point towards the overall standings.

(d) In the event that the goal differential of a game reaches 8 total goals (i.e. score of 8-0 or 9-1), the game shall be considered concluded.

### **Section Five – Equipment**

#### **Rule 501 Sticks**

(a) The sticks shall be made of wood, carbon composite, graphite, aluminum or rubber composite materials approved by SoCal Street Hockey and must not have any projections extending from the stick. The hollow end of a stick must be fully covered.

Adhesive tape of any color may be wrapped around the stick at any place.

(b) No stick shall exceed 63 inches in length from the heel to the end of the shaft, nor more than 12½ inches from the heel to the end of the blade.

The blade of the stick shall not be less than 2 inches nor more than 3 inches in width at any point.

The curvature of the blade of the stick shall not be restricted. It is recommended, however, that the curvature of the blade of the stick not exceed 1.2 inch.

(c) The blade of the goalkeeper's stick shall not exceed 3½ inches in width at any point except at the heel where it shall not exceed 4½ inches. The length of the blade shall not exceed 15½ inches in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than

26 inches from the heel and shall not exceed 3½ inches in width.

(d) A minor penalty shall be assessed to any player or goalkeeper who uses a stick not conforming to the provisions of this rule.

If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be disallowed.

(e) A minor penalty shall be assessed to a player or goalkeeper who participates in the play while in possession of more than one stick.

### **Rule 502: Goalkeeper's Equipment**

(a) With the exception of the stick, all the equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.

Abdominal aprons extending down the thighs or the outside of the pants are prohibited.

(b) The goalkeeper's blocker glove shall not exceed 8 inches in width nor 16 inches in length at any point.

The maximum length of a goalkeeper's catching glove shall not exceed 17 inches. The cuff shall not exceed 9 inches in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any other pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.

For a violation of this rule, a minor penalty shall be assessed.

(c) The leg guards worn by goalkeepers shall not exceed 12 inches in extreme width when on the leg of the player.

For a violation of this rule, a minor penalty shall be assessed.

(d) It is mandatory for all goalkeepers to wear a helmet designed for hockey with helmet strap properly fastened and a full face mask designed for hockey with a chin cup. All goalkeepers must wear chest protection and throat protection.

### **Rule 503: Player's Equipment**

(a) Each participant is personally responsible to wear protective equipment for all games, warm-ups and practices.

Recommended protective equipment includes: helmet designed for hockey with helmet strap properly fastened, full face mask designed for hockey with a chin cup, elbow pads, hip pads, padded hockey pants, chest protection, shoulder pads, pelvic protection, internal mouth guard which must cover the remaining teeth of one jaw, and throat protection (required for goalies).

Mandatory protective equipment includes: Protective eyewear (i.e. shatter-resistance goggles or glasses designated as being designed for safety use), gloves designed for hockey, and shin protection.

In the event that a player is wearing a helmet with a half or full-face shield/cage, protective eyewear will not be required (though will be recommended).

Any participant who is under the age of 18 years old will be required to wear a helmet with a full face cage or shield to provide full-face protection (no exceptions), as well as elbow pads, pelvic protection and all other "mandatory" protective equipment described above (exception: protective eyewear as the full cage/shield will serve as eye protection).

Any player who attempts to participate without the proper mandatory equipment shall be sent off the playing surface by the Referee and not allowed to return until such equipment has been replaced. For a second violation of this rule by the same player, the Referee shall assess a misconduct penalty to the offending player.

(b) A player, other than a goalkeeper, whose protective eyewear or helmet with half/full-face shield/cage has come off during play so as to no longer protect the player's eyes, may not resume play until it has been replaced. For a violation of this rule, a minor penalty shall be assessed. If the goalkeeper's helmet/face mask comes off during play, the play shall be stopped immediately. A minor penalty shall be assessed to a goalkeeper who deliberately removes the helmet/face mask during play.

(c) It is highly recommended that players wear their mandatory protective gear while on the players' bench or penalty bench.

### **Rule 504: Dangerous Equipment**

(a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited.

Elbow pads which do not have a soft protective covering of sponge rubber, or a similar material at least ½-inch thick, shall be considered dangerous equipment.

(b) A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A minor penalty shall be assessed to a player wearing such a glove in play.

(c) The wearing of casts or splints made of hard or unyielding materials is prohibited, unless directed in writing by a licensed medical physician. Such casts or splints must be covered on all exterior surfaces with no less than ½-inch thick, high density, closed cell polyurethane or alternate material of the same minimum thickness and similar physical properties, to protect opponents from injury.

#### **Rule 505: Hockey Ball**

(a) All games must be played with an orange, plastic Mylec, A&R or other such type of ball, as approved by SoCal Management.

(b) Each team is required to provide the Referee w/ a game ball prior to the start of the game. If at any point the supply of game balls has been exhausted, each team will then be required to provide additional game balls.

#### **Rule 506: Uniforms**

(a) All players participating in SoCal Street Hockey games must be uniformly dressed and have matching jerseys/t-shirts (same base colors required).

(b) Each player on a given team must wear an individual identifying number at least 8 inches in height which is to be permanently attached to the back of the uniform. All numbers assigned must be whole numbers between 0-99. No two members of the same team shall be permitted to wear the same number.

(c) In the event that two teams possess similar uniform colors, a coin-flip will by the Referee will be employed prior to the start of the game to determine the team that is awarded the choice of jersey color. The team required to change uniform color may elect to wear pullovers, in the event that different colored uniforms are not available.

(d) In the event that a player(s) of a team is not dressed in a uniform similar in base color as the rest of the team (Rule 506a), or has an illegal uniform number (Rule 506b), the player(s) in question may be subject to an 8-minute misconduct penalty. For this penalty to be enforced, the following must take place:

- (1) The opposing captain must bring the illegal uniform(s) to the attention of the Referee prior to the end of the second period of play.  
Note: The Referee will not enforce this rule

unless the opposing captain makes the request.

- (2) The Captain may only call into question the illegal uniforms (i.e. color and/or number) of two (2) players on the opposing team (not including the goalie).
- (3) The player(s) with the illegal uniform will be assessed an 8-minute misconduct penalty. Once the penalty is served, the player(s) will not be required to change their uniforms. All rules regarding a misconduct penalty are applicable.

Note: The Referee has full authority in determining whether a uniform is in compliance of the rules set forth. Thus, the Referee's decision regarding Rule 506e is final.

#### **Rule 507: Equipment Measurement**

(a) A request for measurement of any equipment shall be limited to one request by each team during the course of any stoppage of play.

(b) When a formal complaint is made by the Captain of a team against the dimensions of any stick, the Referee shall make the necessary measurement immediately. If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.

When a formal complaint is made by the Captain of a team against the dimensions of any piece of goalkeeper's equipment and the measurement would cause any delay whatsoever, other than glove measurement, such measurement shall take place at the end of the current period. If the request is made during the third period of play, or in overtime, then the measurement will take place at the next available stoppage in play. If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.

(c) A minor plus a misconduct penalty shall be assessed to any player who refuses to surrender the stick or other piece of equipment for measurement when requested to do so by the Referee.

(d) The Referee may measure any equipment used for the first time in the game.

(e) The Referee shall assess a bench minor penalty to a team that requests a measurement of equipment only for the purpose of delaying the game.

## Section Six -- Officials

### Rule 601: Appointment of Officials

(a) Referee system – A two-referee system is employed for all SoCal Street Hockey games. However, in the event of an emergency, a one-referee system can, and will, be employed.

(b) Referees shall be controlled and assigned by SoCal Street Hockey.

(c) The Referee(s) shall have full authority and final decision in all matters of dispute, and not subject to appeal, during the course of the game.

(d) All Referees shall wear a black and white striped sweater/jersey designed for hockey.

Referees shall be equipped with finger whistles.

### Rule 602: Referee

(a) The "REFEREE" shall have general supervision of the game and shall have full control of all Game Officials, Team Officials and players before, during and after the game, on and off the playing surface. In case of any dispute, the decision of the Referee shall be final.

The Referees shall enter the playing surface prior to warm-ups and remain on the surface at the conclusion of each period until all players have proceeded to their bench areas. Penalties may be assessed at any time before, during and after the game.

(b) The Referee shall order the teams onto the playing surface at the appointed time for the beginning of each game and at the start of each period.

If for any reason there should be more than fifteen minutes delay in the commencement of the game or any undue delay in resuming play for the remaining periods, the Referee shall state in the report to the League Authorities the cause of the delay and the team(s) that was at fault.

(c) The Referee shall make a visual inspection of all players during the warm-up. If there is any lack of conformity to the regulations on mandatory equipment, the Referee shall ensure that the required equipment is in place.

(d) The Referee shall, prior to the start of the game, see that the appointed Scorekeeper is in his/her respective place and that the timing and signaling equipment is in good working order.

(e) The Referee shall impose such penalties as are prescribed by the rules for infractions thereof and the Referee shall have the final decision regarding all goals. The Referee may consult with any Game Official, if necessary, before making a final decision.

(f) The Referee shall report to the Official Scorekeeper all goals and assists legally scored and all penalties assessed and the reason for the assessment of such penalties.

The Referee shall report the reason for not allowing a goal every time a goal is illegally scored.

(g) If the Referee(s) cannot appear for a game or are unable to continue due to illness or injury, a replacement Referee will be assigned by SoCal Management (when available). In the event that a replacement Referee is unable to be secured, the Captains of the teams involved shall agree on Referee(s).

If the regularly appointed Referees appear during the progress of the game, they shall at once replace the temporary Referees.

(i) After each game, the Referees shall check and sign the score sheet and return it to the Official Scorekeeper. Referees are required to report to SoCal Management all game misconduct, gross misconduct and match penalties immediately following the game giving full details of the circumstances surrounding the incident.

### Rule 603: Official Scorekeeper

(a) The Official Scorekeeper shall keep a correct record of all the penalties assessed by the Referee(s) including the numbers of the penalized players, the infractions penalized, the duration of each penalty and the time at which each penalty was assessed. The Official Scorekeeper shall record each penalty shot awarded and the result of the shot.

(b) The Official Scorekeeper shall check and ensure that the time served by all penalized players is correct.

The Official Scorekeeper shall, upon request, inform a penalized player of any unexpired penalty time.

Players receiving misconduct and/or coincidental minor penalties shall be alerted and released at the first stoppage of play following the expiration of the penalties.

(c) If a player leaves the penalty bench prior to the expiration of the penalty, the Scorekeeper shall note the time and signal the Referee at the next stoppage of play. At which time, the Referee will assess a minor penalty to the player for Unsportsmanlike Conduct.

(d) The Official Scorekeeper shall secure the names of the Goalkeepers of each team and note such on the Official Score Sheet.

(e) The Official Scorekeeper shall keep a correct record of all goals scored, and to whom credit shall be given for assists.

The Official Scorekeeper shall also record the time of entry into the game of any substitute goalkeeper and shall record when a goal has been scored while the goalkeeper has been removed from the playing surface.

(f) No requests for changes in any award of points shall be considered unless they are made at or prior to the conclusion of the game by the team Captain or Coach.

(d) The Official Scorekeeper shall prepare the Official Score Sheet for signature by the Officials and forward it to SoCal Management.

(e) The Official Scorekeeper shall signal the Referee for the start of each period and the Referee shall start play promptly in accordance with the scheduled playing time. The Official Scorekeeper shall record all official playing time.

(f) If the rink is not equipped with an automatic sound device, or such sound device fails, the Official Scorekeeper shall signal the end of playing time in each period by blowing a whistle.

(g) The Official Scorekeeper shall announce when one minute of actual playing time remains in each half.

(h) During the course of a game, the coach or captain of a team may approach the Official Scorekeeper only by way of the playing surface, and only with prior permission from the Referee. Any unsolicited contact by the coach, players or spectators with the Scorekeeper, can result in a bench minor penalty being assessed, as well as the possibility of an ejection from the facility.

(i) In the event that the score has a goal differential of eight (8) or greater, the Official Scorekeeper shall signal the Referees and the game will be declared complete (i.e. game score of 8-0 or 9-1).

Note: Final scores are counted towards all team statistics, as well as for all goalkeeper statistics, unless otherwise determined by SoCal Management (i.e. in the event that a bonus game is awarded to a team as a result scheduling needs).

#### **Rule 604: League Authorities**

(a) The League Commissioner has full authority to make any/all decisions regarding policy, procedures, rules,

disciplinary action and all other league matters. All such decisions will be made with the overall best interests of the league in mind, and will be final.

(b) The League Commissioner will not overrule a judgment call made by a Referee during the course of a game, but may assist the Referee with the interpretation of a rule.

(c) All decisions by the League Commissioner involving the possibility of disciplinary action shall be made only after a full investigation of the matter has been concluded.

(d) The onsite Rink Manager is granted full authority to make any decisions necessary regarding rule interpretations, disputes or any other problems that may arise. All such decisions will be made by the onsite Rink Manager will be done so while keeping what he/she feels is in the best overall interests of the league in mind. The onsite Rink Manager, however, will not overrule a judgment call made by a Referee during the course of a game, but may assist the Referee with the interpretation of a rule.

(e) If there is an event, or situation, which is not specifically covered in the rules, the League Commissioner will investigate and reach a decision regarding the matter based on what he/she considers to be in the best overall interests of the league. All such decisions will be final.

(f) SoCal Street Hockey Management reserves the right to refuse participation in any league event to any coach, player and/or spectator, if it deems that such actions are in the best overall interests of the league.

## **Section Seven -- The Rink**

### **Rule 701: Division of Playing Surface**

(a) The playing surface shall be divided into two halves by a "CENTER RED LINE" 12 inches wide, extending completely across the rink and continuing vertically up the side boards.

(b) The center red line shall be considered to be a part of the zone in which the ball is located.

(c) The half of the playing surface in which the goal is situated shall be called the "DEFENDING ZONE" of the team defending that goal. The half of the playing surface furthest from the defending goal shall be known as the "ATTACKING ZONE."

(d) Once the ball exits the defending zone by crossing the center red line, a neutral zone will between the blue lines will be created until such time as the ball crosses a

blue line to enter an attacking zone. At that time, the attacking zone will expand to the center red line (floating blue line off-sides).

#### **Rule 702: Goal Posts and Nets**

(a) The goal frame shall be made of metal or other approved material. The goal posts and cross bar shall be painted red.

(b) Attached to each goal frame shall be netting strong enough to withstand any shot by a ball.

(c) The goal shall be centered on the goal line and shall be fixed in such a manner as to remain stationary during the progress of the game. The goal posts shall be anchored in such a manner as to permit a goal post to become dislodged when hit by a player with a significant degree of force.

Play shall be stopped immediately when the goal post has been displaced from its normal position.

#### **Rule 703: Goal Crease and Goalkeeper's Privileged Area**

(a) In front of each goal, a "GOAL CREASE" shall be marked by a line 2 inches wide. The goal crease shall be laid out as follows: A semicircle approximately 6 feet in radius and 2 inches in width shall be drawn using the center of the goal line as the center point. The surface area of the crease shall be painted yellow, so as to easily be identified.

(b) The goal crease area shall include all the space outlined by the semi-circular crease lines (including goal crease lines) and extending vertically four feet to the bottom of the cross bar.

(c) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear by the end boards, in front by an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face-off spots.

#### **Rule 704: Player Benches**

(a) Only players in uniform and Team Officials (up to a maximum of four) shall be permitted to occupy the immediate bench area.

(b) During a game (including warm-ups), Coaches, Managers, and Trainers are restricted to the length of the player benches.

(c) The use of tobacco products on the players' bench, in the stands or on the playing surface is prohibited. For the first offense, a minor penalty shall be assessed. Thereafter, the offending person will be ejected from the game and may face further disciplinary action up to, and including, suspension from the league.

(e) The use of alcohol and illegal drugs on the players' bench, in the stands or on the playing surface is prohibited. For a violation of this rule, a game misconduct penalty shall be assessed and disciplinary action taken.

#### **Rule 705: Penalty Bench**

(a) The penalty bench must be separated from the players' benches, ideally on the opposite side of the rink.

(b) The playing surface immediately in front of the penalty box area shall be known as the Referees Crease.

#### **Rule 706: Signal and Timing Devices**

(a) Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and Game Officials accurately informed as to the score and time remaining to be played.

(b) Each rink shall be provided with a siren, or other suitable sound device to signify the end of playing time.

(c) In the event of an emergency, an electronic handheld timing device may be used. If so, the Official Scorekeeper will announce the current period time every five (5) minutes. The Official Scorekeeper will then announce the one minute and thirty second marks, as well as begin a per-second countdown at the 5 second mark.

### **Section Eight -- Penalties**

#### **Rule 801: Penalties**

(a) Penalties shall be actual playing time and shall be divided into the following classes:

1. Minor Penalties
2. Bench Minor Penalties
3. Major Penalties
4. Misconduct Penalties
5. Match Penalties
6. Penalty Shot

(b) When play is not actually in progress and an offense is committed by any player or Team Official, the same

penalty shall apply as though play were actually in progress.

### **Rule 802: Minor Penalties**

(a) For a "MINOR PENALTY," any player, other than a goalkeeper, shall be ruled off the playing surface for two minutes (2:00), during which time no substitute shall be permitted.

When running time is being played, the penalty will start at the moment the ensuing face-off is conducted. If a minor or bench minor penalty terminates during a stoppage of play, allowing the team to have an additional player on the playing surface, the player so penalized shall remain on the penalty bench until the ensuing face-off is conducted.

(b) For a "BENCH MINOR PENALTY" one player of the penalized team shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted. Any non-penalized player, other than a goalkeeper, may be designated to serve the penalty by the Captain and such player shall immediately serve the penalty.

(c) If the opposing team scores a goal while a team is shorthanded by one or more minor or bench minor penalties, the first of such penalties shall automatically terminate.

"Shorthanded" means that the team must be below the numerical strength of its opponents on the playing surface at the time the goal is scored. Thus, if an equal number of players from each team are serving an equal number of minor penalties, neither team is "shorthanded."

This rule shall also apply when a goal is scored on a penalty shot or an awarded goal.

(d) When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Official Scorekeeper accordingly.

(e) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player except if the major penalties are coincident, in which case the minor penalty shall be served first.

(f) When coincidental minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration on their respective

penalties. Immediate substitutions shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

(g) In the event that a player is awarded a total of four (4) minor penalties during the course of a game, that player will be immediately ejected from the game at the point in which the fourth penalty was called. At which point, a player chosen by the captain, will then enter the penalty box to serve any outstanding penalty time.

(f) "DOUBLE MINOR PENALTY" may be assessed given the nature of a penalty, and/or at the discretion of the Referees.

### **Rule 803: Major Penalties**

(a) For a "MAJOR PENALTY," the offending player shall be assessed a game misconduct penalty and the offending team shall be short-handed for five (5) minutes, during which time no substitute shall be permitted.

(b) When coincidental major penalties or coincidental penalties of equal duration including a major penalty are assessed to players of both teams, the offending team(s) shall place a substitute player(s) on the penalty bench and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties.

Immediate substitutions on the playing surface shall be made for an equal number of coincidental major penalties and/or coincidental minor penalties of equal duration including a major penalty to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty under Rule 808, the penalized team shall have the right to make such designation not in conflict with Rule 802.

(c) When coincidental penalties of unequal duration (each including one major penalty) are assessed to one player of each team, the penalized players shall be assessed a game misconduct penalty and a substitute player shall serve any additional penalties other than the coincidental major penalty.

The penalties which create the disparity in total penalty time shall be served first in the normal manner by the penalized players. Immediate substitutions on the

playing surface shall be permitted for the major penalties of each player.

#### **Rule 804: Misconduct Penalties**

(a) A "MISCONDUCT PENALTY" involves the removal of a player, other than a goalkeeper, for a period of eight (8) minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play.

Unless immediate substitution is permitted under coincident penalty rules 802 and 803, when a player receives a minor or major penalty and a misconduct, game misconduct or a gross misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the penalty bench and such player may not be changed.

Any violation of this provision shall be treated as illegal substitution under Rule 205.

A player receiving two (2) misconduct penalties in the same game will be suspended for the remainder of the game.

(b) A "GAME MISCONDUCT" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.

(c) A player or Team Official incurring a game misconduct penalty for abuse of officials under Rule 901 (a, e, f, i) shall be suspended for the next regularly scheduled game of that team.

The Referee is required to report all game misconduct penalties and all surrounding circumstances to the SoCal Management immediately following the game. SoCal Management shall have full power to impose further penalties.

For all game misconduct penalties regardless of when assessed, a total of eight (8) minutes shall be charged in the records against the offending player.

(d) A "GROSS MISCONDUCT" penalty involves the suspension of a player or Team Official for the balance of the game, but another player is permitted to replace a player so removed.

The Referee is required to report all gross misconduct penalties and the surrounding circumstances to SoCal Management immediately following the game. SoCal Management shall have full power to impose further penalties.

For all gross misconduct penalties regardless of when assessed, a total of ten (10) minutes shall be charged in the records against the offending player.

(e) A player who has been assessed a gross misconduct penalty shall be suspended from participating in any games or practices until the case has been dealt with by the SoCal Management.

A mandatory investigation shall be held and a decision made relative to any further disciplinary action within 10 days of the incident. If circumstances prevent SoCal Management from conducting the investigation, the suspension shall be automatically terminated after 10 days.

(f) A Team Official who is assessed a game misconduct or a gross misconduct penalty, may not sit near the team bench, nor in any way attempt to direct the play of the team.

#### **Rule 805: Match Penalties**

(a) A "MATCH PENALTY" involves the suspension of a player for the balance of the game and the offending player shall be ejected from the game.

A non-penalized player actively involved in the game shall serve any minor or major penalty assessed to the offending player unless immediate substitution is permitted under coincident penalty rules 802 and 803.

The Referee is required to report all match penalties and all surrounding circumstances to SoCal Management immediately following the game. SoCal Management shall have full power to impose further penalties.

For all match penalties, regardless of when assessed, a total of ten (10) minutes shall be charged in the records against the offending player.

(b) When coincidental match penalties have been assessed or when any combination of coincidental major and match penalties have been assessed to a player or players of both teams, rule 803 covering major penalties shall be applicable with respect to player substitutions.

(c) A player who has been assessed a match penalty shall be suspended from participating in any games or practices until the case has been dealt with by SoCal Management.

A mandatory investigation shall be held and a decision made relative to any further disciplinary action within 10 days of the incident. If circumstances prevent SoCal Management from conducting the hearing, the suspension shall be automatically terminated after 10 days.

## Rule 806: Penalty Shot

(a) Any infraction of the rules which calls for a "Penalty Shot" shall be taken as follows:

The Referee shall identify the player entitled to take the shot (as appropriate) and shall then place the ball on the center face-off spot. The player taking the shot shall, on the whistle of the Referee, play the ball and shall attempt to score on the goalkeeper. Once the player taking the shot has touched the ball, it must be kept in motion towards the opponent's goal line and once it is shot, the play shall be considered complete.

No goal can be scored on a rebound of any kind, other than off the crossbar/post, and any time the ball crosses the goal line the shot shall be considered complete.

Only a player designated as a goalkeeper, substitute goalkeeper or temporary goalkeeper may defend against a penalty shot.

(b) The goalkeeper must remain in the goal crease until the Referee blows the whistle to start the penalty shot and the player taking the shot touches the ball with their stick. In the event of violation of this rule or any foul committed by a goalkeeper the Referee shall allow the shot to be taken and if the shot fails the Referee shall permit the penalty shot to be taken again.

The goalkeeper may attempt to stop the shot in any manner except by throwing the stick or any other object, in which case a goal shall be awarded.

(c) In cases where a penalty shot has been awarded under Rule 909 (b) deliberately displacing goal post or removing helmet/facemask during a breakaway and under Rule 939 (b) for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the penalty shot.

In cases where a penalty shot has been awarded under Rule 912 (c) falling on the ball in the goal crease, Rule 916 (d) picking up the ball from the goal crease area, Rule 925 (c) illegal entry into the game, and Rule 936 (a) for throwing a stick, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.

If by reason of injury the player designated by a Referee to take the penalty shot is unable to do so, the shot may be taken by a player selected by the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team who were on the playing surface at the time of the infraction resulting in the penalty shot being awarded. Such

selection shall be reported to the Referee and cannot be changed.

(d) Should the player in respect to whom a penalty shot has been awarded, commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be first permitted to take the shot before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct, gross misconduct or match penalty in which case the penalty shot shall be taken by a player selected by the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team.

If, at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the playing surface for another player, the goalkeeper shall be permitted to return to the playing surface before the penalty shot is taken.

(e) While the penalty shot is being taken, all players of both teams except those involved with the taking of the penalty shot, must withdraw from the immediate playing surface, retreating to the areas directly in front of their benches.

(f) If, while the penalty shot is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.

(g) If the goal is scored during a penalty shot, the ball shall be faced-off at the center spot. If a goal is not scored, the ball shall be faced-off at either of the end face-off spots in the zone in which the penalty shot was taken.

(h) Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:

1. a major, match or misconduct penalty, the penalty shall be assessed in addition to the penalty shot.
2. a minor or bench minor penalty, a further penalty to the offending player shall not be applied.

(i) If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play.

The time required for the taking of a penalty shot shall not be included in the regular playing time.

### **Rule 807: Goalkeeper Penalties**

(a) A goalkeeper shall not be sent to the penalty bench for an infraction which incurs a minor or misconduct penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the Coach and shall not be changed.

(b) When a goalkeeper incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute or temporary goalkeeper who is available, and such player shall be allowed the goalkeeper's full equipment.

(c) When a goalkeeper incurs a match penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper's equipment.

However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, and the offending team shall be penalized accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed. Such player is to be designated by the Coach through the playing Captain and shall not be changed.

(d) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.

(e) A minor penalty shall be assessed to a goalkeeper who participates in the play in any manner beyond the center red line.

### **Rule 808: Delayed Penalties**

(a) If a third player of any team is penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third player penalized must immediately proceed to the penalty bench and may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.

(b) When any team shall have three players serving penalties at the same time and because of the delayed penalty rule a substitute for the third offender is in the playing surface, none of the three penalized players on the penalty bench may return to the playing surface until play has been stopped. When the play has been stopped, the player(s) whose full penalty has expired may return to the playing surface.

The Official Scorekeeper shall permit the return to the playing surface in the order of expiration of their penalties, of a player or players when by reason of the expiration of their penalties the penalized team is entitled to have more than three players on the playing surface.

(c) In the case of delayed penalties, the penalized players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play.

When the penalties of two players of the same team shall expire at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Official Scorekeeper accordingly.

When a major and a minor penalty are assessed at the same time to different players of the same team, the minor penalty shall be recorded as being the first of such penalties.

### **Rule 809: Calling of Penalties**

(a) Should an infraction of the rules be committed by a player of the team in possession of the ball, the Referee shall immediately stop play and assess the penalty to the offending player(s).

(b) Should an infraction of the rules which call for a minor, bench minor, major or match penalty, as committed by a player of a team not in possession of the ball, the Referee shall signify the calling of a delayed penalty by raising the arm and, on completion of the play by the team in possession, shall immediately stop play and assess the penalty to the offending player.

"Completion of the play by the team in possession" in this rule means that the ball must have come into the possession and control of an opposing player, or have been "frozen." This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of an opposing player.

(c) The ensuing face-off shall take at the face-off spot deep in the offending team's zone.

(d) If the penalty to be assessed is a minor penalty, and a goal is scored on the play by the non-offending team, the minor penalty shall be assessed with no penalty time to be served, but all other minor, major or match penalties shall be assessed in the normal manner regardless of whether or not a goal is scored.

(e) If, after the Referee has signaled a penalty, but before play has been stopped, the ball enters the goal of the non-offending team as the direct result of the action

of a player of that team (non-penalized team), the goal shall be allowed and the penalty signaled shall be assessed in the normal manner.

(f) If the Referee signals an additional minor penalty(s) against a team that is already shorthanded because of one or more minor or bench minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty(s) shall not be assessed.

(g) Should the same offending player commit other fouls on the same play, either before or after the referee has stopped play, the offending player shall serve such penalties consecutively.

(h) All minor and bench minor penalties occurring after a goal has been scored or during the stoppage of play when a penalty shot is being attempted, shall be served in the normal manner under this rule.

### **Rule 810: Supplementary Discipline**

(a) In addition to the suspensions assessed under these rules, SoCal Street Hockey Management may, at the conclusion of the game, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after any game by a player or Team Official, whether or not such offense had been penalized by the Referee.

## **Section Nine -- Playing Rules**

### **Rule 901: Abuse of Officials and Other Misconduct**

(a) Any player who challenges or disputes the ruling of an Official, attempts to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct, a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty.

In the case of a Coach or other Team Official, a bench minor penalty shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.

(b) Any player who shoots the ball after the whistle shall be assessed a minor penalty if, in the opinion of the Referee, the player had sufficient time after the whistle to refrain from taking the shot.

(c) If any player does any of the following, the team shall be assessed a bench minor penalty:

1. In the vicinity of the players' bench, using obscene, profane or abusive language to any person.
2. Throws anything onto the playing surface from the players' bench or penalty bench.
3. Interferes with any Game Official, (non-physically) in the performance of their duties.

(d) If any player does any of the following, a misconduct penalty shall be assessed:

1. Uses obscene, profane or abusive language to any person before, during or after the game.
2. During a stoppage of play, intentionally shoots or throws the ball out of the reach of an Official who is retrieving it.
3. After being penalized, does not proceed directly to the penalty bench when ordered to do so by the Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate).
4. Enters and remains in the Referee's Crease, when asked to leave, except for the purpose of skating to the penalty bench.

(e) If any player does any of the following, a misconduct or game misconduct penalty shall be assessed:

1. Touches or holds any Game Official with the hand or stick.
2. Intentionally bangs the boards, protective fencing, goal, benches or any league property with a stick, or otherwise abusive manner, at any time.

(f) If any player does any of the following, a game misconduct penalty shall be assessed:

1. Persists in any course of conduct for which the player has previously been assessed a misconduct penalty.

(g) If any player does any of the following, a gross misconduct penalty shall be assessed:

1. Uses obscene gestures, or racial/ethnic slurs, anywhere in the rink before, during or after the game.
2. Deliberately inflicts or attempts to inflict, physical harm to a Game Official or a Team Official in any manner.
3. Behaves in any manner which is critically detrimental to the conduct of the game including spitting at an opponent, Game Official or Team Official.

(h) If any Team Official does any of the following, the team shall be assessed a bench minor penalty:

1. Intentionally bangs the boards, protective fencing, goal, benches or any league property with a stick, or otherwise abusive manner, at any time.
2. Uses obscene, profane or abusive language to any person before, during or after the game.
3. Throws anything onto the playing surface from the players' bench.
4. Interferes with any Game Official, (non-physically) in the performance of their duties.
5. Attempts to incite an opponent into incurring a penalty.

(i) If any Team Official does any of the following, a game misconduct penalty shall be assessed:

1. Persists in any course of conduct for which the Team Official has previously been assessed a bench minor penalty.

(j) If any Team Official does any of the following, a gross misconduct penalty shall be assessed:

1. Uses obscene gestures, or racial/ethnic slurs, anywhere in the rink before, during or after the game.
2. Deliberately inflicts or attempts to inflict, physical harm to a Game Official or a Team Official in any manner.
3. Behaves in any manner which is critically detrimental to the conduct of the game including spitting at an opponent, Game Official or Team Official.

#### **Rule 902: Adjustment to Clothing and Equipment**

(a) Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks. For a violation of this rule a minor penalty shall be assessed.

(b) The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing surface and play shall continue uninterrupted with a substitute.

#### **Rule 903: Attempt to Injure**

(a) A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, Official, Coach, Trainer or Spectator in any manner, and the circumstances shall be reported to SoCal Management

for further action. A substitute for the penalized player shall be permitted at the end of the fifth minute.

#### **Rule 904: Body-Checking and Boarding**

(a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who intentionally body-checks an opponent, with or without the ball.

(b) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.

(c) A double-minor penalty or major plus a game misconduct penalty, at the discretion of the Referee based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards.

"Rolling" an opposing ball carrier along the boards where the player is attempting to go through too small an opening is not boarding.

(d) When a player injures an opponent as the result of "boarding" or "body-checking," the Referee shall assess a major plus a game misconduct penalty to the offending player.

(e) Extending the arm to an opponents back that results in the pushing of a player into or against the boards, will result in a minor penalty or major plus a game misconduct penalty to the offending player.

#### **Rule 905: Broken Stick**

(a) A player whose stick is broken may participate in the game provided the broken stick is dropped immediately. A minor penalty shall be assessed for an infraction of this rule.

A broken stick is one which, in the opinion of a Referee, is unfit for normal play.

(b) A goalkeeper may continue to play with a broken stick until the next stoppage of play or until a replacement stick has been legally obtained.

(c) A replacement stick may only be obtained from the players' bench or from a teammate on the playing surface. For a violation of this rule, a bench minor penalty shall be assessed to the team of the offending player, unless a penalty has been assessed under Rule 601 for throwing articles onto the playing surface.

The intent of this rule is to provide for the assessment of one penalty for one illegal stick replacement.

(d) A goalkeeper may not go to the players' bench for a replacement stick during a stoppage of play, but must receive a replacement stick from a teammate.

For an infraction of this rule, a minor penalty shall be assessed to the offending goalkeeper.

#### **Rule 906: Charging and Checking From Behind**

(a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who runs, jumps into, or charges an opponent.

If more than two steps or strides are taken, it shall be considered "charging."

(b) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who pushes or body-checks an opponent from behind.

(c) A minor penalty or a major plus a game misconduct penalty shall be assessed to a player who body-checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area.

A goalkeeper is not "fair game" just because the goalkeeper is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper.

(d) When a player injures an opponent as the result of "charging" or "checking from behind," the Referee shall assess a major plus a game misconduct penalty to the offending player.

#### **Rule 907: Cross-Checking and Butt-Ending**

(a) A double-minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who cross-checks an opponent.

(b) A double-minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who butt-ends or attempts to butt-end an opponent.

An attempt to butt-end shall include all cases in which a butt-end gesture is made, regardless of whether body contact is made or not.

(c) When a player injures an opponent as the result of "cross-checking" or "butt-ending," the Referee shall assess a major plus a game misconduct penalty to the offending player.

(d) Butt-ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

#### **Rule 908: Deliberate Injury to Opponents and Head-Butting**

(a) A match penalty shall be assessed to a player who deliberately injures an opponent, Team Official or Game Official in any manner, and the circumstances shall be reported to the SoCal Management for further action.

(b) No substitute shall be permitted to take the place of the penalized player until after four (4) minutes actual playing time have elapsed, from the time the penalty was assessed.

(c) A match penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the SoCal Management for further action.

#### **Rule 909: Delaying the Game**

(a) A minor penalty shall be assessed to any player or goalkeeper, who delays the game regardless of intent by shooting, batting or throwing the ball outside of the playing area (over the boards/fencing) while in the defensive zone (ball originally touched in the defensive zone prior to exiting the playing area). If the ball is deliberately shot, batted or thrown out of the playing area by a player in the offensive zone, a delay of game penalty shall also be assessed.

This penalty shall also be assessed when it occurs during a stoppage of play.

(b) A minor penalty shall be assessed to a player or goalkeeper who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced.

If a goalkeeper deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by the player last in possession of the ball.

(c) A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the

correct number of players on the playing surface, thereby causing a delay in any manner.

(d) A minor penalty shall be assessed to a player who, after a warning by the Referee, fails to maintain a proper position during the face-off.

If a delay of game penalty occurs in the third (3<sup>rd</sup>) period of a game, the referee will request the scorekeeper to stop the clock until the following face-off ensues.

#### **Rule 910: Elbowing and Kneeing**

(a) A minor penalty or major plus a game misconduct penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any way.

(b) When a player injures an opponent as the result of "elbowing" or "kneeing," the Referee shall assess a major plus a game misconduct penalty to the offending player.

#### **Rule 911: Face-Offs**

(a) The ball shall be "faced-off" by the Referee dropping the ball onto the playing surface between the sticks of the two players facing-off. Players facing off shall stand facing their opponent's end of the rink with the blade of their sticks in contact with the nearest white area of the face-off spot and clear of the red center area of the spot. The attacking team player shall be the first player to place the stick on the playing surface.

If a player facing-off fails to take the proper position immediately when directed by the Official, the Official may order a replacement for that face-off by a teammate on the playing surface.

No other player shall be allowed to enter the face-off circle or come within 7 feet of the players facing-off the ball, and they must stand outside on all face-offs.

When a player, other than the player facing-off, fails to maintain the proper position, the center of the offending team shall be ejected from the face-off.

For a second violation of any of the provisions of this rule, a minor penalty shall be assessed to the player who commits the second violation.

No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off.

The whistle shall not be blown to start play. Playing time shall commence from the instant the ball is faced-off and shall stop when the whistle is blown.

(b) If, after a warning by the Official, either of the players fails to take the proper position for the face-off promptly, the Official shall be entitled to conduct the face-off regardless of such default.

(c) During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the ball after the face-off has been completed.

For a violation of this rule the Referee shall assess a minor penalty to the player whose action caused the physical contact.

"Conduct of any face-off" commences when the Official designates the spot of the face-off and takes up a position to drop the ball.

(d) No face-off shall be conducted at a location other than at a face-off spot, unless otherwise determined by the Referee.

(e) When a stoppage of play occurs between the end zone face-off spots and the near end of the rink, the ensuing face-off shall take place at the end face-off spot on the side where the stoppage occurred, unless otherwise provided in these rules.

(f) When a violation of a rule has been committed, or a stoppage of play has been caused by any player of the attacking team in the Attacking Zone, the ensuing face-off shall take place at the nearest high zone face-off spot.

This includes a stoppage of play caused by a player of the attacking team shooting the ball onto the back of the defending team's goal without any intervening action by the defending team.

(g) When a violation of a rule has been committed or a stoppage of play has been caused by players of both teams, the ensuing face-off shall take place at the nearest face-off spot (excluding center face-off spot) to where the ball was when the stoppage occurred, unless otherwise determined by the Referee.

(h) When a goal is legally scored, the ensuing face-off shall be conducted at the center face-off spot.

(i) When the game is stopped for any reason not specifically covered in the Official Playing Rules, the ensuing face-off shall take place at the nearest face-off spot to where the ball was last played, unless otherwise determined by the Referee.

(j) Each player immediately involved in the face-off, must attempt to play the ball. A player taking the face-off who attempts to push through his/her opponent at the drop of the ball without attempting to play the ball will be assessed a minor penalty for interference.

(k) Butt-ends or slashing to an opponent or official at the drop of the ball by players taking the face-off will result in a minor penalty being assessed to that player.

#### **Rule 912: Falling on Ball**

(a) A minor penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the ball into the body or who holds the ball against any part of the goal or the boards.

Any player who drops to block a shot shall not be penalized if the ball is shot under the player or becomes lodged in any clothing or equipment.

A minor penalty shall be assessed to any player who uses the hands to obtain such stoppage.

(b) A minor penalty shall be assessed to a goalkeeper who falls on or gathers the ball into the body, when the body is entirely outside the boundaries of the privileged area or who falls on or gathers the ball into the body, when the body is entirely outside the goal crease and the ball is behind the goal line.

A minor penalty shall be assessed to a goalkeeper who holds the ball against any part of the goal or the boards.

(c) No defending player, except the goalkeeper, shall be permitted to fall on the ball, hold the ball, or gather a ball into the body or hands when the ball is within the goal crease.

For a violation of this rule, play shall be immediately stopped and a penalty shot shall be awarded to the non-offending team. However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot.

This rule shall be interpreted so that a penalty shot shall be awarded only when the ball is in the goal crease at the instant the infraction occurs. However, in cases where the ball is outside the goal crease, Rule 912 (a) may still be applied and a minor penalty assessed, even though no penalty shot is awarded.

#### **Rule 913: Fighting**

(a) A major penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.

(b) A minor or a double minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempted punch. However, at the discretion of the Referee, a major penalty shall be assessed if the player continues the altercation.

The Referee is provided with very wide latitude in regard to the penalties which may be assessed under this rule. This is done to enable the Referee to differentiate between the obvious degrees of responsibility of the participants either for starting the fight, or persisting in continuing the fight.

Referees are directed to employ every means provided by these rules to prevent "brawling."

(c) Any player receiving a major penalty for fisticuffs shall automatically be assessed a game misconduct penalty and shall also be suspended for the next regularly scheduled game of that team.

(d) A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in a fighting altercation already in progress (3<sup>rd</sup> man in). This penalty is in addition to any other penalty incurred in the same incident.

(e) A game misconduct penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.

(f) A minor penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

(g) A game misconduct penalty will be awarded to any player intentionally dropping their gloves in an attempt to incite, or engage in, fisticuffs.

#### **Rule 914: Goals and Assists**

(Note) It is the responsibility of the Referee to award goals and assists, and such decision is final.

In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly. Changes shall not be made on the scoring summary after the Referee has signed the Official Score Sheet.

(a) A goal shall be scored when the ball has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line, before playing time expires.

A "goal" shall be credited in the scoring records to a player who shall have propelled the ball into the opponent's goal. Each "goal" shall count as one point in the player's record.

An "assist" shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal.

Only one point can be credited to any one player for any one goal scored.

(b) A goal shall be scored if the ball is put into the goal in any way by a player of the defending team. The player of the attacking team who last played the ball shall be credited with the goal, but no assist shall be awarded.

(c) If an attacking player intentionally kicks the ball and the ball goes directly into the goal or is deflected into the goal by any player, including the goalkeeper, the goal shall not be allowed.

(d) If the ball is deflected into the goal from the shot of an attacking player by striking any part of any player, the goal shall be allowed. The player who deflected the ball shall be credited with the goal. The goal shall not be allowed if the ball has been intentionally kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.

(e) If a goal is scored as a result of a ball being deflected directly into the goal off an Official, the goal shall not be allowed.

(f) Should a player legally propel the ball into the goal crease of the opposing team and the ball becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.

(g) Any goal scored, other than as covered by the Official Playing Rules, shall not be allowed.

#### **Rule 915: Gross Misconduct**

(a) A Referee may suspend from the game any player, Manager, Captain, or Trainer guilty of gross misconduct of any kind and must report the incident to SoCal Management.

#### **Rule 916: Handling Ball with Hands**

(a) If a player, other than a goalkeeper, intentionally closes the hand on the ball with the intent to redirect the ball, play shall be stopped and a minor penalty shall be assessed (no penalty shall be assessed if the ball is dropped straight down to continue play).

If a goalkeeper holds the ball with the hand for more than three seconds, play shall be stopped and a face-off shall follow; however, after an initial warning by the Referee, a goalkeeper who holds the ball unnecessarily shall be assessed a minor penalty for delaying the game.

(b) A goalkeeper shall not intentionally drop the ball into the pads or onto the goal net nor deliberately pile obstacles at the goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal.

The object of this rule is to keep the ball in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage shall be penalized.

For a violation of this rule, a minor penalty shall be assessed to the offending player.

(c) If a goalkeeper throws the ball forward toward the opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.

(d) If a defending player, other than the goalkeeper, picks up the ball in the goal crease from the playing surface with the hands, or holds the ball while it is in the goal crease, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team.

If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.

(e) A player shall be permitted to stop or "bat" the ball in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the ball has been directed to a teammate in the Attacking Zone, in which case the play shall be stopped and the ball faced off at the nearest high zone face-off spot.

(f) A goal that is scored as the result of the ball being propelled by the hand of an attacking player and enters the goal either directly or after deflecting off any player including the goalkeeper shall not be allowed.

(g) Double Tap: A player may not use his hand to clearly/cleanly bat the ball in the area more than once. In the event that a player continuously bats the ball in the air for the purposes of controlling the ball or preventing the ball from hitting the ground, play will be stopped and a face-off will ensue in the offending players zone. For the purposes of this rule, the word "continuously" shall be defined as popping the ball up clearly/cleanly two or more times without interruption (Double Tap).

### **Rule 917: High Sticks**

(a) The Referee shall assess a minor penalty or a major plus a game misconduct penalty to any player who strikes an opponent with a stick carried above the crossbar of the goal (same height as the boards).

(b) When a player injures an opponent as the result of "high sticking", the Referee shall assess a major plus a game misconduct penalty to the offending player.

Injuries shall include the drawing of blood as a direct result of the "high sticking". In the event that a minor "injury" occurs as a result of a "high sticking", the Referee may use his/her discretion to assess a double-minor penalty in lieu of a major plus a game misconduct penalty.

(c) A goal scored by an attacking player who strikes the ball with the stick which is carried above the height of the goal frame cross bar, shall not be allowed.

(d) Batting the ball above the normal height of the crossbar of the goal with the stick is prohibited, and will result in a minor penalty being assessed to the offending player.

### **Rule 918: Holding an Opponent**

(a) A minor penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick, or in any other way.

(b) A minor or major penalty shall be assessed to any player who grabs or holds the face mask of an opponent with the hand.

(c) When a player injures an opponent as the result of "holding the face mask," the Referee shall assess a major plus a game misconduct penalty to the offending player.

### **Rule 919: Hooking**

(a) A minor penalty shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick. This includes the hooking of the arms, hips, torso or the stick of an opponent.

(b) When a player injures an opponent as the result of "hooking," the Referee shall assess a major plus a game misconduct penalty to the offending player.

### **Rule 920: Illegal Clearing (Icing)**

When a player sends a ball from behind that player's blue line and into the attacking zone while at equal or superior numerical strength, and the ball travels unobstructed and unplayable beyond the attacking zone's goal line, a whistle will be blown by the Referee. A face-off will then take place at the end zone face-off circle nearest to where the ball was initially sent by the defending team.

### **Rule 921: Interference**

(a) A minor penalty shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the ball, deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it, or shoots a stick or other object toward an opponent.

The last player to touch the ball shall be considered to be the player in possession.

(b) A minor penalty shall be assessed to any player on the players' or the penalty bench who, by means of the stick or body, interferes with the movements of the ball or an opponent on the playing surface during the progress of play.

(c) A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper while the goalkeeper is in the goal crease area.

(d) Unless the ball is in the goal crease area, a player of the attacking team may not stand on the goal crease line or in the goal crease or hold the stick in the goal crease. If the ball should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, while the attacking team has possession of the ball, play shall be stopped and the ensuing face-off shall take place at the nearest high zone face-off spot .

This rule shall not apply when the goalkeeper is out of the goal crease.

For the purposes of safety, the Referee may stop play when a player enters the goal crease area. In such an instance, a face-off will take place at the high zone face-off spot in the offending team defending zone.

(e) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the ball should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.

(f) When the goalkeeper has been removed from the playing surface and any member of the same team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the ball or an opposing player, the Referee shall immediately award a goal to the non-offending team.

(Note) The attention of Referees is directed particularly to three types of offensive interference which shall be penalized.

1. When the defending team secures possession of the ball in its own zone and the other members of the same team run interference for the ball carrier by forming a protective screen against forecheckers.

2. When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the ball.

3. When the ball carrier makes a drop pass and follows through so as to make body contact with an opposing player.

#### **Rule 922: Interference by Spectators**

(a) In the event of a player being held or interfered with by a spectator, the Referee shall immediately stop the play, unless the team of the player being interfered with is in possession of the ball at the time, in which case the play shall be allowed to be completed. The ensuing face-off shall take place at the nearest face-off spot to where the ball was last played, unless otherwise determined by the Referee.

(b) Any player who physically interferes with a spectator shall be assessed a game misconduct penalty and the circumstances shall be reported to SoCal Management for further action.

(c) In the event that objects are thrown onto the playing surface so as to interfere with the progress of the game, the Referee shall stop the play and the ensuing face-off shall take place at the nearest face-off spot to where the ball was last played, unless otherwise determined by the Referee.

#### **Rule 923: Kicking Player**

(a) A match penalty shall be assessed to a player who kicks or attempts to kick another player. A substitute shall be permitted at the end of the fifth minute.

#### **Rule 924: Kicking Ball**

(a) Kicking the ball shall be permitted in all zones; however, a goal that is scored as the result of the ball being intentionally kicked by an attacking player and

entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

#### **Rule 925: Leaving Player or Penalty Benches**

(a) No player may leave the players' bench or penalty bench at any time during an altercation. Substitutions made prior to the start of the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.

A major penalty plus a game misconduct penalty shall be assessed to the player who was the first to leave the players' or penalty bench during an altercation. If players of both teams leave their respective benches at the same time, the first identifiable player of each team shall be penalized under this rule. All other players leaving the bench area will receive an automatic game misconduct.

For the purposes of determining which player was the first to leave the players' bench during an altercation, the Referee may consult with other Game Officials.

Any player leaving the bench area and entering an altercation will also be suspended from future league participation for a period to be determined by SoCal Management.

Other players who leave the players' bench or penalty bench during an altercation shall be assessed a game misconduct penalty.

If a player illegally enters the game, any goal scored by that team while the illegal player is on the playing surface shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

(b) Except at the end of each period, or upon the expiration of a penalty, no player may leave the penalty bench, at any time.

A penalized player who leaves the penalty bench prior to the expiration of the penalty, whether play is in progress or not, shall be assessed an additional minor penalty after serving the unexpired penalty time.

When a player leaves the penalty bench prior to the expiration of the penalty, the Official Scorekeeper shall note the time and verbally alert the Referee who shall stop play when the offending player's team gains possession and control of the ball. At which time, a minor penalty will be assessed to the offending player.

In the case of a player returning to the playing surface prior to the expiration of the penalty, through an error of the Official Scorekeeper, the player is not to serve an additional penalty, but must serve the unexpired time.

A penalized player who leaves the penalty bench during an altercation shall be assessed a minor penalty plus a game misconduct penalty, in addition to any unexpired time. The offending player will also be suspended from future league participation for a period to be determined by SoCal Management.

When a penalized player returns to the playing surface from the penalty bench prior to the expiration of the penalty, any goal scored by that team, while the player is illegally on the playing surface, shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

(c) If a player of the attacking team in possession of the ball shall be in a position as to have no opposing player to pass other than the goalkeeper, and is interfered with by a player who has entered the game illegally, the non-offending team shall be awarded a penalty shot. The penalty shot shall be taken by a player selected by the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.

If the opposing goalkeeper is off the playing surface and the attacking player is interfered with by an illegal player, a goal shall be awarded to the non-offending team.

(d) If a Team Official steps onto the playing surface after the start of a period and before that period is completed without the permission of the Referee, the Referee shall assess a bench minor penalty to the team of the offending Coach.

(e) During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any ball coming from the Defending Zone while the player is in the Attacking Zone unless the ball is first played by another player in the Attacking Zone.

#### **Rule 926: Off-Sides**

(a) When the ball is carried across the blue line into the attacking zone after an attacking player has entered the attacking zone (including the ball carrier), the Referee will blow the whistle and deem the play dead as a result of the attacking player being off-sides. A face-off will then ensue in the offending team's zone at the high zone face-off spot nearest to the ball at the time the off-sides occurred.

(b) Intentional Off-sides – When a player touches the ball in the attacking zone for the purposes of intentionally drawing an off-sides call so as to stop play, the ensuing face-off will then take place at the

deep end zone face-off spot of the offending team closest to where the ball was last touched.

(c) Floating blue line is in effect. Ball must cross the blue line of an attacking zone prior to any member of the attacking team. Once the ball has crossed the blue line to gain control of the attacking zone, the zone shall expand to the center red line. As such, the ball must exit across the center red line in order for the attacking team to lose possession of the attacking zone (blue line into the attacking zone, red line out).

#### **Rule: 927 Passes**

(a) The ball may be passed by any player of a team to any player of the same team within any of the two zones into which the rink is divided.

#### **Rule 928: Ball Must be Kept in Motion**

(a) The Ball must be kept in motion at all times. Play shall not be stopped because the ball is frozen along the boards by two or more opposing players, unless one of the players falls onto the ball. If one player freezes the ball along the boards, or if a player deliberately falls on the ball, a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the ball.

#### **Rule 929: Ball or Player Out of Bounds or Unplayable**

(a) When the ball goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass or wire, it shall be faced-off at the nearest face-off spot to where it was last played.

When the ball becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest face-off spot to where it was last played, unless otherwise determined by the Referee. However, if the ball is shot out of the rink by the attacking team, the face-off shall be at the nearest high zone face-off spot.

(b) When the ball becomes lodged in the netting on the outside of the goal or if it is frozen between opposing players, the Referee shall stop play and face-off the ball at the nearest face-off spot to where it was last played unless, in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.

The defending team and/or the attacking team may play the ball off the net at any time. However, should the ball remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place at the

nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.

If the ball comes to rest on top of the goal frame, the play shall be stopped immediately.

(c) A minor penalty shall be assessed to a goalkeeper who deliberately drops the ball on the goal netting to cause a stoppage of play.

(d) If the ball comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by the hand or stick.

### **Rule 930: Ball Out of Sight and Illegal Ball**

(a) Should a scramble take place, or a player accidentally falls on the ball and it is out of the sight of the Referee, play shall be stopped immediately. The ensuing face-off shall take place at the nearest face-off spot, unless otherwise provided for in the rules.

(b) If, at any time during play, a ball other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

(c) Once a Referee loses sight of the ball when it is in/around the crease with no evidence indicating that the ball may be loose, he/she is to blow the play dead and take the face-off at the face-off circle nearest the location the ball was last seen.

### **Rule 931: Ball Striking Official**

(a) Play shall not be stopped because the ball touches an Official anywhere on the rink.

### **Rule 932: Refusing to Start Play**

(a) If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referee, the Captain shall be warned and the team so refusing shall be allowed 15 seconds to begin the game or resume play. If, at the end of that time the team shall still refuse to play, the Referee shall assess a bench minor penalty to the offending team.

Should there be a reoccurrence of the same incident, the Referee shall have no other alternative than to suspend the game and assess a gross misconduct penalty to the offending team's designated Captain of that game. The surrounding circumstances shall be reported to SoCal Management for further action.

(b) If a team, when ordered to do so by the Referee, fails to go onto the playing surface promptly, it shall be assessed a bench minor penalty.

If the team shall still refuse to go onto the playing surface and start play within five minutes, the Referee shall have no other alternative than to suspend the game and assess a gross misconduct penalty to the offending team's designated Captain of that game. The circumstances shall be reported to SoCal Management for further action.

### **Rule 933: Slashing**

(a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent or the opponent's stick with his/her own stick (including the tomahawk over the top slash to an opponent's stick).

Referees should penalize as "slashing" any player who swings the stick at an opponent (whether in or out of range) without actually making contact, or when a player on the pretext of playing the ball makes a wild swing at the ball with the intent to intimidate an opponent.

(b) When a player injures an opponent as the result of "slashing," the Referee shall assess a major plus a game misconduct penalty to the offending player.

(c) Any player who swings the stick at another player during the course of any altercation shall be subject to a match penalty, and the circumstances shall be reported to SoCal Management for further action.

(d) A minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper, in the goal crease, who has covered or caught the ball, regardless of whether or not the Referee has stopped the play.

### **Rule 934: Spearing**

(a) A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who spears or attempts to spear an opponent.

Attempt to spear shall include all cases where a spearing gesture is made regardless of whether body contact is made or not.

(b) When a player injures an opponent as the result of "spearing," the Referee shall assess a major plus a game misconduct penalty to the offending player.

(c) Spearing may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

### **Rule 935: Throwing Stick**

(a) When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the ball in the Defending Zone, the Referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by a player selected by the Captain of the non-offending team, from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.

If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an open goal, and a stick or any other object is thrown or shot at the ball by a member of the defending team, thereby preventing a shot on the open goal, a goal shall be awarded to the non-offending team.

(b) A minor penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the ball in any zone except when such act has been penalized by a penalty shot or awarded goal.

When a player discards a broken stick by tossing it to the side of the rink (and not over the boards) in such a way that shall not interfere with play or an opposing player, no penalty shall be assessed for doing so.

(c) A misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area or in the player's or penalty bench area. A game misconduct penalty shall be assessed to any player who deliberately throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

### **Rule 936: Tripping**

(a) A minor penalty shall be assessed to any player who places the stick, leg, knee, foot, arm, hand, or elbow in such a manner that it causes an opponent to trip or fall.

If, in the opinion of the Referee, a player is unquestionably hook-checking the ball and obtains possession of it, thereby tripping the opposing player, no penalty shall be assessed.

Accidental trips that occur simultaneously with the whistle shall not be penalized.

Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall, shall be assessed a minor penalty.

(b) When a player, in possession and control of the ball in the Attacking Zone and having no opponent to pass other than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team. The Referee shall not stop the play until the attacking team has lost possession and control of the ball to the defending team.

The intent of this rule is to restore a reasonable scoring opportunity, which had been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line.

"Possession and control" of the ball means the act of propelling the ball with a stick. If, while it is being propelled, the ball is touched by another player, hits the goal or goes free, the player shall no longer be considered to be "in possession and control" of the ball.

(c) If, when the opposing goalkeeper has been removed from the playing surface, a player in possession and control of the ball is tripped or otherwise fouled with no opposing player to pass, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the non-offending team.

### **Rule 938: Unnecessary Roughness (Roughing)**

(a) At the discretion of the Referee, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.

(b) A minor or double minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the ball.

It is not the intent to penalize incidental contact between two opposing players who are actively in pursuit of the ball. The act of riding an opponent off the ball shall not be considered to be roughing. However, this does not allow the player without the ball to throw their body into the opponent to achieve possession, nor does this allow the player with the ball to lower his/her shoulder and drive through an opposing player. Any such action will result in a minor penalty to be assessed to the offending player.

### **Rule 939: Dangerous Use of Stick**

(a) At the discretion of the Referee, a minor or double minor penalty may be assessed to any player using his/her stick in a dangerous manner that poses a threat to player safety. Examples of such actions would include the waving of the stick towards a ball above the crossbar near an opposing player's head/body, two-handed swinging of the stick at a ball in the air and making contact with another player (including a goalie).

### **Rule 940: Dangerous Sliding**

(a) At the discretion of the Referee, a minor penalty may be assessed to any player leaving his/her feet and making direct contact with an opposing player in a dangerous manner (i.e. sliding at an opposing player).

(b) In the event that an injury is caused as a directly result of dangerous sliding, the offending player will be assessed a major plus game misconduct penalty.

### **Rule 941: Digging at Goalie Covering Ball**

(a) At the discretion of the Referee, a minor penalty for Unsportsmanlike Conduct may be assessed to any player who intentionally digs into a goalie with his/her stick in an attempt to dislodge a ball that is covered by the pads, body or glove of the goalie.

(b) In the event that an injury is caused as a directly result of digging at the goalie, the offending player will be assessed a major plus game misconduct penalty.

## **Section Ten – General League Policies**

### **Rule 1001: Team/Individual Conduct**

(a) If a team's/individual's conduct and behavior is such that it is deemed by SoCal Management to be a problem to the general welfare and overall operation of the league, SoCal Management will take all steps necessary to resolve the matter. The team or coach will be immediately advised of all issues concerning his/her team, and thus will be afforded the opportunity to resolve said issues on his/her own before league intervention. If a resolution cannot then be achieved, SoCal Management will then takes steps towards resolving the issue, which may include disbanding the team and reassigning the players to existing teams, or dropping the team from the schedule completely with no refund of money. This also applies to any individual(s) where it is deemed that it is the individual(s) responsible for the problem, and not the overall team.

(b) In determining the severity of an individual(s) suspension, the previous history of the individual(s)

conduct and behavior in league affairs will also be considered. Thus, if a history of suspensions and/or poor conduct is evident, the suspension awarded to the individual(s) may be more severe. If an individual's behavior and conduct is such that it is deemed a detriment to the league, punitive action will be taken regardless of the individual's past history. An individual's conduct in or around the league facilities before, during and after a game will also be taken into consideration.

(c) All decisions regarding suspensions will be based entirely upon information obtained from Referees and other SoCal Street Hockey Officials, and with the best overall interests of the league in mind.

(d) Coaches will be immediately notified of all individual suspensions regarding his/her team by a SoCal Management

(e) In the event that a player or coach should wish to dispute a suspension, the ONLY consideration for change will be if the information used in determining the suspension is found to be clearly and without question in error.

(f) Any individual who has been awarded a suspension, will be prohibited from actively participating in any league events until the suspension has been completely served.

(g) For the purposes of clarification, the term "individual" is used to describe a coach, player or spectator.

(h) SoCal Street Hockey Management reserves the right to refuse any team/individual(s) the right to participate in any/all league events.

(i) The use of alcohol or drugs on the premises will not be tolerated. In the event that a spectator is found to possess alcohol or drugs on the premises, he/she shall be ejected from the facility. If he/she fails to leave the premises, the local authorities shall be contacted to resolve the matter.

(j) Smoking within 100 feet of the facility will not be tolerated. Any person(s) found smoking within 100 feet of the facility will be contacted and requested to cease all such activity. If the person refuses to adhere to the request, said person shall be asked to leave the premises. In the event that the person does not leave the facility, the local authorities shall be contacted to resolve the matter.

(k) Any coach, player or spectator who verbally or physically threatens the safety of another coach, player or spectator shall be ejected from the facility. In the

event that he/she does not leave the facility, the local authorities shall be contacted to resolve the matter.

**Rule 1102: Protests**

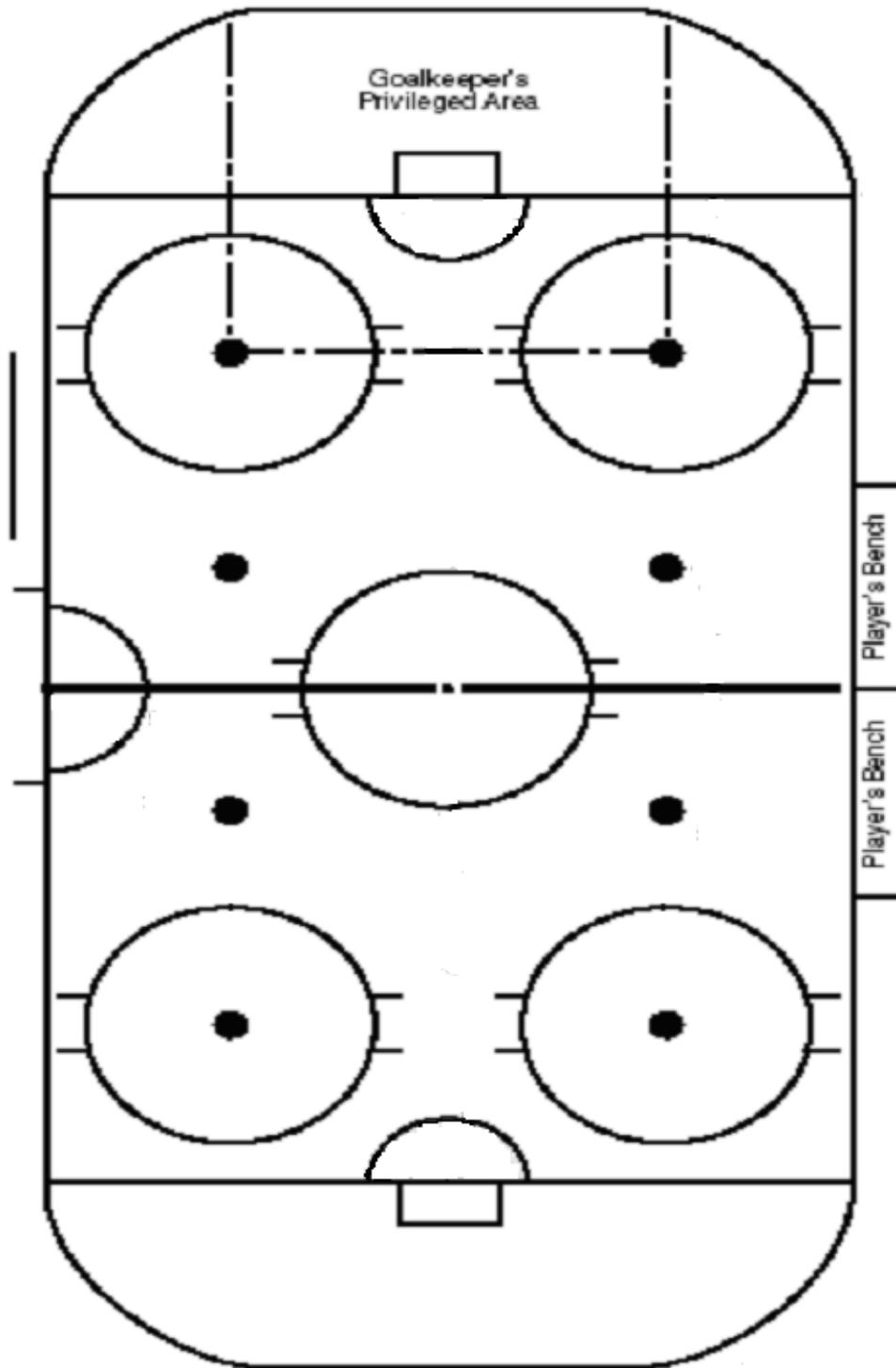
(a) Should a coach wish to protest a game, he or she must request to have the score sheet noted, and must then notify the onsite manager. No decisions or rulings will be made at that time. The matter will be further reviewed and investigated before any ruling is finalized. Discretionary calls and/or decisions made by a referee or onsite manager are not grounds for protest.

**Rule 1103: Forfeits**

(a) In the event that a game is forfeited, the game will be considered to have a 5-0 final regarding all affected team standings and statistics for both teams involved, with the forfeiting team suffering the loss.

(b) No individual statistics will be awarded to players from either team involved in a forfeited game.

# HOCKEY RINK DIAGRAM



## **SUMMARY OF FACE-OFF LOCATIONS**

### **Center Surface Spot**

Goal scored on penalty shot

Goal scored

Start of game and start of each subsequent period of play

### **High Zone Face-Off Spot**

Premature goalkeeper substitution (normal)

Stoppage by attacking player in Attacking Zone

Attacking player shoots Ball onto goal netting

Hand Pass in Attacking Zone

Goal crease violation

Ball shot out of rink by Attacking Team

Ball frozen or lodged on the net by attacking team

Off-sides

### **End Zone Face-Off Spot**

Penalty assessed to player

Unsuccessful penalty shot attempt

Last play face-off between end spots and end boards

Goalkeeper freezes ball

Goalkeeper throws ball forward

Intentional off-sides

### **Closest Face-Off Spot, Excluding Center Surface Spot**

General rule

Stoppage of play due players from both teams simultaneously

Interference by spectators/objects thrown onto surface

Ball goes out of bounds or strikes overhead obstacles

Ball unplayable/stalled due to rink defect

Ball frozen or lodged on the net by defending team

Ball comes to rest on top of the goal frame

Ball out of sight of Referee

Second ball appears on playing surface

Note: The Referee may determine that a face-off is to be taken at a location other than the face-off spot. In such a case, the face-off will be taken at the Referee's discretion along an invisible line connecting the face-off dots on one side of the rink only (i.e. invisible line between the end zone & high zone face-off spots).

# OFFICIAL SIGNALS

## **BOARDING**

Striking the closed fist of the hand once into the open palm of the other hand.



## **BUTT-ENDING**

Moving the forearm, fist closed, under the other forearm, hand held palm down.



## **CHARGING**

Rotating clenched fists around one another in front of chest.



## **CHECKING FROM BEHIND**

Arm placed behind the back, elbow bent, forearm parallel to the playing surface.



## **CROSS-CHECKING**

A forward motion with both fists clenched, extending from the chest.



## **DELAYED CALLING OF PENALTY**

The non-whistle hand is extended straight above the head.



## **DELAYING THE GAME**

The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



## **ELBOWING**

Tapping the elbow with the opposite hand.



## **FIGHTING - ROUGHING - BODY CHECKING**

One punching motion to the side with the arm extending from the shoulder.



## **GOAL SCORED**

A single point, with the non-whistle hand, directly at the goal in which the puck/ball legally entered, while simultaneously blowing the whistle.



## **HAND PASS**

The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



## **HIGH-STICKING**

Holding both fists, clenched, one immediately above the other, at the side of the head.



### HOLDING

Clasping the wrist of the whistle hand well in front of the chest.



### HOLDING THE FACE MASK

Closed fist held in front of face, palm in, and pulled down in one straight motion.



### HOOKING

A tugging motion with both arms, as if pulling something toward the stomach.



### INTERFERENCE

Crossed arms stationary in front of chest with fists closed.



### KNEEING

A single tap of the right knee with the right hand.



### MATCH PENALTY

Pat flat palm of hand on the top of the head.



### MISCONDUCT

Placing of both hands on hips one time.



### PENALTY SHOT

Arms crossed (fists clenched) above head.



### SLASHING

One chop of the hand across the straightened forearm of the other hand.



### SPEARING

A single jabbing motion with both hands together, thrust forward from in front of the chest, then dropping hands to the side.



### TIMEOUT OR UNSPORTSMANLIKE CONDUCT

Using both hands to form a "T."



### TRIPPING

Strike the side of the knee and follow-through once, keeping the head up.



### WASHOUT

Both arms swung laterally across the body at shoulder level with palms down. It means no goal or infraction, so play shall continue.

