

FLOOR HOCKEY LEAGUE RULES

1. Twenty (20) man roster (rosters must be in prior to the first game).
2. All protests must be filed within 24 hours of the game to Recreation Department.
3. Any player fighting during a game will be automatically ejected from the league for the remainder of the 2016 regular season and all playoff games.

Any non-participating player that leaves the bench area or penalty box area to become involved in an altercation or argument on the playing floor will be suspended for the remainder of that game and the next scheduled game.

Any player who swings his stick (or fakes a swing) at another player (especially at the head or upper body) will be suspended for the remainder of that game and the next scheduled game.

4. This is a no checking floor hockey league. Flagrant checking, cross checking, and intentional slashing will draw five minute penalties. Your team will play short handed the entire five minute period. On two simultaneous two minute minor penalties, both players will be substituted for while they sit the entire two minutes.
5. All other normal penalties will draw the standard two-minute penalty. These penalties include hooking, holding, high sticking, tripping, elbowing, roughing and pushing a goalie.

Penalties will be served in the order that they are called. No team will play with less than 3 players plus a goalie. Penalties called while a team is playing with 3 players, one will be delayed penalty with the penalized player going to the penalty box and a substitute from the bench entering the game. The penalty of the third player in the box will begin until the first player's penalty time expires.

PENALTY SITUATION

No penalty will expire if a goal is scored while teams are at equal strength.

Example: Team A had a penalty at 8:00
 Team B had a penalty at 7:00

Both teams are at equal strength (4 players and a goalie)

Team B scores at 6:45, Team A's penalty will not expire on the goal.

A ten (10) minute misconduct penalty will be awarded for abusive language, dangerous situation (i.e. throwing sticks or equipment, abuse and/or destruction of the facility and equipment and general flagrant misconduct).

Goal crease violation is having ONE foot in the crease for three (3) seconds. Result of this is a faceoff in the offending team's end.

6. The slap-shot will be allowed providing the stick does not come above the waist of the shooter.
7. Any player covering the ball, or closing their hand will result in a Delay of Game.

8. No "Catch and Throw"
9. The goalie has to have part of his body in the crease in order to cover. Goalie cannot go behind the net to cover the ball. This results in a Delay of Game.
10. If the ball rolls under the net, or through the net as a result of a missed pass or shot, the faceoff will be at Center Court. It is the job of the teams to make sure the net is closed so no balls can escape. If two players are battling for the ball and the ball goes under the net, the faceoff will be in that corner.

HIGH STICK CALLS:

- a. High stick in a crowd where a dangerous situation could occur, usually in front of the offensive goal, is a two minute penalty.
 - b. A high stick on the slap shot - defenders in close range - is a face off in the offending teams end.
 - c. A high stick on a pass (with no one around) that touches the ball is a face off in the offending teams end.
A high stick on a pass that is not touched (with no one around) is not a dangerous situation and will be waived off.
11. Goalies must use their own legal equipment providing the referees Okays it prior to the game. Jagged bladed must be taped.
 12. Three 10-minute stop clock periods will constitute a game. There will be a one minute break between periods and each team will be allowed two 45 second time-outs per game.
 13. We will use two officials and two timekeepers. Each manager will pay the gym supervisor \$25.00 prior to the start of each game. A team must have five (5) players to start a game and four (4) players to continue a game. Teams will have a 10 minute grace period from the scheduled starting time; then a forfeit will be awarded. The team has an option to loan a player to the opposing team. A team is allowed to pick up a "rostered" player from the stands if opposing team agrees.
 14. Each player must pay a one dollar (\$1.00) fee to the gym supervisor before each game.
 15. Overtime is 4 on 4. A penalty will result in 4 on 3. A second penalty will result in 5 on 3. A team cannot play with less than 3 players on the floor at one time.
 16. Standings Tiebreaker: First tiebreaker if two teams are tied in points are (1) total wins, (2) Head to Head, (3) goals against, (4) goals for, (5) coin flip.
 17. A forfeit is the equivalent of a 1-0 game.
 18. Only the trailing team has the option of having a running clock in the **third (3rd) period**.
 19. The side walls and nets are in play. If the ball goes over the net (far side) or hits wall (near side), it will result in a faceoff.
 20. Scorekeepers and Rec. Center attendants will be in charge of rosters, and if a player "checks" in and pays their fee. If a player "checks" in and pays, that player will get credit for playing, no matter if they actually play.