



2012 BC Pond Hockey series Team registration package



2012 OFFICIAL RULES & Regulations

While we have off-ice officials and scorekeepers at each rink to monitor play, we are staying true to the rule of shinny. All players are responsible for their conduct on the ice, and will be expected to keep the spirit of pond alive in all games.

ALL CALLS MADE BY THE OFFICIAL ARE FINAL

The officials are supported by The Officiating Committee, who will handle any disputes or issues

Playing Rules

- Play is 4-on-4 (no goalies), with a maximum of 6 players per team. Teams change "on the fly"
- Games start at the sound of the siren. Any teams late for games will be penalized 1 goal per minute. After 5 minutes, the late team will forfeit the game with a 10-0 score awarded to the opponent. There will be no rescheduled games– all forfeits will stand as a 10-0 win.
- There is a maximum +/- of 10 goals for all games.
- There will be no off-sides or icings.
- Goals must be scored from the "attacking" side of the playing surface
- Deliberate goaltending is prohibited, and will result in an awarded goal (see Major penalties)
- Should a puck go outside the designated playing area, the team to last touch the puck will lose possession and upon restart will give the opposing team possession at the spot closest to where the puck left the area of play. Defenders must give the in-bounding team 2 stick lengths to initiate play once again.
- Any player ejected from the tournament cannot re-enter the tournament. The team cannot replace an ejected player with an alternate player.
- Any team with more than 2 ejected players will be disqualified from the Championships.

Change of Possession Infractions:

- Raising the puck intentionally above knee-level is prohibited and will result in a loss of possession
- Sticks cannot be raised above the knee; contacting the puck with a stick above the knee will result in a loss of possession
- Slap shots are strictly PROHIBITED and will result in loss of possession. Goals scored from slap shots will be disallowed.
- Teams must give their opponents ½ ice after a goal is scored or an infraction takes place. Once an attacking player has crossed centre ice, pursuit of the puck can take place
- Hand passes are prohibited and will result in a change of possession
- Goals "kicked in" will be disallowed and will result in a change of possession

Minor Penalties

All minor penalties are tracked throughout the game by the official. At the conclusion of the regulation time, a penalty shot will be awarded for every minor penalty that has not been cancelled out by a penalty committed (i.e. differential in penalties committed vs. penalties sustained)

- Minor penalties result in a Change of Possession
- All standard penalties WILL be called; these include, but are not limited to:

Tripping
High Sticking
Unsportsmanlike Conduct
Interference

Cross Checking
Slashing
Roughing
Swearing

Hooking
Elbowing
Body Checking

Major Penalties

MAJOR PENALTIES WILL RESULT IN AN IMMEDIATE GOAL FOR THE OPPOSING TEAM AND MAY RESULT IN A PLAYER EJECTION IF "INTENT TO INJURE" IS EVIDENT TO THE OFFICIAL

All major penalties WILL be called; these include, but are not limited to:

- Goaltending
- Excessive Body Contact
- Verbal abuse of a player, official, volunteer or committee member
- Fighting / Intent to Injure
- Arguing calls made by the official

The Goaltending Rule will be applied when a player is acting as a goaltender instead of a defender. Players may NOT back themselves into & against the net. Players may NOT lay themselves, their stick or their knee across the net in order to prevent a goal. An immediate goal will be awarded if a goal was imminent, or a penalty will be applied.



THIS IS NOT GOALTENDING...



THIS IS GOALTENDING...backed into the net, not actively defending a player

TOURNAMENT FORMAT

- Games consist of 2 15-minute halves. An off-ice official and scorekeeper monitor each game. All teams play 4 games in opening round
- Games start at the sound of the siren. Any teams late for games will be penalized 1 goal per minute. After 5 minutes, the late team will forfeit the game with a 10-0 score awarded to the opponent.
- Teams are limited to 6 players with a maximum of 4 players on the ice at one time. Teams may substitute "on the fly". There are no goalies.
- Any player ejected from the tournament cannot re-enter the tournament. The team cannot replace an ejected player with an alternate player.

PLAYER ELIGIBILITY

- All players must meet the minimum age requirement for their division as of the first day of tournament play. Any underage player will be ejected from the tournament and the team will not be able to replace him/her. Any more than one underage player will result in a team ejection.
- All players must be recreational athletes. This means that no active professional, junior or university/college players are eligible for the men's division, and no aaa level players in the women's division.

By signing below, I acknowledge that I have read, understand and will play by the rules listed above:

Signature

Team captains name (please print

date