

YOUTH FLOOR HOCKEY BY-LAWS

PREFACE

It is our hope that all involved will have fun. Outstanding sportsmanship is expected - "Treat others as you wish to be treated." All team members will participate equally in every contest. The effort is more important than the out come; one team will win, one team will lose. Let's all learn from the experience and let's all give our best effort.

EQUIPMENT

The Marshall Recreation Department will furnish all sticks, goalie equipment, eye goggles and shirts. Personal sticks will not be permitted. Eye protection is required for every player. Players may use own eye protection. All participants must wear rubber soled non-street shoes (tennis shoes or sneakers). No leather soled shoes, heeled shoes, bare feet or stocking feet will be permitted. Hockey helmets are optional. A protective mouthpiece is recommended, but not required. No ice hockey equipment!

THE TEAM

Each team consists of 6 players:

- ✓ 1 goalkeeper who stops the puck with hands, feet or stick while in crease. Cannot cross half-court.
- ✓ 1 center who is the ONLY PLAYER allowed to move full court and who leads offensive play. The center uses a stick striped with tape.
- ✓ 2 defensive players who CANNOT touch past centerline with any part of body, responsibility is to keep the puck out of their defensive half of the court. (The sticks may crossover & touch offensive side of line)
- ✓ 2 forwards who work with the center on offensive play and who CANNOT touch beyond the centerline into their defensive area with any part of body. (The sticks may crossover & touch offensive side of line)

THE GAME

1. The game consists of three periods with 12 MINUTES OF RUNNING CLOCK each, with a 1-minute rest between periods. Goals are changed after each period. Each team may call 1 time out per game during stoppage in play (after a goal or penalty). Clock will stop in last 2 minutes of the 3rd period if there is a 2 goal or less difference.
2. A coin flip determines possession of the puck at the beginning of the game. The team behind at the end of a period gains possession for the following period. If the score is tied at the end of a period a coin flip will determine possession.
3. Play is started with a whistle. Penalty for starting before the whistle is loss of possession.
4. The clock starts when the puck has been legally put into play from the center circle. Play is continuous with the play stopping only when the whistle blows.
5. If a game is played in a gym where the puck can go out of play in or under bleachers, over mats, etc.. officials will carry extra pucks and will drop one into the area of play so that play is continuous.
6. If a flying puck hits any object in the playing area, such as a backboard or basket, then drops outside goal area, it remains in play. However, if the first play, after this happens, results in a goal, the goal will not be counted. Play will be stopped and resumed at center circle. When spectators hit an out-of-bounds puck back into play to the advantage of one team, play will be stopped and resumed at center circle after a coin flip to determine possession.
7. There shall be no overtime; tie games will stand as a tie.
8. Free substitution is permitted. A player entering the game as a substitute should use the stick of the exiting player. Change of positions between guards and forwards can only be made after a stoppage in play.
9. Officials may stop the clock for injuries or other extenuating circumstances.

GOALKEEPING

1. The goalkeeper may use either hands or stick to clear puck as long as some part of his/her body is in crease.
2. Clearing the puck, with the stick or by throwing it, directly across the centerline is an **ILLEGAL HANDLING THE PUCK PENALTY (LOSS OF POSSESSION)**. Clearing off the sides(1st row of bleachers or mats) is legal if puck first hits sides on goalie's side of centerline, when hit by goalie's stick. He cannot however, throw it across the line in any manner.
3. At no time is the goalie exempt from penalties for roughing, slashing or high sticking.
4. If the goalie leaves the crease he/she may not leave their feet or handle the puck with their hands.
5. The goalie has three seconds to play the puck from the crease, once he/she has full control of the puck. **PENALTY IS LOSS OF POSSESSION** with the play resuming at center circle.
6. Shots directly on goal or directly above the goal that go out of play shall be returned to the goalie to be put back in play. **EXCEPTION** - when puck is deflected, play will continue with an official dropping an extra puck where the previous puck went out of play.
7. Goalie may be pulled in last 2:00 minutes of the game only if his/her team is behind. Extra player becomes a Center and the crease, without the goalie, becomes open to all players. No player may use hands or leave feet in anywhere if goalie is pulled. To pull your team's goalie, the goalie must physically come off the floor to take equipment off and a player from the bench must enter the game as the extra Center.

SCORING

1. A goal is scored any time the puck completely crosses the goal line.
2. A goal does not count if puck hits the front goalpost and ricochets out.
3. Under no circumstances will a goal be counted on a foul, or with offensive players in the crease.
4. A goal counts when the puck is deflected off a player, equipment or an official into the goal.
5. A goal does not count if the puck is deliberately kicked or hit in goal.
6. In cases where the goalie has kicked the net or the net is not sitting squarely on the goal line, goal will count if puck goes into the net,

- regardless of net position, or if puck crosses goal line, regardless of net position.
7. Position of the puck shall be the determining factor if it appears that a goal is scored as time expires.
 8. A maximum of a 6-goal lead will be posted on the scoreboard. Additional goals will be added as the team with fewer goals scores.

PENALTIES – Penalty Minutes begin when a whistle, following the penalty, starts play.

BLOCKING - 1:00 MINUTE MINOR

Illegal Screen. In all screening situations the screen must be set far enough in advance of the opponent and in his/her visual field to permit him/her to avoid contact. (Officials Judgement)

ILLEGAL FACE-OFF - LOSS OF POSSESSION

Hit puck before whistle sounds at face off. □ Wiff □ at puck at face-off. Shoot directly on goal at face-off.

ILLEGAL PUCK HANDLING - LOSS OF POSSESSION

Any time a player other than a goalie hits puck with his/her hand/foot to another teammate. When a goalie throws puck across center line Directly or Not, OR hits the puck with his/her stick directly across center line without hitting the mats or 1st row of bleachers first.

DELAY OF GAME - LOSS OF POSSESSION

Any time that a player catches puck, holds puck, intentionally lays or steps on puck. Play the puck back into their goalies crease. Goalie exceeds 3-second limit to put puck back into play.

HIGH STICKING - 2:00 MINUTE MINOR

Raising stick above normal height that is intimidating to an oncoming opponent. Any contact with a high stick, accidental or not. Carrying stick above shoulders.

HOOKING - 2:00 MINUTE MINOR

Any player who impedes or seeks to impede progress of an opponent by hooking with his/her stick.

IN THE CREASE - 1:00 MINUTE MINOR

Any player who touches the floor, puck or goalie inside of the crease with any part of their body or stick.

MISCONDUCT - 2:00 MINUTE MAJOR

Unsportsmanlike conduct from anyone on bench or in the game. Intentionally hitting or kicking the puck while on the bench or coming to or from bench.

OFF SIDES - 1:00 MINUTE MINOR

Forward or Defense crossing center line.

ROUGHING - 2:00 MINUTE MAJOR

Pushing another player to gain advantage/ possession. Contacting the goalie while in the crease. Aggressive contact/push with hands or body.

SLASHING - 2:00 MINUTES MINOR

Any stick swung at an opponent who is out of reach, or where it is obvious that the player is not playing the puck, or at the shaft of opponent's stick or at the body of an opponent.

SLIDING - 1:00 MINUTE MINOR

Any player who leaves their feet to block a puck or plays the puck while laying or kneeling on the floor.

TRIPPING - 2:00 MINUTE MINOR

Any player who shall place his/her stick, knee, foot, arm, hand or elbow in such a manner that it shall cause his/her opponent to trip or fall.

ADMINISTRATION OF FOULS

MAJOR PENALTIES

A player (other than goalie) who is charged with a MAJOR PENALTY (Roughing or Misconduct) must report to the timer and sit out the entire 2:00 minutes. Teams must play shorthanded, at violator's position, during the whole 2:00 minutes regardless of the number of goals scored. SEE GOALIE PENALTIES

MINOR PENALTIES

A player (other than goalie) who is charged with a MINOR PENALTY must report to the timer and sit out designated minutes or a player from the short-handed team may enter the game after the team with advantage scores a goal. Violating team must leave violator's position unfilled. SEE GOALIE PENALTIES

GOALIE PENALTIES

Goalie may remain in game, but the Coach must choose another player in the game to serve the penalty, so team will be playing shorthanded. If in the final 2 minutes of the game the goalie has been pulled any player on that team who gets a penalty, must personally serve the appropriate penalty.

1ST/2ND GRADE PENALTIES

Play all the time with 6 players the 1st week. If player on floor commits a penalty that player must be removed for the entire penalty. However, the coach may substitute another player immediately. Gradually during the season they will serve penalties the same as all other leagues.

FIGHTING OR DELIBERATE FOUL - 2 MINUTE MAJOR & EJECTION

Fighting or deliberately fouling another player will lead to automatic ejection from the game plus a 2:00 minute penalty. The team charged with the foul must play shorthanded the full 2:00 minute penalty regardless of the number of goals scored.

THE OFFICIALS/PROGRAM SUPERVISOR HAVE THE AUTHORITY TO CALL A BENCH PENALTY FOR UNSPORTSMANLIKE CONDUCT ON COACHES, PLAYERS OR FANS IN THE BENCH AREA.