

Border City Ball Hockey

Rules and Regulations

Revision 3.1.1

Updated 01/05/2015

Note: Rules are subject to change at the discretion of the league committee as well as Border City Ball Hockey Board of Directors

Rule 1 - Registration and Eligibility

1.1 Eligibility - Each individual is permitted to play for only one team in each *Border City Ball Hockey Season*.

1.2 Substitutions - If the occasion requires a player to substitute for another team, players must be currently active in the league. Captains and the *Board* have the right to deny a player from substituting as well as allow special circumstances for a substitution. The decision must be unanimous among all captains and *Board* members.

1.2.1 - [Definition of Active] An active player is a player on a roster and having played a minimum of half of the team games.

1.2.2 - Captains have the right to refuse a substitution for the opposing team based on the fact that the substituting player has a higher draft rank than the player being replaced.

1.2.2 - Captains may pick any player as a substitute who has a lower draft rank than the player being replaced without dispute from the opposing captain. Only a majority vote by *Board* members or all captains present may negate this clause and prevent the substitute from playing.

1.3 Teams - Teams will consist of five seven players throughout the season. There are no minimum requirements for males or females.

1.4 Play - Five players per team are allowed on the floor at any given time during play, and are all free to cross the center line at all times during play.

1.5 Playoffs - Roster players are required to play a minimum of 50% of the seasons games to be eligible to play in the playoffs.

1.6 Injuries - In the event that a player suffers an injury, and cannot go forward throughout the season a substitute from outside the league that is approved by captains and the league board may be allowed to replace the injured player for the remainder of the season.

1.7 Waivers - All players must sign a waiver to be eligible to play in the league.

1.8 Attire - All players are to play in attire that best represents their team. Each player is issued a t-shirt, the color being unique to their team. The only acceptable footwear are running shoes. The use of gloves, elbow and shin pads as well as a protective cup are recommended.

1.9 Sticks - Wooden or composite sticks that are free from breaks and that do not have any dark tape on their blades will be permitted for use, until otherwise noted.

1.10 Goalie Equipment -Goalies are required to provide their own equipment that is subject to review by the league officials. Officials do not permit the use of "street hockey equipment".

1.11 Clean up - Players are asked to clean up the play and viewing area and are asked to leave the gym no later than 11:30pm. Those needing to change may use the locker room area provided and can occupy that location after the 11:30pm deadline.

Rule 2 - Rules of Play

2.0 Area of Play - The area of play is approximately 34x64 feet.

2.1 Time - All games are running time, 25 minutes over 2 periods of 12 minutes with a 1 minute intermission.

2.3 Penalties

2.3.1 Minor - Minor penalties are 30 seconds in length or until the penalized team is scored upon.

2.3.2 Major - Major penalties are 5 minutes in length with a game ejection and disregards goals scored against the penalized team.

2.3.3 Misconduct - Misconduct penalties are 10 minutes in length and disregard goals scored against the penalized team with a game ejection.

2.4 Line Changes - Changes are made 'on-the-fly' or when stoppage has occurred.

2.5 Start of Play - There is no grace period for the start of the game. The clock will begin immediately at schedule start time.

2.6 Ranking - Teams will compete in one division and the top four teams will move on to playoffs.

2.7 Timekeeper - The timekeeper will record the actual start and finish time of each game. The timekeeper is responsible for keeping track of the number of infractions per team in a game and shall announce (or have announced) when one minute of actual play time is remaining. In the event of any dispute regarding time or score, the matter shall be referred to the Referee in charge, and his decision will be final.

2.8 Team Sides - Choosing ends will be decided by a coin toss prior to the start of each game if there are any grievances in choice. At intermission teams will change sides.

2.9 Faceoffs - Each game will start by a faceoff at center, as governed by the referee. After a goal is scored, play will resume again with the team that was scored on receiving the ball. Scoring team will be asked to clear their side of half and wait for the opposing team to cross half before attacking.

2.10 Minimum players - The minimum number of players a team can play with is four. Any fewer players and the team forfeits the game. This rule is waived during the playoffs.

2.11 Out of Bounds - If the ball goes out of bounds, possession of the ball will be given to the team that did not touch the ball last at the point of the ball's exit. The offending team is to give a 5-foot radius of possession space for 3 seconds around the ball when play resumes.

2.12 Icing and Off-sides - None

2.13 Ties - In the event of a tied game after 24 minutes of play, for any game during group play of the season, a shootout will determine the winner. For any game during the playoff round, the winner will be determined by a 5-minute sudden-death overtime period. In the event the game is still tied, a shootout will determine the winner.

2.13.1 Shootout lengths - Shootouts will consist of 3 players for each team. During regular group play, if the game is still tied after 3, each team will get points for a draw. During playoffs, the shootout will continue in a sudden-death shootout fashion.

2.14 Points

2.14.1 Players - Players will receive 1 point for a goal and 1 point for an assist.

2.14.2 Teams - Teams will be scored in the following fashion:

- 2 Points for a win
- 1 Point for an overtime/shootout loss
- 1 Point for a draw
- 0 Points for a loss

Rule 3 - Penalties and Infractions (Extended)

3.1 Referee - Each game will have 2 assigned free roaming referees who have full authority on governing each game. Only the designated Captain of each team may approach a referee on a ruling. Time will not stop for this process. However, the referee has authority to call a delay of game penalty.

3.2 Team Infractions - Any infraction will be considered a team infraction. If a team collectively commits 9 infractions of any kind during any game, the team will forfeit the game.

3.3 Possession after calls - The possession of the ball will be turned over to the team who did not receive the infraction at the location of the infraction along the side walls.

3.4 Major Penalties - The League Commissioners and the Board have the authority to disqualify a player for the remainder of the season based on the severity of the infraction.

3.5 Coincidental Penalties - In the event of coincidental penalties, both teams will play even strength, and penalized players may return through the substitution process once the penalty has expired. Coincidental penalties will count towards team infractions.

3.6 Verbal Abuse of Referees - Any verbal abuse of referees during a game (ie. swearing) will result in immediate expulsion from the game. A second incidence of verbal abuse will result in expulsion of that player from the weeks play.

3.7 Contact - This is a non-contact league. Contact during play may result in a change of possession at the referees discretion.

3.7.1 Full-Contact - In the event of full contact (intentionally or not) resulting in a player to lose balance or control of themselves will be an immediate minor penalty. This includes goaltender interference.

3.7.2 Escalating Contact - In the event of escalated contact or shoving will result in immediate double minor penalties for the player(s) involved.

3.8 Slap Shots - Slap shots above the chest (before half in the defensive zone) or above the waist (in the offensive zone) with an excessive wind up as well as follow through will result in a change of possession. Intentional repetition of slap shots in order to draw out calls or waste running time will be deemed as a "delay of game" infraction and the player will receive a minor penalty.

3.9 Snap shots - Players may use a snap shot defined as taking back the hockey stick behind the ball no more than 30 inches in a wrist shot fashion. Although the hockey stick cannot leave the surface in the process of making the shot.

3.10 Occupying Goalies Crease - Players are not permitted to occupy the defined crease for more than 3 seconds during play. Referees will warn players when they occupy the space and a change of possession can be called per referee discretion will be called.

3.11 Player Safety - Referees have the authority to stop play and award possession if they feel the need to ensure player safety around the board and behind the net.

3.12 Slashing - Slashing is the act of a player swinging his stick at an opponent, whether contact is made or not. Non-aggressive stick contact will not be called. Any forceful or powerful chop with the stick on an opponent's body, stick or on or near the opponent's hands that, in the judgement of the referee, is not an attempt to play the puck, shall be penalized (minor) as slashing.

3.13 High Sticking - High sticking is the act of a player attempting to make contact with another player or the ball above the players chest, in the judgement of the referee. A high sticking infraction will result in a change of possession. Two high sticking infractions will result in a minor penalty.

3.14 Tripping - Tripping an opponent player using your stick will result in a change of possession. Two tripping infractions will result in a minor penalty.

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