



## **WALTER GRETZKY STREET HOCKEY TOURNAMENT RULES & REGULATIONS**

Each team must have a minimum of 4 players plus a goalie but may have a maximum of 12 players plus a goalie on its roster.

Teams will be placed in divisions based on information provided at time of registration.

Rosters may be expanded prior to the close of the registration deadline, but not thereafter. No roster changes/substitutions are allowed after the first scheduled game. Some roster changes may be permitted prior to the team's first scheduled game, but it is up to the discretion of tournament officials to approve any player changes / additions.

You may have one roster change due to injury per team. If choosing to replace an injured player, that injured player must be done for the remainder of the tournament

Tournament officials reserve the right to check ID at any time throughout the event and to disqualify players and/or their entire team for submission of false information, use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind.

All players' names must be listed on the score sheet before each game.

Players must play 1 round robin game to be eligible for playoffs

Players can only play on 1 team in the same division

All playing rules shall follow those outlined in the Hockey Canada Official Playing Rules with exceptions noted below.

All games will be played 4 on 4 plus the goaltender. A team may start without a goalie but a goalie needs to join the game within the first 5 minutes of the games or the game will be deemed a forfeit.

Start of game and halves will be by face-off at the centre.

No offsides and no icing.

Slap shots are allowed, except for male participants in coed divisions.

No times- outs in round-robin play

Each team is allowed a 30 second time out in elimination games. In order to call the time out, your team must have possession of the ball.

After goals, for all games played in parking lot and school courts, all players from the scoring team must clear the red line before re-entering the offensive zone

After goalie freezes the ball, for all games played in parking lot and school courts, all players on the offensive team must give the defensive player **5 seconds and 10 feet** before continuing to play

After goals, for all games played on the main BHi rinks, all players from the scoring team must clear the blue line before re-entering the offensive zone

After goalie freezes the ball, for all games played on the main BHi rinks, all players on the offensive team must give the defensive player **5 seconds and 10 feet** before continuing to play

Goalies must have at least 1 foot within reach of a goal-post when freezing the ball. A warning will be assessed if the goalie is coming out of the net to cover the ball. If continued, a penalty will be assessed

There can be no goaltender changes made during games, except in the case of injury. Teams have 10 minutes to put in a new goalie

#### **When a ball leaves play:**

If the ball goes out over the backdrop off the offensive player in their offensive zone or a direct shot out: The defending team will receive possession of the ball in their defensive zone. The opposing team must give **10 feet of space and 5 seconds to make a play.** until the player decides to make a play.

If the ball goes over the backdrop off the defending team in their defensive zone:  
The offensive team will receive possession of the ball in the corner of the defenders zone. The defending team must give the offensive team **10 feet of space and 5 seconds to make a play..**

If the ball leaves play at either side of the rink the team that the ball did not go off of receives possession at the spot where the ball left play. The defending team must give the offensive team **10 feet of space and 5 seconds to make a play.**

#### **MERCY RULE**

**Game will be called when there is a 10 goal differential at any point during the game**

## COED RULES

Games are played with 2 guys and a minimum of 2 girls on the floor the whole game excluding goalie

Coed Competitive division, male participants can score a maximum of 5 goals

Coed Recreational division, male participants can score a maximum of 5 goals

Girls are allowed to take slap shots only. Male participants aren't allowed to take slap shots, sticks need to be no more than a few inches of the ground

## MASTER RULES

Player who are turning 30 years old in 2023 or older are eligible to play in the Masters division

## TIME

Teams will be given a 2 - minute warm-up before each game.

A 5-minute forfeit allowance will be strictly enforced. Clock will continue to run when game commences. Lost time will not be made-up.

All games will be 30 minutes; two 15 minute halves run time

Clock will stop only for penalty shots and end of 1<sup>st</sup> period

## TIE-BREAKER POLICY

Round Robin games may end in a tie with the following tie-breaker rules in effect to determine teams to advance to championship round:

- \* **The team with the most wins**
- \* **Head to Head record**
- \* **The team with the least "goals against"**
- \* **The goal differential between the tied teams**
- \* **The team with least amount of penalties**
- \* **Coin toss**

## **PENALTIES**

Infractions as defined in 2012-2014 Hockey Canada Official Playing Rules shall be enforced. Infractions which result in a minor penalty assessment in ice hockey will result in a penalty shot at the time of the infraction. Time will be stopped for penalty shots. Major penalties will result in 3 penalty shots and the removal of the player who has committed the infraction.

Any player that gets penalized three times during one game for incidents mentioned above will be disqualified from participating in the remainder of that game.

High-sticking the ball over the shoulders or cross bar will result in loss of possession

Regardless if a goal is scored or not the defensive team will receive the ball at the net.

The penalized team receives possession of the ball in the defensive zone regardless of the penalty shot being successful or unsuccessful. If successful, the shooting team must clear to the red line (tennis courts/parking lot/BHi main 2 rinks). If unsuccessful, the shooting team must clear to the red line (tennis courts/parking lot) or clear to the blue line (BHi main 2 rinks)

Any individual on the surface at the time of the infraction can take all penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed).

No protests are allowed. Decision of officials is final.

## **OVERTIME & SHOOTOUT RULES – PLAYOFF GAMES ONLY**

In the event of a tie at the end of regulation (playoffs only), there will be a 5 minute sudden death overtime period followed by a shootout.

Championship games will be followed by a 10 minute sudden death overtime period followed by a shootout.

The shootout will be 3 shooter format and or 4 players' shootout for coed leagues (2 girls, 2 guys) Players may not repeat as shooters until the full roster (excluding goaltender) has shot. The home team will determine which team shoots first. The shooters are allowed one shot, no rebounds and forward motion only. Referees will make the final decision on legal goals.

The shootout will continue in this format until there is a winner.

Players ejected from the game for any reason (three penalties or other infractions) may not participate in the overtime or shootout.

## EQUIPMENT

Goaltenders should bring their own goaltender equipment. The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team.

Sticks and running shoes will NOT be provided and are required by all participants.

All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed. Curves of all kinds are welcome; all true street hockey players know that there is no such thing as an illegal curve in ball hockey. Players MUST wear hockey gloves for hand protection.

All adult league players MUST wear ice hockey, lacrosse or ball hockey gloves.

**Bantam, Peewee, Novice and Atom players:** CSA approved helmet with a full facemask, elbow pads, protective gloves (ice hockey, lacrosse or ball hockey gloves), and shin pads with knee coverings are mandatory.

**Midget players:** CSA approved helmet with a full facemask, protective gloves (ice hockey, lacrosse or ball hockey gloves), and shin pads with knee coverings are mandatory.

Teams must wear matching jerseys or shirts. We recommend a light colour set and a dark colour set.

## SCHEDULE

The organizers will post the schedule electronically a minimum of three days prior to the event.. The organizers have the right to change the schedule at any point throughout the tournament. Please be sure to check your schedule regularly throughout the tournament for any changes. Tournament organizers will not be responsible for any missed games due to schedule changes.

## INJURY

The official reserves the right to stop the game in any case of injury. The official does not need to wait until the injured player's team has possession to stop the game.

Players cannot participate on the playing surface with an open abrasion. The abrasion must be covered before the player may return to the game.

Teams can drop a player from their roster due to an injury and replace them with another player. Injured player can't be re-added at any point during the team

**BHi makes all final interpretations of the rules.**

