



Hockey Association Rules

V.01/17 Updated 28 April 2017



Section One - The Rink

Rule 11 - Rink

The current rink size is limited to the floor area available in the Stanley Leisure Centre, approx 24M x 10M.

Rule 12 - Goals

Goal dimensions shall be of 183x122 cm. The goals will be winched up out of reach when not in use. When positioned for a game the 5cm wide yellow line will act as the goal line.

Rules 13 - Goal Crease, Division of Playing Surface, Face-off Spots and Circles

FIHA will have a goal crease denoted by 5cm wide black line in a radius of 1.5M. Face off spots will be the centre spot and two spots in each left and right section of the defensive zones denoted by a blue spot painted around where other sports floor markings intersect.

Rules 14 - Players' Benches, Penalty Bench

Players' and penalty benches shall be the same area, this will be the adapted stable door cupboards at the East and West ends of the rink.

Rule 15 – Game composition

FIHA adult games will start at five minutes past the hour and comprise of two twenty five minute periods, with a one minute half time. Each team will be permitted a maximum of two time outs. If a team is playing with a minimum of three players then three time outs are permitted.

FIHA youth games will comprise of two periods 20 minutes long, time outs are the same as adult games.

Section Two - Teams

Rule 21 - Composition of Team

Due to size constraints FIHA will play 3+1, in Stanley but revert to the standard 5+1 when playing in MPA. Youth teams will play 3+1 in Stanley and 5+1 in MPA. Teams with three out players or less have the option of playing with current players or conceding game which shall be recorded as a 3-0 loss. If both teams are short of players 0-0 score draw is recorded.

Rule 22 - Captain of Team, Players in Uniform

All teams in all divisions will play in the 3 + 1 format, Peewee tournament organisers may waive this. All players participating in the game must be dressed in the appropriate teams colours, exception will be if there is a shortage of team jerseys. Any players attempting to play contrary to rule 22 the referee will not allow that player to participate. The team captains are responsible for issuing and collecting in (clean) all shirts. In the case of Elite Youth, Team Managers will take this responsibility on.

Rule 23 - Starting Line-up, Change of Players, Injured Players

Identical to the ice-hockey rules: Players may be changed at any time within an area limited by the length of their bench and 3 m from the boards. Goalkeeper shall not be permitted to go to the bench during a stoppage of play, otherwise he shall be replaced or a Minor Penalty shall be assessed, etc.

Section Three - Equipment

Rule 31 - Sticks

Players use regular ice-hockey sticks, the curvature of the blade shall not be restricted. A Minor Penalty shall be imposed on any player guilty of using or wearing illegal equipment or a stick.

Rule 32 - Footwear, Goalkeeper's Equipment, Protective and Dangerous Equipment

Dek Hockey - Only "running shoe" type footwear is permitted.

Inline Hockey - If inline there are no restrictions on types of inline skates (hockey skates are advisable) outdoor wheels are not advisable due to loss of traction on wooden floors. Referee will also wear shin guards and a helmet.

Goalkeepers - may wear a regular equipment of ice-hockey goalkeepers (In Inline Hockey it is recommended that specialise goalie skates are worn).

Rule 33 – Mandatory Equipment

Dek Hockey – Shin guards and gloves are advised. Any Elite Youth players invited to play in this division must wear full protection. No exceptions.

Inline Hockey – Full protective equipment is mandatory for all players.

Inline Training – minimum level of protective cover is shin guards, gloves and helmets.

Rule 34 – Ball or Puck

Ball

The ball shall be made of an approved plastic with a diameter of 6.6 cm to 7 cm, orange in colour.

Puck

The puck shall be approved street hockey 2oz orange Mylec type (Dek hockey and youth games).

Puck

The puck shall be approved inline hockey 4oz studded “knuckle” or “Speed” puck type.

Section Four - Penalties

Rule 41 - Minor, Major, Misconduct, and Match Penalties, Penalty Shot

Identical to the ice-hockey rules:

Minor or Bench Minor - a player shall be sent off the rink for 2 min, or until the opposing team scores a goal, and no substitute is permitted.

Major - a player shall be sent off the rink for 5 min and no substitute. For the second Major in the same game to the same player, or if the Major is for the foul except holding, hooking, interference, and tripping, a Game Misconduct Penalty shall be assessed in addition.

Misconduct - a player shall be sent off the rink for 10 min, but the substitute is permitted immediately. A second Misconduct to the same player in the same game shall become a Game Misconduct.

Game Misconduct - removal for the remainder of the game, the substitute is permitted immediately. Does not incur automatic suspension for next game.

Gross Misconduct - removal for the remainder of the game, the substitute is permitted immediately. Incurs automatic suspension for next game(s).

Misconduct – Any form of misconduct in games will trigger an immediate hearing by the elected committee members scores of the game where the offence will stand however will stand however.

Match - removal for the remainder of the game for an offender and a substitute is permitted after 5 min. Incurs automatic suspension for next game(s).

Penalty Shot - a player plays the ball from the centre face-off spot towards his opponent's goal line. The team has the option between Penalty Shot and a Minor Penalty. Situations: *hooking, tripping, or any foul from behind, or interference*, when the player is over the centre red line and has no defending player to pass other than the goalkeeper; *too many men on the playing surface* in the last two minutes of the game; *deliberate displacing of the goal* during the course of a breakaway or in the last two minutes of the game; *falling on the puck, picking-up the puck, or holding the puck*, when the ball is within the goal crease; *throwing a stick* or any object in defending zone in the direction of the puck.

Awarded goal - is not considered a penalty. The goalkeeper must not be present on the rink, then in the same situations as the penalty shot is called for (except “too many men” rule).

Rule 42 - Goalkeeper's Penalties

Identical to the ice-hockey rules: Goalkeeper shall not be sent to the penalty bench for a Minor, Major or Misconduct Penalty, the penalty shall be served by his teammate who was on the rink, etc. If an infraction breaks out and the goal tender leaves the crease they are to be awarded with minor penalty. If the infraction takes place near the goalie, the referee should direct the goalie away from the area.

Rule 43 - Delayed Penalties, Calling of Penalties, Supplementary Discipline

Identical to the ice-hockey rules: If a third player is penalized while two players of the same team are serving penalties, the third penalty shall not commence until the penalty of one of the two players already penalized has elapsed. Should an infraction, which would call for a penalty, be committed by a team not in possession of the puck, the Referee shall signify the calling of a penalty by raising his arm and blow his whistle only after the puck has come into the possession of the offending team, etc.

Rule 44 – Disallowing a goal

If an attacking player deliberately kicks, throws, bats with the hands or otherwise directs the puck by any other means other than his stick into the goal even if the ball has been further deflected by any other player, goalkeeper, official.

If a player is in the goal crease when a shot is made and that player intentionally or otherwise physically impedes the goalie from making a save then the goal will be disallowed.

Section Five - Officials

Rule 51 - Appointment of Officials

One referee will officiate the game from the rink surface and two goal judges will be positioned in the viewing gallery parallel with the goal lines. The two goal Judges who also have the added responsibility of watching out for any off the ball infringements and bringing them to the attention of the referee by pressing the goal buzzer.

Section Six - Playing Rules

Rule 61 - Abuse of Officials and Other Misconduct

Identical to the ice-hockey rules: Minor Penalty for disputing the rulings, using abusive language, etc. Bench Minor for offence by unidentifiable person or from the bench. Misconduct Penalty for persisting the conduct penalized by Minor, using abusive language, throwing anything out of the rink, etc. Game Misconduct for persisting the conduct penalized by Misconduct, throwing anything onto the rink (together with a Minor), etc. Gross Misconduct for travesty of the game, or spitting. Holding or striking an official shall be penalized (at the discretion of the Referee) by Misconduct or Game or Gross Misconduct.

Rule 62 - Adjustment of Equipment, Excessive Rough Play, Boarding, A Broken Stick

Identical to the ice-hockey rules: A Minor Penalty for the adjustment of equipment on the rink, or using of a broken stick. A Match Penalty for an deliberate action that could cause an injury. A Minor or Major Penalty for striking or throwing the opponent into the boards, etc.

Rule 63 - Charging and Checking From Behind

A direct body-check is considered charging. The other rules identical to the ice-hockey ones: A Minor or Major for charging, additional Misconduct or Game Misconduct for checking from behind, etc.

Rule 64 - Cross-Checking, Delaying the Game, Elbowing, Kneeing or Head-Butting, Face-Offs, Falling on the Ball or Puck, Fisticuffs (handbags at ten paces) or Roughing, Goal and Assist

Identical to the ice-hockey rules: A Minor or Major+Game Misconduct Penalty for cross-checking, elbowing, or kneeing, a Minor or Bench Minor Penalty for delaying the game, a Minor Penalty for falling on the ball, a Minor, Double Minor, Major+Game Misconduct, or Match Penalty for fighting, etc.

Rule 65 - Handling the Ball or puck with the Hands

If a player closes his hand on the puck, then drops it immediately on the rink in front of himself and gains no advantage by this action or makes no attempt to gain any advantage, play continues. If there is any infraction, play shall be stopped. When a player holds the ball more than 3 seconds or takes a few steps with the ball, a Minor Penalty shall be imposed. The other rules identical to the ice-hockey ones. An infraction also includes holding the puck and then spinning around to face the other way before dropping it.

Rule 66 - High Sticks, Holding, Hooking

Identical to the ice-hockey rules: A Minor Penalty for endangering an opponent using a high stick, a Double Minor or a Major+Game Misconduct Penalty for an injury, a Minor or Major Penalty for holding or hooking, etc. The only

exception: If a player attempts to make contact with the puck by using a high stick but he does not touch the puck, the situation shall be considered as if the contact was made.

Rule 67 - Interference, Interference by Spectators, Kicking a Player, Kicking the Ball or Puck, Leaving the Players' or Penalty Bench

Identical to the ice-hockey rules: A Minor Penalty for interference with an opponent who is not in possession of the ball or puck, a Match Penalty for kicking an opponent (an exception: a Double Minor+Misconduct for the less violent action), a Double Minor+Game Misconduct for the first player to leave the players' or penalty bench during an altercation, and a Misconduct Penalty for the others, etc.

Kicking the puck (Dek Hockey only) Players are not allowed kick the puck. Kicking is classed as striking the ball with your foot, kicking will be assessed as a minor penalty. Playing a rebounded puck from a players foot is not considered kicking.

Rule 68 - Off-Sides

Dek Hockey – No offside rules apply

Inline Hockey – There are no floating blue lines. Offside is assessed as a pass being made to a player who is forward of the half way line at the moment of passing. For instances of fluid and fast play, the referee will decide if a player is off side if they were in an attacking position then the game situation rapidly alters thus placing that player in an offside position.

Rule 69 - Passes

Centre line off-side does not exist. The rule concerns blue line off-sides.

Rule 70 – Ball or Puck out of Bounds or Unplayable, Ball or Puck Out of Sight and Puck, Puck Striking Official.

The referee will initiate a face off from the closest face off spot

Rule 71 - Slashing, Spearing or Butt-Ending, Start of Game and Periods, Throwing a Stick

Identical to the ice-hockey rules: A Minor or Major Penalty for slashing, a Double Minor+Misconduct for a player who attempts to spear or butt-end, and a Major+Game Misconduct for spearing or butt-ending. A Penalty Shot for throwing any object in the direction of the ball in defending zone and a Major Penalty in the other zones, etc.

Rule 72 – Guest Players

No guest players (not including goal tenders), regardless of teams abilities. Teams must play if they have 3 legal players and 1 goaltender. If 48 hours before the game they are aware of injuries or players to be missing then Captains must be contacted and the game rescheduled and the Statistics Co-ordinator notified. If a team is shorthanded they will lose by default, however the scheduled game can be played with an unauthorised player any recorded goals and assists will count for the scorers league but only for the rostered members of that team.

Rule 73 – Youth Players in Senior Competition

Any Elite players who are invited to play at senior level are still subject to the "Youth Players Code of Conduct". Youth players who play in the Senior divisions do so at team captains discretion. There is no limit to the amount of Elite players rostered to any senior team but only two may dress for game.

Rule 74 – Youth Players with School detention

Youth Players Code of Conduct Applies

Rule 75 – Dek hockey younger players:

- i. Any player under the age of 15 (Youth) wishing to play Dek must be approved by the development staff and on approval wear full ice hockey protection.
- ii. Any player pre-15 (Youth) will play at the team captains discretion and does so free of charge.
- iii. A team may dress a maximum of 2 youth players and only commit 1 youth player to the playing surface at a time.
- iv. A player between the age of 16 and 18 is classed as an intermediate player and must wear hockey shin guards (not football), hockey gloves and a helmet with cage.
- v. Intermediate players who are under 17 must have a signed parental consent form handed in to the development staff or other committee member.
- vi. Intermediate players will be subject to invoicing. If the player is an Elite Youth they will be invoiced at 50% of the senior invoice. If the player is not a rostered Elite skater they will be subject to full invoicing.

- vii. Intermediate players are not limited by the youth player rule. So an Intermediate player will have no restrictions placed on them (ie the 2 youth player rule).