

# Bridgman Floor Hockey

[www.bridgmanhockey.com](http://www.bridgmanhockey.com)

2016

## **Board of Directors:**

Brian Blanchette (Commissioner) (269) 806-5525

1. Teams will be offered by age group:

Minors: Grades 1<sup>st</sup> and 2<sup>nd</sup>

Majors: Grades 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup>

Seniors: Grades 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup>

2. Only by approval of the Board of Directors can a player be placed in a division (league) other than the division he/she should play in based on grade level. Safety will be the only valid matter for consideration.

3. Except for age requirements, registration is open to all regardless of sex, race, religion, or residence.

4. Registrations after the application deadline will be accepted only by approval of the Board of Directors.

5. All coaches must be approved by the Board of Directors.

## **Games**

1. Players will be called by their coach to receive game times. Times will also be posted on [www.bridgmanhockey.com](http://www.bridgmanhockey.com).

2. All games will be played on Sundays not to start before 12:00 noon.

3. Teams will play a regular league schedule with the number of games determined by the number of teams formed.

4. League standings will be kept based on two (2) points for a win and one (1) point for a tie; forfeit is 2/0 points. Standings will be posted on [www.bridgmanhockey.com](http://www.bridgmanhockey.com).

5. Coaches in the minor league shall be on the floor with the players for all games. This is an instructional league.

## **Playoffs**

1. Playoff positions will be determined by points earned during the regular season. (1<sup>st</sup> plays last, 2<sup>nd</sup> plays next to last, etc). In case of a tie between teams, the following tie breakers will be used, in order:

a. Head to Head

b. Best defensive record (least goals scored against)

c. Best offensive record (most goals scored)

d. Coin Flip

2. In the event of a tie, a 4 minute sudden death period will be played. If a goal is not scored in the overtime period, a five shot "shoot out" will take place. During a "shoot out", the home team will choose a player to take the first shot on the visitors goalie starting from the center court line. The crease remains protected, and the shooter is allowed one shot only, regardless if the shot is "on goal" or not. Rebounds are not permitted. The shooter must take a shot within 30 seconds after the referee blows the whistle or he/she will forfeit the shot. The visitors team will then select a player and follow the same process, alternating between "home" and "visitors" until all five shots have been taken by each team.

Shots must be taken by different players, and no player may shoot more than once. The defending team may change goalies between shots, and there is no limit to the number of goalie substitutions permitted.

3. A player may only participate in a playoff game, if they participated in a regular season game.

### **Equipment**

1. All participants must wear non marking shoes. No metal or plastic cleated footwear, heeled shoes, or bare feet will be allowed.

2. Eye protection is required for every player. Goggles with lenses must be shatter proof.

All eye protection must have a strap to secure eye wear to the player. Approved hockey helmets are acceptable but not required.

3. Teams are required to wear like colored shirts; Team shirts will be provided.

4. Sticks will be furnished for all games; no personal sticks will be allowed.

5. No hard knee pads can be worn on the outside of clothing.

6. Goalies must wear protective face masks (provided) and use chest protection (provided). Goalies are encouraged to wear approved gloves.

### **Rules of the Game**

1. The BYFHL Board of Directors recognizes that participation is the key element to the value of the sport of floor hockey. Coaches must offer equal participation (time of play) to all players.

2. There will be no overtime play during regular season games.

3. A team must have at least 5 players to start play. Opposing team may still play up to six

(5) players. A 5 minute grace period will be allowed. If a fifth player has not arrived by this time, a forfeit will be declared.

4. A lineup consists of one goalie, one center, two defenders, and two forwards.

5. The game will consist of 2 periods. Each period is twelve (12) minutes long with a 2 minute rest period.

6. To begin each game, a coin toss will determine first possession and at the start of the second half, the trailing team will have possession of the puck. If the game is tied, another coin toss will take place.

7. A whistle is blown by an official indicating a team to start play by inbounding the puck from the center circle. The clock starts when the puck is touched. Play is continuous until the whistle is blown.

8. In all leagues, time will be stopped for injuries, goals scored, time outs, and penalties. For injuries, time outs and penalties, the puck will be put back into play as close as possible to the position of the puck when the whistle blew.

6. Any time a puck is unintentionally sent out of play (except by the goalie or a pass in from center circle) play will continue with a puck thrown to the approximate spot by an official.

7. A player is permitted to play the puck with his feet, but it cannot result in a goal.

8. A goalie may clear the puck with a stick or thrown by hand. If cleared by a stick, the puck must hit a wall or another player before crossing the center line. If

cleared by being thrown, the puck must hit another player before crossing the center line.

9. There are no restrictions on how a goalie may protect the net (standing or kneeling; both are permitted). Goalies may leave the crease at any time however the goalie must have one part of his body inside the crease in order to pick up the puck. If he does not have any part of his body in the crease he may NOT pick up the puck, although he can play the puck with his stick. The goalie may use his stick to drag the puck into the crease to pick it up, provided a part of his body is in the crease he may reach outside the crease to pick up the puck.

10. Free substitution is allowed during play. Goalies may be changed during play as long as both goalies are fully equipped. No exchange of equipment can be made between goalies during play. Change of position between guards and forwards can be made during play through the bench or when the clock is stopped.

11. At no time are face offs allowed.

12. Each team may call one (1) 60 second time out during a game. A time out can only be taken when the clock is stopped or the team taking the time out has an undisputable possession of the puck.

13. If the game officials do not feel a team is making attempts to curtail a large score margin, they reserve the right to declare the game a tie.

14. A team may pull the goalie in the last two minutes of the game if they are tied or losing. The extra player becomes a center and the crease no longer exists.

### **Loss of Possession**

1. A team will lose possession of the puck if any of the following infractions occur. When a team loses possession of the puck, the opposing team shall receive the puck in the center circle.

2. Starting play from the center circle before the official blows the whistle to start play.

3. When the puck is shot out of play or into the crease directly from the circle without touching another players stick.

4. When the puck does not leave the center circle with one hit.

5. When starting play with a swing and miss or failure to place the puck in play within five second after the whistle is blown.

6. High Sticking at the start of play from the center circle.

7. Passing or playing the puck back to one's goalie.

8. The goalie taking more than 3 seconds to clear the puck once they have possession.

9. Advancing or catching the puck with the hand.

10. Goalie throwing the puck directly across the center line without touching a stick first.

11. The second offense of bending a stick. The first offense is a warning.

12. Goalie throwing or shooting the puck directly out of play.

13. Off sides at start of play from center circle.

### **1 Minute Penalties**

1. **Hooking:** Any player who impedes or seeks to impede the progress of an opponent by hooking with their stick. (stick turns in when wrist is broken) can be

viewed as not giving offensive player enough room by covering 50% of their body or reaching between opponents legs with the stick.

2. **Pushing:** Bumping the opponent with a part of the body to gain advantage or possession of the puck.

3. **Blocking:** The screener does not give adequate space to avoid contact and/or is not in the opponent's visual field.

4. **Sliding:** Playing the puck while not on both feet, excluding the goalie when in the crease.

5. **Offsides:** Any time a part of the players body touches the opposite half of the court to which they are assigned, does not affect centers and goalies with striped sticks. The hockey stick is not considered part of the body.

6. **In the crease:** Any time part of a players body or stick touches the floor, puck, goalie, or goal net inside of the marked goal crease area.

7. **Delay of Game:** Any time a player, outside of the goal box, steps or falls on the puck to deliberately keep the puck from the opposing team or has possession of the puck and fails to hit it within 3 seconds. Upon the second offense of a goalie holding the puck in the crease to stop or delay play will result in a penalty being served by a player on the floor. (first offense is loss of possession).

8. **High Stick:** Any player on the floor raising their stick above the armpit of the nearest opponent. If the stick is popped by the other team causing the high stick, they will serve this penalty.

## **2 Minute Penalties**

1. **High Stick:** Any contact to another player with a high stick, accidental or not.

2. **Tripping:** Any player who places their stick in such a manner that it shall cause an opponent to trip and fall.

3. **Slashing / Chopping:** Any stick swung at an opponent, or any swinging action with the stick where it is obvious that the player is not playing the puck. Any chopping action of the shaft of an opponent's stick, or any deliberate action, regardless of the frequency or degree, to the body of any opponent.

4. **Unsportsmanlike conduct:** An act directed at another player, spectator or program staff member including profanity or verbal abuse, throwing equipment or blatant disrespect. Roughing-aggressive contact by the body or hands, with the intent to push, knock down, or harm another player to gain advantage or possession of the puck. Throwing or removal of equipment. Equipment must be worn at all times on the playing floor. (helmets, eye goggles, and sticks). Any player who is charged with an unsportsmanlike conduct foul must sit out the entire penalty regardless of goals scored against them. If a goalie is charged with an unsportsmanlike penalty, they must sit out the entire penalty but the team can put in a new goalie. The team must play shorthanded, position optional.

5. **Bench Penalty:** Issued to a team, to be served by a selected player on the floor, for any of the following reasons: a) The third offense for bending a stick b) An unsportsmanlike act displayed by a team member or its coaching staff c) Hitting the stick on the floor to taunt another player or team.

**Incidental Contact: No Penalty:**

In some cases contact between players on the floor may be deemed “incidental” even though it may appear as if one player has gained an advantage. Play will continue unabated.

### **Code of Conduct**

Any verbal misconduct by coaches, players, or spectators before, during, or after the games will be cause for suspension based on the severity of the misconduct. The offender will be asked to leave the building.

Any physical abuse with another player, spectator, or staff will warrant ejection from the game and suspension from further participation.

Deliberately fouling another player calls for automatic ejection.

### **Administration of Fouls:**

1. The official scorers, as well as the officials on the floor, have the authority to call all penalties, deliberate fouls, and unsportsmanlike conduct on coaches or players before, during, and after the game.
2. When a player is in the penalty box they may return to play after a goal is scored by the opposing team or after penalty time has expired, except for unsportsmanlike fouls.
3. When a foul is committed, the person who commits the foul goes to the penalty box and his position is vacated. Both the person (player) and the position are vacated. Teams may not substitute for the absent position (i.e. if a center commits a foul, then the center position must remain vacated for the term of the penalty.
4. when more than one player is serving penalties, the following situations will occur when a goal is scored with the exception of unsportsmanlike fouls:
  - a) Even numbers from each team; no one enters
  - b) Odd number from each team; Goal scored by power play team; ALL players reenter.  
Goal scored by shorthanded team; each team may send back an even number from the penalty box thus keeping the shorthanded team at a disadvantage.
  - c) Players with the least amount of time on penalties will re-enter.
5. In the final two minutes of the game, if the goalie is replaced for additional offensive strength and if such a goalie or a player receives a penalty, the goalie shall sit out the penalty.
6. Any player charged with 6 minutes of penalty time must be removed for the duration of the game. A bench penalty does not count in this total.
7. Deliberately fouling another player calls for automatic ejection from the game plus a two minute penalty. The team charged with the foul must play shorthanded the full two minute penalty, regardless of the goals scored against them.

### **Scoring System**

1. A goal is scored any time the puck completely crosses the goal line or is above the goal line in a legal manner.
2. A goal can be scored on shots where the puck is deflected off a player, equipment, or official into the goal.
3. In cases where the goalie has kicked the net or his net is not sitting squarely on the goal line, goal will count regardless of the position of the net.

4. The position of the puck shall be the determining factor if a goal has been scored, as time expires.

**Not a Goal**

1. Anytime a goalie has control of the puck and brings the puck back into the net, crossing their goal line when attempting to clear the puck. Play will continue as if the puck was cleared in a legal manner.

2. Under no circumstances will a goal be counted on a penalty or with offensive players in the crease (goal box).

3. Goal will not count when the puck hits off the front frame of the goal and ricochets off.

4. Goal will not count when the puck is deliberately advanced with hand or foot into the goal.