

Ball Hockey Rules

Canadian Hockey Association Rules shall be applied whenever possible, unless otherwise indicated.

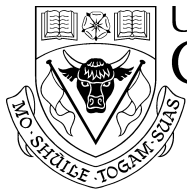
Revised July 2011

General Regulations:

- There are no warm up balls provided. There will be one game ball designated per court and it will remain in the possession of the referees until the commencement of the match. Teams may decide to play with a different ball other than the one provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the participant clinic. To complete your roster you will need to know each players UCID number. All players who do not have a U of C Id number must contact Client Services at 403-220-7749 to request a UCID number. Input your roster online at www.ucalgaryrecreation.ca/intramurals. After league play has begun additional players may be added to the roster, but they must be added by the Intramural Sports office before they are allowed to play.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- To be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams are to have a fair play rating of 3.60 (coordinator discretion).
- Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff**. This will be strictly enforced. For a complete list of policies, see www.ucalgaryrecreation.ca/intramurals Policies and Regulations.
- For outdoor sports, any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.

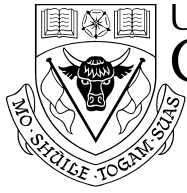
Playing Rules:

- Each team shall be allowed to dress 12 players including goalie, all players must be listed on the team roster. There is no limit to the number of players a team may list on their roster. Players can only be listed on one team roster.
- There are to be 4 players on the floor during Fall/Winter, and 5 players during Summer, including a goalie.
- A team must have 4 players on the floor including a goalie within 10 minutes of the start of the game time in order to avoid a default. Defaults will be recorded as a 3-0 loss.
- Any defaults will result in the default policy being enforced.
- Games will consist of two (2) twenty 20 minute running time halves - with a 5 minute break between halves.
- Players must use sticks with **complete** plastic blades. Fibreglass or plastic inserts into wooden blades are not acceptable. All tape should be removed from blades as well. Only wooden or plastic shafts are



allowed as well. One piece sticks are not allowed. **All players must wear a CSA approved helmet, with a full face shield.**

- Goalies may use wood sticks, but they must be taped. Goalies must wear a CSA approved helmet with securely fastened face shield. Goalies may wear ice hockey goalie gear or full equipment.
- Penalties: may be assessed at any time before during or after a game, even when play is not in progress.
 - Minor Penalties are 2 minutes.
 - Any player receiving 3 minor penalties in one game shall be ejected from that game.
 - Major Penalties are 5 minutes and carry an automatic Game Misconduct.
 - Any misconduct penalty shall be recorded and reviewed. A misconduct penalty in the last 10 minutes or a misconduct penalty associated with a major penalty shall result in a minimum of a one game suspension.
 - Misconduct penalties can also be assessed for any actions deemed disrespectful of the game, the officials, or the participants.
 - Standing on the ball will result in a delay of game penalty.
- Face-offs at centre will start with a whistle. The two players shall have their sticks lined up on the ground, behind the ball, before the referee blows his whistle to start the play. All other plays shall start with one team having possession. A player on that team must shoot or pass from where possession was gained. The defensive team must give a 1m buffer (including stick) in order to play the ball. A team may not gain possession in the middle third of the offensive zone (move the ball to the outer third). If possession can not be determined, it shall go to the defence. The ball must be played within 3 seconds.
- There are no off-sides and no icing.
- In case of injury during a power play, if the injured player is on the penalized team, at least one minute shall remain on the power play from the drop of the ball (referee's discretion), after the injured player is removed from the floor.
- Players may change at any time. During a play, the player leaving the bench must wait until the player leaving the floor is within a reasonable distance so as not to acquire an unreasonable advantage by making the line change. If this does occur, it shall be loss of possession. A Too Many Men penalty should only be called when there are 6 players (including goalie) definitely in the play.
- Goalies may cover the ball anywhere in their half of the court. The opposition must give the goalie 5 seconds to play the ball with a 1m buffer zone (including stick). A goal will be called back for goaltender interference only when they obstruct the goalies intended movement to stop the ball while within 2 steps of the net. (Effectively making the size of the crease 2 steps). Game restarts with the defending team gaining possession.
 - The goalie may drop the ball behind the goal line and play is live
 - The goalie may play the ball past the centre line, if the ball crosses the line the play will be whistled down and the opposing team will take possession
- Slap shots are **NOT** allowed. Anytime a player has any part of the stick raised above the height of the player's waist, the play will be blown dead and a change of possession will occur at the site of infraction. This includes backhands to clear the ball, where swinging the stick is fairly common. Making contact with the ball also will be called at the waist.



- If a team plays the ball out of the playing area, the other team shall take possession where the ball went out of play.
- Blocking shots is acceptable.
- Any infractions by one team that stops a play will result in the other team gaining possession of the ball. This includes high sticks, illegal hand passes, penalties, etc.
- Play shall be stopped anytime the ball goes through the goal mesh.
- Hand passes are only allowed in the team's defensive half.
- Coincidental penalties play continues as 3 on 3.
- No lacrosse masks.