

Rebels Winter Classic Pond Hockey Rules

General Intramural and Special Event Rules

Abuse or Harassment of any staff member or official will NOT be tolerated and will be dealt with appropriately.

The Athletics and Recreation Coordinator/designate has complete authority as to the severity of infractions and has the control to halt the play at *any time if deemed appropriate*.

SPIRIT: REMEMBER that this is Pond Hockey. Play in the true spirit of the game.

PLAYERS AND SUBSTITUTES

A team shall consist of 3-5 players. A minimum of 3 players is needed to begin a game. The supervisor will declare a forfeit if any team has less than 3 players 5 minutes after the scheduled game time. If a team is late, one goal will count against them per minute until five minutes, and then the game will be forfeited 5-0.

A team may have up to 5 players on its roster.

THE GAME

Games consist of 2 8-minute halves. A staff/official will monitor each game

Games start and end at the sound of the siren/horn. Any teams late for games will be penalized 1 goal for each minute late.

All games are running-time and substitutions may be made "on the fly" There is no stoppage of play after a goal is scored or a penalty is awarded. If the puck goes out at the end, possession automatically goes to the defending team.

A coin flip will determine who has choice of side to start the game.

Teams will switch ends at the half. A 1 minute halftime will be given.

PENALTIES: ALL penalties result in a change of possession. Penalties are tracked by the official. At the end of regulation time, a penalty shot will be awarded for every minor penalty that has not been cancelled out by a penalty committed (ie differential in penalties committed vs. penalties sustained). A penalty shot will be taken from the goalline from their own end of the rink.

Major penalties will result in an immediate goal awarded to the opposing team and could result in a player ejection. A player that is ejected will have his/her case reviewed by the Head Volunteer and/or the OC to determine if they may be allowed to return for the rest of the tournament

SCORING : Score from the “attacking” side of half only. Shot must be taken at OR over the half way mark which is determined by the supervisor. After each goal give opposing team ½ ice until puck OR player crosses half. 10 seconds is given to advance puck past half.

GOAL TENDING: Remember there are NO goalies in Pond Hockey therefore there is NO goaltending. Defensive player may NOT back into and against the net. NO closer than 8 feet. NO player is allowed to lay down their body, stick, knee, glove or any other part of their equipment in front of the net. GOALTENDING may result in an automatic goal if the Volunteer deems that a goal was imminent. A minor penalty if a goal is not imminent.

OUT OF BOUNDS: Pucks that are accidentally shot out of bounds will result in the opposing team gaining possession at the spot closest to where the puck left the area of play. Defenders must give the in-bounding team 2 stick lengths to initiate play once again. Players should not pursue or chase pucks as the assigned official will have extra pucks and immediately spot a puck for play to continue.

NO SLAPSHOTS! Do not raise your stick or puck above the knee.

No physical contact allowed of any kind. Abusive language by a player towards another player or volunteer will not be accepted. Abusive language to any official will result in a players suspension.

FIGHTING is not allowed and will result in an immediate suspension from the tournament. The team will not be able to replace suspended player. Intent to injure another player or volunteer will result in an immediate suspension.

EQUIPMENT: Each player must have a stick, skates, hockey gloves and helmet on at all times while on the ice.