

# ***-Charlotte Street Hockey League-***

## **Game Rules**

### **Game Play**

- Teams must have five players on the court (4 runners, 1 goalie) to begin a game.
- ALL RUNNERS MUST be dressed in their team colors. ABSOLUTELY NO GRAY SHIRTS. Any team not dressed in the appropriate color, will be assessed a 1 minute penalty at the start of the game. Offending player(s) will not be permitted to play until they are dressed in the specified color.
- Home team will have choice of which goal to defend first.
- Teams will switch defending goals after each period.
- Games and new periods will begin with a face-off at center court.
- Games will consist of 3 periods that are 10 minutes in length with a 2-3 minute break between periods and one-1 minute timeout per team per game.
- All periods shall be running clock with these exceptions:
  1. The final two minutes of the 3<sup>rd</sup> period if the game is within two goals.
  2. When a penalty shot is awarded.
  3. Player injury.
- If there is a 5 goal or more differential at the 2 minute mark of the 3<sup>rd</sup> period, the game will end.
- Overtime:
  1. Regular Season: 5 minutes, sudden-death, 3 on 3. Game declared a tie if neither team scores and both teams will be awarded one point in the standings.
  2. Semi-finals and Finals: 10 minutes, sudden-death OT period, 4 runners a side. If no scoring in 1<sup>st</sup> OT, teams will play in additional S-D OT periods until a winner is declared.
- Time will be kept by the designated time/stat keeper. Time remaining will be announced by stat keeper at 2 minutes, 1 minute, and then counted down from 10 seconds to zero.
- Score and Player Stats will be kept by a designated stat keeper for each game:
  1. Goals
  2. First assist
  3. Penalties (minor and misconduct)
  4. GA (for goalies)
- If a ball leaves the court by deflection, ball will be brought back into play by the opposing team at approximate point of ball exit. Player has a five-count to move the ball or opposing team can attempt to steal. If a ball is shot over the road-facing fence without being deflected by the opposing team (runner or goalie) a 1 minute penalty will be issued to the offending player (if shot by the goalie, team captain will designate a player to serve the penalty).
- If a ball is played with a high stick, the ball will be awarded to the opposing team at the closest corner to where the ball was touched.
- Off-sides and icing will NOT be enforced.
- All contact penalties WILL BE STRICTLY ENFORCED as this is a non-contact league.
- Contact penalties (tripping, checking from behind, roughing, high-sticking, slashing, hooking, interference, goalie interference etc.) will be enforced by issuing a 1 minute minor penalty to the offending player. ANY BLATENT AND OBVIOUS ATTEMPT TO INJURE will result in a misconduct penalty issued to the offending player. All penalties shall be enforced under the discretion of the referee. Clock will stop on penalty calls and penalty shots.
- Misconduct penalties will result in a penalty shot awarded to the opposing team AND the offending player serving a 1 minute penalty (PLAY WILL BE 4 ON 4, NO MAN ADVANTAGE).
- Collection of 2 misconduct penalties by any one player in one game will result in that player being ejected for the remainder of the games that day.
- If the referee feels that a player on a clear break-away was impeded by an opposing player, a penalty shot may be awarded. This will be up to the discretion of the referee.
- After all penalty shots, play will resume after face-off at center court.
- After all goalie covers, play will resume with the opposing team taking possession of ball in the corner of the court closest to where the goalie had frozen the ball. Player will have a five-count to move the ball or opposing team can attempt to steal.
- Arguing with referees will not be tolerated. Any extended arguing of calls to the referee may be subject to a 1 minute misconduct penalty at the discretion of the referee.
- NO FIGHTING UNDER ANY CIRCUMSTANCES! Players involved in ANY fighting will be ejected from the game and suspended for the remainder of the season. You will be asked to leave the park.