



## STREET HOCKEY TOURNAMENT RULES ROSEMOUNT AREA HOCKEY ASSOCIATION

**PLAYING THE GAME** - The format will be 3v3, without a goalie.

- To play there must be 6 players in the game at any given time (3 per team).
- Play stops when a goal is scored, a penalty is called, the ball goes out of play, or anytime the referee blows the whistle.
- If the ball goes out of play, the last team to touch the ball loses possession.
- When a goal is scored, all players on the scoring team must cross the centerline into their defensive zone before resuming play.
- The team with the most goals at the end of two periods will be declared the winner. A 10-goal differential at any point after five minutes of the second period will end the game.

**REQUIRED EQUIPMENT** - Helmet with face mask, hockey gloves and Tennis Shoes.

- **Recommended Equipment:** Mouth guard, protective cup, elbow, knee and shin pads.

**REFEREES** - The referee is responsible for ensuring rules are followed by both teams, starts each period with a face-off, calls all penalties, confirms goals, and is the last word in any team disputes.

**PERIODS** - There will be two 10-minute running time periods. There is a 5-minute break between periods.

**PENALTIES & EJECTIONS** - Any players fighting or throwing punches will be ejected from the game. Any player who draws a penalty where the referee decides was intentional with malice will be ejected from the game

All minor penalties will be whistled by the referee and a mid-rink free shot will be awarded to the other team. After the penalty shot, the penalty shooting team must stay at mid-rink with the other team bringing the ball out.

- **HIGH STICKING** - Keep your stick DOWN. A player who carries his stick above the waist is a penalty waiting to happen. If your stick goes above your waist, you will sit down.
- **CHECKING** - Body checks are illegal in street hockey. Do not use your body to force another player out-of-bounds.
- **INTERFERENCE** - You may NOT interfere with another player who does not have the puck.
- **CHARGING** - Similar to checking - you can't run or jump or fling yourself into an opponent.
- **ELBOWING** - NO throwing elbows.
- **SLASHING** - NO striking or slashing at an opponent with your stick.
- **BUTT ENDING** - NO jabbing an opponent with the butt end of the shaft of your stick.
- **FIGHTING** - You know what it is. DON'T do it.
- **TRIPPING** - Knocking your opponent's feet out from under them with your feet, that's called tripping. Knocking your opponent's feet out from under them with your stick is still called tripping.
- **HOLDING** - You may NOT interfere with your opponent's progress with your hands.
- **HOOKING** - You may NOT interfere with your opponent's progress with your stick.
- **CROSS-CHECKING** - If you hold your stick with both hands and slam the shaft of it into your opponents, that's cross-checking.