

Pond Hockey Rules

League Contact Information

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Rule Changes

Rule changes from the previous session are indicated by **highlighted text**.

Cancellations

In the event of a cancellation, there will be a posting on the “Announcements” area of the floor hockey session on the league website. In addition, team members that have registered through our website may receive an email with notice of cancellation.

When this occurs, we will make every attempt to post this by 5:00p. However, sometimes a cancellation may occur after 5:00pm. If this does happen, we will send an email and post an announcement as soon as the cancellation occurs.

Rink

The rink resembles a smaller scale ice rink.

1. The width is about 65’ wide
2. The length is about 85’ long
3. Goals will be approximately 6” x 72,” **Each end of the goal will have 12” openings with a 46” “Goalie” in the middle.**

Equipment

1. Teams are responsible for supplying their own equipment.
2. Helmets, sticks and skates are required.
3. All other protective equipment is optional but HIGHLY recommended.
4. If there is a conflict in team colors, the AWAY team should plan to wear a different color. Team colors are made known at the beginning of the session.

Players and Substitutes

1. Eligibility
 - a You must be 18 years old to participate.
 - b Each player is required to create a Game On! user account and accept the electronic waiver. A player is considered ineligible and may not participate until these tasks are completed. A team may be penalized with a loss for any game in which they use ineligible players.
2. Rosters
 - a The roster has a minimum requirement of 7 players.
 - b Once a player is on your roster, they cannot be removed.
 - c New players may be added to your roster throughout the season.
 - d Rosters are frozen at the end of the regular season. New players may not be added for playoff games.
 - e A player may not be listed on the roster of more than one team for any given division.
3. Players
 - a A regulation team consists of 4 players. All skaters, NO goalies.
 - b A team may play with 3 players.
 - c A team with only 2 players will have to forfeit.
4. We recognize, sometimes you may need to use a substitute player if people from your team roster cannot make the game. In these situations, we encourage you to use either the Short-Handed Rule or the Guest Pass Program
5. Short Handed Rule
 - a In order to prevent forfeits, a team with fewer than players at the rink may borrow 1 or 2 players from another team(s) in order to reach a maximum of 4 players.
 - b A team with 4 or more players, from their own roster, may not borrow any players from another team.
 - c If after borrowing the 1 or 2 allowable players, a team wishes to have additional players for the game, they may add players via the Guest Pass program.
 - d Any borrowed players must be eligible players, meaning on a roster and having accepted the waivers.
 - e A team may NOT borrow players for playoff games.
6. Guest Pass Program
 - a Where a person, usually one not already on a team in your league, may register and pay a reduced fee to play a single game as a sub. More details for this can be found on our website on the FAQ page and in the Guest Pass program page on the main menu bar, on the website for more details.
 - b A person must complete a guest pass for each GAME they plan to play in, not each DAY. So, if your team has a double-header, the substitute would complete 2 guest passes for the day.
 - c If a team is using a Guest Pass player or players, we encourage them to alert their opponent, before the game, as a courtesy. This will help minimize confusion or unnecessary roster checks during or after the game.
 - d An individual person may use a Guest Pass no more than 5 times for a single team in a the same sport session.

- e If a Guest Pass player plays 5 games for a single team, that player may be added to the official team roster, and become playoff eligible, by paying a guest pass to roster differential fee of \$75, as long as doing so does not violate any other roster requirements and/or rules and/or greatly upset the balance of competition in the division.
- f A team may NOT use Guest Passes for playoff games.

7. Blood Rule

A player, coach or official who is bleeding or who has blood on his/her uniform or body will be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered within a reasonable length of time, the individual will not be required to leave the game. The length of time that is considered reasonable is left to the official's judgment.

Uniforms

1. In order to minimize confusion on the ice, each team must select a uniform color.
 - a Colors are awarded on a first come, first serve basis of fully registered and paid teams
 - b Captains are asked, at the time of registration, for 2nd and sometimes 3rd choices in case their primary choice has been taken.
 - c Until jerseys are delivered we ask teams to bring one light colored shirt/jersey/hoodie and one dark colored shirt/jersey/hoodie.
2. The league will supply uniforms to each member on the team roster.
 - a You are welcome to customize the jersey. However, you must not modify the league logo on the front or any sponsor logo on the back. We also ask that you be tasteful and respectful in your customization.
 - b Those who miss the Regular Registration, and register under the Late Registration period, may end up with a league-supplied jersey not of the same color as the rest of their team, or may not end up with a jersey at all, depending on when they registered and when the jersey order was placed. In either case, they may end up having to wear a league-supplied scrimmage vest or bring their own jersey to match the rest of their team.
3. Each rostered player is encouraged to wear the league-supplied jersey for their team. This is how the staff and/or referees will be able to quickly tell if you are a registered participant without wasting 15 minutes of playing time doing roster checks for each game.
4. If a person or persons are not wearing their league-supplied uniform, they will not be able to participate until they are verified as a registered participant.
 - a This verification will be performed by a Game On! staff member. Please note, other league duties may take precedence over the verification and may delay the verification.
 - b This verification will require a government-issued photo ID to match against the team roster. If the player cannot provide a photo ID to match against the roster, they will not be allowed to play.
 - c This verification will take place AFTER the scheduled game has begun. The game will not be delayed for this verification. Depending on how many players are without their uniform, this could mean a team loses their opportunity to call a coin toss. It may also mean a team has to play with fewer than 4 players (maybe even 0) on the ice, until the verification process is completed.
5. Guest Pass or borrowed players must supply their own jersey of the same (or very similar) color as the team for which they are substituting. If Guest Pass or borrowed players are not

wearing the team color, the entire team may have to wear league-supplied scrimmage vests to prevent confusion for opposing players and referees, alike.

6. When teams of the same or similar color (i.e. Navy and Black) play each other, the visiting team (listed first on the schedule) must wear league-supplied scrimmage vests to differentiate the players.

The Game

The general rules of play have been borrowed from the US Pond Hockey Championship rules and have been slightly modified.

1. Goals can be scored by players, but putting the puck in the 12” openings on either end of the goal box. There is a 46” “Goalie in the middle of the standard US Pond Hockey Goal.



2. All players must wear helmets and hockey skates. Protective equipment is optional but highly recommended.
3. No goalie equipment or goalie sticks permitted.
4. The winner of a captain's coin toss will determine which goal to defend. Teams will switch goals after each period.
5. There will be a center ice face-off to start the game and each period. Otherwise, teams will be required to wait on their side of the center ice for goals scored and minor penalties. Defensive teams can engage the offensive teams once the play starts moving up ice. The offensive team must move the puck up the ice quickly on the referee's command (whistle) to keep play moving.
6. There will be one on-ice referee to monitor play (scoring, time, puck reset, and penalties).
7. Any minor penalties (tripping, slashing, etc) will result in a goal for the non-offending team plus puck possession.
8. Referees will have the discretion to also award a "penalty shot" to the opposing team when a minor penalty is flagrant and/or a team is consistently playing in a reckless manner.
 - a. Penalty shot will be taken from center ice and must be attempted within 30 seconds of the penalty being called. Anyone on the opposing team can take the shot. The team that is awarded the penalty shot will also be given possession of the puck following the penalty shot attempt (regardless of the outcome of the shot).
9. Any major penalty, which includes any action that could possibly injure another player, will result in that player being ejected from the game. The team that received the ejection will play the remainder of the game short-handed (3 skaters instead of 4 skaters).

- a. If the offending team was already at 3 skaters, they will be down to 2 skaters and the result will be a forfeit loss for the offending team.
10. Abuse of officials will be considered a major penalty. This includes yelling, swearing, or arguing about calls.
11. No checking is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major.
12. No slapshots allowed. Such action will result in a minor penalty.
13. Players cannot fall or lay on the ice in an effort to protect the goal area. Such action will result in a minor penalty.
14. Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal.
15. Contacting the puck with a stick above the waist will result in a loss of possession.
16. Saucer passes (i.e. pucks that are lifted low, below the knee) are acceptable.
17. If a puck goes out of bounds, the last team to touch it loses possession. The non-offending team takes possession at the point where the puck went out. During restart, the defender must give his opponent 2-stick lengths of space.
18. There are no off-sides or icing calls.
19. Goals must be scored from the attacking side of center ice.
20. Referees will call out the score after each goal. This includes goals scored by players or awarded from minor penalties.
21. The team starting on offense, after a goal score or infraction, must allow their opponents (defense) to get past center ice before advancing the puck on offense.
22. Games will be composed of three 15-minute periods with intermissions of 3 minutes.
23. *Regular season games may end in a tie. Playoff games that are tied after regulation will move to an overtime format. A single 5-minute overtime period will be played. If the game is still tied after the 5-minute overtime period, then the game will go to a sudden death period, where the next goal scored wins the game.
24. All games are running-time and substitutions can be made during play ("on-the-fly") or while a puck is being retrieved. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only four players on the ice.
25. Players can only play on one team in a given division.
26. Setting picks in offensive zone is not allowed. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or interference of an offensive player.

Forfeits

1. Everyone looks forward to playing when they get to the ice. Especially after a long day at work or getting up early on the weekend. No one looks forward to a forfeit. This is why we take forfeits very seriously.
2. To avoid a forfeit, teams are encouraged to borrow players under the Short-Handed rules or have substitute players register with a Guest Pass.

3. In the event of a forfeit, the teams at the ice are **NOT** to pay the referees. The referees will report the forfeit to the league, and the league will pay the referee fee using the refundable forfeit fee of the forfeiting team.
4. The team that forfeited will have 3 days to replenish their refundable forfeit fee. This amount will be used in case the team forfeits a second game. If the team does not forfeit a second game, the money will be returned at the end of the season
5. If the fee is not received within 3 days of the forfeited game, that team will not be allowed to play their next scheduled game. This will, also, be considered a forfeit.
6. A forfeited game will be recorded as a win (W), in favor of the non-forfeiting team. The forfeiting team will also lose one (1) standing point.
7. Two (2) forfeits may make a team ineligible for playoffs and may result in removal from the league.

***Protests**

1. You cannot protest a judgment call by an official.
2. A protest may only be made if a team feels their opponent is using ineligible and/or illegal players.

An illegal player is a player who is registered to a team in the program, but playing on a team other than the one to which they are registered, outside of the short-handed rules. This protest must be done prior to the start of the game or prior to the player(s) in question stepping on the field should they arrive to the game after it has started. Once player(s) have participated in the game, their opponent, by default acknowledges them as eligible and legal.

An ineligible player is someone who is not registered to a team in the program or does not have a valid Guest Pass for the game in which they are playing. A protest on an ineligible player may come at any time during or after a game has been played. A team can still receive a forfeit loss, from the league, for using ineligible players even if a protest is not filed.

3. If the protest is due to ineligible and/or illegal players, players from **BOTH** teams must lineup with a valid photo ID (i.e. driver's license or other legal verification) to be verified against their team roster.
 - a The player's photo ID must match the name of the player as shown on the roster. If they do not match, then the player cannot be verified and must sit out the game. Therefore, it is very important to for players to use their REAL NAMES in their user account which populates their team rosters.
 - b If a player does not have photo ID, they cannot be verified and will have to sit out the game until they can be verified.
 - c The roster checks will be performed with the game clock running.
 - d If an ineligible player (a person not registered at all with the sport program or Guest Pass program) is found, the offending team will forfeit the game on the spot. If both teams have ineligible players, both teams will receive a forfeit.
 - e If an illegal player (person registered with the program but not appearing on this particular team roster and also violating the short-handed rules) is found, the offending

team will give up a 3 goals to their opponent, and the illegal player will not be allowed to play. If both teams have illegal players, both teams give up points.

- f If no roster violations are found on the team being challenged and/or if roster violations are found on the roster of the protesting team, then the protesting team will give up 7 goals to their opponent for wasting everyone's time.

Officials

1. Official fees are \$15/team/game, payable in cash, to the official, prior to the start of the game. This fee is subject to change.
2. Officials or the league representative may call an end or a postponement of a game at any time due to time restrictions or weather conditions. No protests will be accepted concerning calling a game due to time limit restrictions or weather conditions.

Scoring and Statistics

1. Individual statistics will not be kept.
2. Intentional misrepresentation of the score will result in a forfeit.
3. The winning team must report scores.

Captains may also enter the scores directly into the website from their Team Schedule page.

The Captain may also report by 6:00pm of the Sunday following the game, via text message or email to the following address: scores@game-on-sports.com. Failure to report the game results by the deadline may result in the game not being recorded in the standings. This has no affect on the losing team, as standings points are only awarded for wins and ties. However, it is possible for a team to miss the playoffs if they haven't reported their scores properly.

Divisions, Rankings & Playoffs

1. Division Assignments
 - a Divisions are created to allow teams of similar talent levels to play against each other and make the league more enjoyable for all teams.
 - i) The number of divisions may fluctuate based on how many teams are in the league. Sometimes there may be only one division.
 - ii) Teams are "graded on a curve" and placed within divisions accordingly
 - b Veteran teams are known quantities and usually play in the same division as the previous season.
 - i) If you win your division championship, you will be moved up one or more divisions
 - c Game On! reserves the right to move a team into any division to maintain balance within the league
2. Team Rankings
 - a Teams are ranked by a point system. A team will receive 2 points for a win, 1 point for a tie 0 points for a loss, and -1 for a forfeit.
 - b In the event 2 or more teams are tied in standings points, the following tie-breaking criteria will be used to separate teams. If more than 2 teams are tied, the tie-breakers are applied to find a single leader amongst the tied teams. Once that leader is determined, the

remaining tied teams will begin at the top of the tie-breaking criteria. This process will continue until all ties have been resolved.

- i) Overall Greater # of Wins
- ii) Head-to-Head Record
- iii) Lower Total Points Against (shown as PSA in the standings)
- iv) Coin Toss

3. Playoffs

- a Except when noted otherwise on the program profile page, teams ranked in roughly the top 2/3 of their division will earn a spot in the Divisional Playoffs.
 - i) For 4, 5 or 6-team divisions: The top 4 teams will make the playoffs
 - ii) For 7 or 8-team divisions: The top 5 teams will make the playoffs
 - iii) For 9 or 10-team divisions: The top 6 teams will make the playoffs
 - iv) For 11- team divisions: The top 7 teams will make the playoffs
 - v) For 12 or greater-team divisions: The top 8 teams will make the playoffs
- b Teams will NOT be re-seeded after each round of the playoffs. Teams will advance straight through the bracket, similar to NCAA basketball tourney. This eliminates teams waiting around all day to find out who won the other quarterfinal game and who plays who and at what time in the semifinals.

Other Rules

1. **Please be sure to remove all items from the rink area at the end of your game. This includes any trash (bottle, paper, wrappers, etc.). When the facility crews have to clean up after us, it reduces the time they can be spending on upkeep of the playing surfaces.**
2. The league has a zero tolerance policy regarding fighting. The player(s) fighting will be immediately expelled from the league and/or the team forfeits the game and/or season.
3. Playoffs
 - a Overtime – If a game is tied at the end of regulation time, overtime will ensue.
 - i) There will be a single, 5-minute overtime period.
 - ii) If the game remains tied after the 5-minute overtime period, the game will move to a sudden death period where the next goal scored wins the game.
 - iii) Each team will have one (1) time out per overtime period.
4. Player Ejection

If an official ejects a player from a game, the player will not be eligible to play in the next scheduled game for which he/she is a team member.

 - a Example 1: A player is a member of multiple teams (i.e. different divisions) in the same league, Team A and Team B. Team B is playing at 10a, and the player gets ejected for swearing at the referee. Team B has no other games that day, but Team A has a game scheduled for 2p. The player will not be eligible to play in the 2p game.
 - b Example 2: A player is a member of multiple teams in the same league, Team C and Team D. Team D has a double header at 9a and 11a. Team C has a game at 10a. The player is ejected from the 9a game, for repeated and excessive illegal contact offenses. The player will not be able to play the 10a game with Team C. However, the player will be eligible for the 11a game with Team D.
 - c **NOTE:** This does not apply to a player who is asked to sit for a play or a shift or a period. The player must be ejected for the remainder of the game for this take effect.
5. Game On! Sports reserves the right to alter, modify, or change these rules at any time, for any reason, and without notice.