



2019 Road Hockey Rumble Rules and Regulations

EQUIPMENT, RULES AND GUIDELINES

Hockey Development Centre Road Hockey Rumble Tournaments are focused on player safety and respect of opponents and officials. The goal of this tournament is to provide a fun, competitive and safe environment for all our players to enjoy the sport of road hockey in the setting of a well-organized tournament.

This tournament has a strict zero tolerance policy for the following: Fighting, intent to injury, verbal abuse of officials or players, players will be ejected from the tournament. Player's actions may subject their teammates to having the whole teams removed from the tournament.

Please read and familiarize yourself and member of your team with all rules, equipment and guidelines. For unique rules to Top Shelf see red highlighted items.

1. EQUIPMENT

Balls are provided for all rinks/games for all HDC Road Hockey Rumble events.

MANDATORY PLAYER EQUIPMENT

Stick: Any type of hockey stick or ball hockey stick in good condition can be used; Officials reserve the right to disqualify any stick they deem unsafe.

Running Shoes: Running shoes are highly recommended, all footwear must be closed toed (i.e.: no sandals, flip flops etc.) Steel toe boots are prohibited, except for goaltenders.

Eye Protection: All participants must wear eye protection, which does not include sunglasses (Proper eye protection such as cages is mandatory, no exceptions).

RECOMMENDED PLAYER EQUIPMENT

Shin pads, and a protective cup are not mandatory although all are highly recommended.

GOALIE EQUIPMENT

Goaltenders are expected to provide their own equipment including: Goalie pads, mask, pads, blocker, stick and catching glove. Goaltender street hockey equipment is allowed.

It is also highly recommended that goaltenders have hockey pants and chest/arm protection.

HDC will have 4 sets of rental goalie gear for \$25 per day if needed.

JERSEYS

Jerseys will be provided for each team and will be of appropriate material for June weather. Each team will be contacted if they wish to customize their jersey



2. ROSTER

Player Identification:

- Birth Certificates for all players should be available if requested

ROSTER SIZES

Roster sizes are minimum of 8 players and a maximum of 11 players for all divisions (includes one goaltender).

ROSTER ALTERATIONS

Rosters can be altered up to 6pm June 21st. If your roster exceeds the maximum number of players teams you must contact the tournament registrar to have a player removed before 6pm Friday.

3. GAME RULES

Starting line-up: Teams must have a minimum of 4 players to start a game (3 players and 1 goalie). Games may start with 4 runners and no goaltender.

GAME START UP AND FORFEITS

- Games start times will be strictly enforced to start on time. If a team does not have enough players to start a game the opposing team will be awarded a penalty shot prior to the opening faceoff.
- Teams who are short of players will also be given 5 minutes to have the minimum of 4 players ready to play. If after the 5 minutes they do not have enough players, the game will be declared a forfeit and a 7-0 win will be awarded to the opposing team.
- If a team is late, the game clock will start at the scheduled time. The lost minutes will be deducted from the first half of the game.

WARM UP

Teams will be allotted two minutes of warm up time prior to opening faceoff.

GAME LENGTH

Games consist of 2 - 15-minute periods, 1-minute break between periods and change of ends.

TIMEOUTS

- No timeouts.
- Tie Games: Round Robin Play
- All teams make playoff round, ties in round robin stay as a tie



TIE GAMES PLAYOFF ROUND (SUDDEN VICTORY)

First goal wins format. After regulation time, the format is as follows

1. Teams play 3 on 3: 3-minute period
2. Teams play 2 on 2: 3-minute period
3. Teams play 1 on 1: 3-minute period
4. Teams then proceed to sudden victory shootout, one shooter each (rotating)

Every player on roster must shoot before first shooter can go again

MERCY RULE

There is no mercy rule, all games will be played out, however a maximum goal differential of 7 will be allowed when calculating standings.

4. GAMEPLAY

FACEOFFS

A faceoff will be used to start all periods.

FORWARD PROGRESSION OF BALL

During regular game play a player cannot sit behind the net and delay the game. If a player delays the game for any reason or in any part of the court for more than 3 seconds, possession will be given to opposing team behind the net.

AFTER GOAL

- Team that scored must retreat back to half court before reengaging in the play, once ALL members of the team have “cleared” half court, they may reengage in the play.

AFTER A SAVE (BALL COVERED)

Puck is moved to either side of net by goaltender to defensive player.

- Once the ball is covered the opposing team MUST back away the goalie and/or player playing the ball by at least 2 full stick lengths, failure to do so will result in a penalty shot.

BALL CLEARED OUT OF PLAYING SURFACE

- Once a ball goes out of play it will be turned over at the point of exit to the team that did not shoot or deflect the ball out of play.
- The offensive team then has one stick length and a referee 3 count before he can be attacked.

HANDLING BALL WITH HANDS

- A player cannot bat, or hand pass the ball to a teammate



- A player can bat down or catch and drop the ball in one complete motion to themselves, they cannot grab the ball and move it in different directions then place it down to themselves. Violations of this rule will result in a turnover and possession to the other team.

PLAYER CHANGES

Player exiting the rink must be within 5 feet of the teammate entering the rink, failure to do so will result in too many men penalty resulting in a penalty shot for the opposing team.

SLAPSHOTS

No slap shots will be allowed. Stick must not pass the players middle calf when shooting. A slapshot violation will result in a penalty shot.

BLOOD

If a player is bleeding they must exit the playing surface and cover the wound properly prior to returning to the game.

5. PENALTIES

PENALTY SHOTS

All Penalties result in Penalty Shots in all Divisions

MINOR PENALTY

A minor penalty results in a penalty shot for the opposing team. General minor penalties in ice hockey will make up the bulk of violations. Excessive pushing/shoving and high sticking the ball will also result in minor penalty and a penalty shot for the opposing team.

MAJOR PENALTY

A major penalty results in three penalty shots for the opposing team and ejection of that player from the game. Major penalties will be at the discretion of our experienced referees and include but limited to the following attempt to injure violations; intentional high sticking, violent slashing, punching, kicking, butt-ending, spearing checking from behind, fighting. These penalties may also result tournament ejection.

GAME MISCONDUCT AND TOURNAMENT EJECTION

- Verbal Threats to player and/or official
- Racism of any kind
- Throwing object towards player or referee
- Spitting, hair pulling or biting
- Any attempt to injure
- Checking from behind or hit to head
- Kicking or Headbutting
- Fighting



6. INCLEMENT WEATHER POLICY

HDC Road Hockey Rumble will operate except for a severe weather conditions occur such as lightning or hail. The tournament horn will sound, and all players will stop play immediately and take shelter (if required). Games will be postponed until conditions improve. Players must remain in the tournament area to resume games as quickly as possible once safe to do so. Game times may be shortened to finish the event