

# RULES FOR THE JOE DUMARS' FIELDHOUSE FLOOR HOCKEY LEAGUES

**THE JOE DUMARS' FIELDHOUSE FLOOR HOCKEY LEAGUE IS A NON-CHECKING LEAGUE AND ITS OBJECTIVE IS TO PROMOTE HOCKEY SKILLS, PHYSICAL FITNESS AND FUN.**

## SECTION I.

### TEAMS:

- A. Rosters and player contracts are due before the first regular game-there will be no exceptions to this rule.
- B. Rosters must contain a minimum of nine (9) and a maximum of fifteen (15) players.
- C. Teams will not be given their first game time until a minimum of 3 players have paid in full. The entire team must be completely paid before they are allowed to begin their 3<sup>rd</sup> game. Any player who pays an inappropriate fee is ineligible. Any team that has not completed their payments before the 3<sup>rd</sup> game will be forced to forfeit their game(s) until all payments have been made.
- D. **Players must be dropped or added by the 3rd game of the season.** Names must be given to the League Director **ONLY** by the Captain of the team. No additions or substitutions may be made to the roster after the third game without the approval of the league director. **THIS RULE WILL BE STRICTLY ENFORCED BY THE LEAGUE DIRECTOR. NO EXCEPTIONS WILL BE MADE TO THIS RULE.**
- E. A player must be on the team roster with a completed waiver and a copy of their driver's license by the third game to participate in the playoffs. In addition, players must play in at least three (3) regular season games to be eligible for playoffs. Players may be asked to provide a valid drivers license in order to check their identity at any time of the season. If the player cannot provide a valid drivers license and if they are not on the roster, the player will be suspended for the entire season.

- F. Top teams will participate in a single elimination tournament at the end of the regular season. Any team with a total of ten (10) points or more will be eligible for the playoffs.
- G. Teams must have four (4) players, including a goalie present to start a game.
- H. **TEAMS MUST HAVE THE SAME COLOR JERSEYS WITH A PERMANENT NUMBER ASSIGNED TO EACH PLAYER FOR THE SEASON. IF A PLAYER DOES NOT HAVE A NUMBERED JERSEY, THEY MUST RENT A JERSEY FOR \$2.00. A DRIVER'S LICENSE WILL BE NEEDED TO RENT A JERSEY AS WELL.**
- I. SHIRT DESIGN IS SUBJECT TO FIELDHOUSE APPROVAL.
- J. Any player who is **under the age of eighteen (18)** by registration deadline will **not** be allowed to play in the floor hockey league.

**EQUIPMENT:**

- A. Sticks: length not to exceed 52" heel to handle.
- B. Only regulation goalie sticks allowed-if they are wood, they must be securely taped to avoid marring the floor.
- C. Sneakers must be worn by all participants. No black soles.
- D. Goalie pads are not to exceed 12" in width, and if foam, must be covered. If a team wishes, the referee will measure pads at anytime during the games.
- E. Any illegal equipment will result in a two (2) minute penalty and the equipment cannot be used.
- F. No protective equipment can have any exposed metal, fiberglass, sharp edges or be designed so that injury to other players may occur. No player can play in a cast.
- G. Protective mouth and teeth guards are recommended for all players.
- H. A hollow plastic puck provided by Joe Dumars' Fieldhouse will be used.
- I. Referees will make all decisions on equipment legality.

**FACILITIES:**

- A. Net sizes will be 54 1/2" by 49".
- B. If the puck travels into spectator area or is touched in play by a spectator, the referee will call the play dead and follow with a face off. If a puck lands on top or on the back of a goal, play will be stopped.
- C. Designated penalty areas will be marked. Penalized players must remain in the area until penalty time has expired.
- D. No smoking in the building.
- E. Any players under the influence of any intoxicant or drug will be asked to leave the building.

**GAMES:**

- A. There will be three (3) fifteen (15) minute periods. The clock will remain running except for the last two (2) minutes of the game. The clock will be stopped for penalties and injuries. During penalties, the clock will stop for all whistles. If one team is three (3) or more goals ahead, the clock will continue to run for the last two (2) minutes of the game.
- B. If time permits, there will be a five (5) minute warm-up period.
- C. Forfeit times will be five (5) minutes after the scheduled start of the game. Any team that forfeits two or more times in a season is subject to bringing dropped from the league.
- D. There will be a one (1) minute break between periods, if time permits.
- E. Each team needs to have at least four (4) players to start a game and at least three (3) on the floor at all times. If the team has less than three (3) players during a game, a forfeit will be immediately awarded to their opponents.
- F. Games may be cancelled by the Fieldhouse for extenuating circumstances. Such incidents may include but are not limited to the following: heavy snow, prior gym commitments, etc.
- G. If the puck hits the net or backboard above the goals play will be stopped. **If a player falls or is pushed over the blue blocks, play will only be stopped at the discretion of the official. (Examples: 1.) If the player**

**is hurt 2.) A penalty occurs after the other team touches the puck 3.) The blue blocks are pushed out of position).**

H. Play will be halted if a player is injured.

I. **There will be an eight (8) goal end of second period mercy rule.**

**SCORING:**

A. A puck must completely cross the goal line to be considered a goal.

B. The Official must verify all goals. (Judgment by the Official)

C. Each goal shall count as one point.

D. The referee shall award a goal if the goalie has possession and falls back into the net. (If puck passes the goal line)

**GOALS WILL NOT BE COUNTED:**

A. If stick is raised above waist level with an opponent within five (5) feet.

B. If the puck is kicked in. (By an offensive player)

C. If the puck is batted in by hand. (By an offensive player)

**FACE-OFFS:**

A. A face-off shall be utilized to begin each period and to resume play after stoppage of play.

B. At the beginning of each period and following scores, the face-off shall be at mid-court. In addition, if an official inadvertently blows a whistle, play is halted and resumed by a face-off at mid-court.

C. Both hands must be placed on the stick shaft.

D. No movement is allowed on face-offs until the puck is dropped.

E. Intentional distractions during face-offs will be treated as a delay of game.

F. Face-off players must have their head behind the puck.

G. All players must be on their defensive end of the floor during face-offs.

- H. FACE-OFF PLAYERS STICKS MUST BE ON THE FLOOR IMMEDIATELY WHEN DIRECTED BY THE REFEREE.
- J. If a player jumps prior to the puck being dropped or improperly lines up on a face-off twice, he is automatically whistled out of the face-off.
- J. Face-offs will occur in the penalized team's defensive zone.
- K. Face-offs will be taken at the closest point to where the puck is shot from. If the puck is deflected, then it will be placed where it went out of play.

**PUCK MOVEMENT AND SHOOTING:**

- A. The puck may be advanced by use of the stick or by kicking it.
- B. Hands may be used to stop the puck if the puck is hit by that player or opposing team. Players cannot close their hand on the puck. If this occurs, the face-off goes to their defensive end and may be judged a penalty for delay of game. **Only the goalie wearing a protective mask and trapper is allowed to hold the puck in the crease. Any other player who holds the puck to stop the play will be charged with a two (2) minute delay of game penalty.**
- C. Shots may be taken by shooting or deflecting the puck with the stick when the stick is located below the waist. Shots which bounce off a player and into the goal shall be legal scores, as long as the contact with the person is accidental.
- D. ONE HANDED SHOTS AND GOLF SHOTS (HANDS TOGETHER ON THE STICK) WILL NOT BE ALLOWED AND ARE SUBJECT TO PENALTY OR SUSPENSION.
- E. The referee may award a penalty if he feels a player is taking slap shots that are not in control and may injure others. The stick must be in control on all shots.
- F. A PUCK IS FROZEN WHEN THE REFEREE LOSES SIGHT OF IT. A PLAYER MAY FREEZE THE PUCK ONLY WHEN A DEFENSIVE PLAYER IS CONTESTING FOR CONTROL OF THE PUCK.
- G. **If the puck is shot intentionally out of play by the goalie, the referee will call a delay of game penalty.**
- H. Broken sticks must be dropped immediately and not used in any play.  
Exception: Goalie

## SECTION II.

- A. When the goalie catches the puck, he may hold it no longer than two (2) seconds (officials discretion) to have it remain in play. If the puck is held longer than two (2) seconds, a face-off shall be called to the side of the net where stoppage occurred.
- hit
1. After catching the puck, the goalie may keep it alive by throwing the puck to either side of his goal, but not forward toward the opposing goal. Or the goalie may drop the puck to the floor and hit it in any direction with his stick.
  2. Goalies are subject to all penalties which are to be served by a teammate. That team shall play short handed in accordance with the rules.

## SECTION III.

- A. An automatic goal shall be awarded if a defensive player throws a stick to prevent the puck from entering the open net.
1. A penalty shot is to be awarded if a player is on a clear break away and is prevented from doing so by an opponent tripping.

### PENALTY SHOT:

- A. All players except the goalie and player attempting the shot must move to the other end of the gym. The puck shall be placed at the center of the court and on the whistle the player may shoot or move toward the goalie. Once the player shoots loses control or retreats, their penalty shot has been ended. Face off at center court to resume play.

### GENERAL PLAYER CONDUCT:

- A. Both hands must be kept on the stick while shooting.
- B. The stick shall be deemed part of the person and violations of the stick shall be penalized as though directed to a person. **There shall be no body checking. Only accidental and/or incidental contact shall be permitted. Some contact should be anticipated when eight players and two officials are placed in a confined area. However, any heavy contact shall not be tolerated and will result in a penalty. This includes play in front of the net.**
- C. Free substitutions shall be allowed without stoppage of play. However, the player entering the game during live action must not gain an advantage

by becoming part of the play before the player leaving the game is clearly out of play.

**PENALTIES:**

- A. Major Violations-At least five (5) minutes to the player and team short-handed for the entire penalty, **intentional** boarding, roughing, spearing, deliberate high sticks, verbal abuse of Referee and Fieldhouse staff and the equipment are all considered majors and may result in suspension.
- B. Minor Violations-Two (2) minutes to the player with team resuming full strength after a goal or end of penalty. No hooking, slashing, holding, elbowing, interference, entering the crease, too many men on the floor, tripping or taunting opponents. Two minutes to a player playing with illegal equipment.
- C. Game Misconduct-Ejection from the game and building with original penalty time being served by the team.
- D. If a player who is not in the game intentionally touches a puck while in play, he shall incur a minor penalty for delay of game.
- E. **Intent** to Injure results in a game misconduct and at least a one (1) game suspension.
- F. **Any player charged with fighting shall not only be ejected from the game, but shall be suspended for at least two (2) games. The Officials shall report all such incidents to the League Director. The League Director's decision will stand regarding any player's suspension**
- G. **General misconduct (taunting or verbal abuse toward players, Officials or spectators) shall be subject to a player and/or a team's expulsion from the league. Any player found guilty of verbal abuse toward an official will be suspended at least one (1) game depending upon the situation. The League Director's decision will stand. NO EXCEPTIONS. YOU HAVE BEEN WARNED!!**
- H. **3 penalties/game-Player is suspended for the rest of the game (Game misconduct). Referee may at his/her discretion also suspend the player for next game(s). Referee must notify the Captain of the suspended player. Suspended players must go immediately to showers and are not allowed in the building for the duration. Teams are responsible for the immediate removal of suspended players.**

- I. **ONLY THE CAPTAIN MAY QUESTION CALLS IN A COURTEOUS MANNER. THE CAPTAIN ONLY HAS THE RIGHT TO QUESTION AN OFFICIALS CALL OR AN ILLEGAL PLAYER ON THE OTHER TEAM. THEY MUST ADDRESS THE CALL IMMEDIATELY AFTER THE OFFICIAL BLOWS THE PLAY DEAD. HOWEVER, THE CAPTAIN MUST NOT ABUSE THIS POLICY. IF THEY ARE CONSTANTLY STOPPING THE PLAY, A PENALTY WILL BE ISSUED.**
- J. Penalized players must go directly to designated box-failure to do so is automatic misconduct. (Depending on original penalty).
- K. If a goal is scored by a team with a man advantage, the player serving a minor penalty may rejoin play. Players must serve the entire five (5) minutes of major penalties.
- L. A team will play two (2) men short if a second penalty arises.
- M. The Referee may at any time suspend a game if he feels the potential for injury is great. If a game is suspended, the players must immediately vacate the gym. The Captains and the Referee will each write their version of the game at that time. These will be forwarded to the League Director for the final decision. The team that is deemed the violator or aggressor will forfeit the game.
- N. **Anyone leaving the bench during any altercation (whether they become involved or not shall be assessed a major, game misconduct and at least a one (1) game suspension.** The player must meet with the League Director before he is allowed to participate again. **There can be no exceptions to this rule. You have been warned!**
- O. Teams will be allowed only nine (9) total penalties for the entire game. These include: minors, majors, bench infractions and misconducts. On the tenth (10) penalty, that team will be required to forfeit the game.
- P. Players swearing shall be subject to a two (2) minute penalty. A warning shall be issued.
- Q. Minimum game suspension assessed to players for game misconduct penalties:
1. Fighting-at least two (2) games-possible season suspension.
  2. Roughing-at least one (1) game.
  3. **Verbal abuse of Referees or Fieldhouse staff- one (1) game minimum.**
  4. Abuse of Fieldhouse property-(throwing sticks into doors, beating nets)-two (2) game minimum.
  5. Failure to control players or fans-possible team forfeit or league suspension.

6. Second offense of three (3) penalties/game-two (2) games, 3rd offense-4 games.
7. Leaving the bench during an altercation-one (1) game minimum.  
Leaving the bench and becoming involved during an altercation will result in a suspension of at least two (2) games and possible season suspension.  
Intent to injure-Two (2) game suspension and possible league suspension.

All game suspensions are subject to the approval of the League Director. The 2nd offense of any suspension will mean expulsion from the league.

#### **PROTEST PROCEDURE:**

1. **The captain must verbally lodge his intention of protesting the game immediately after the Referee's decision. After discussing the issue with the official, the captain has the right to call the League Director into action.**
2. After the game, the Captain and Referee will also write their version of the call in question and submit it to the League Director.
3. **The League Director's decision will stand.**

#### **REFEREES:**

1. Two (2) Referee's will be on the floor. The Referee closest to the clock will record goals, penalties, and start/stop the clock.
2. **Any physical contact with the Referee or a Fieldhouse employee will result in permanent expulsion from the league. Verbal abuse will result in penalties or suspensions.**

#### **PLAY-OFFS:**

- Single Elimination Play-Offs as follows:

Any team who accumulates ten (10) points or more throughout the regular season will be eligible for play-offs. Two (2) points are awarded for a win. One (1) point is awarded for a tie.

#### **TIE BREAKERS:**

1. Head to head competition.
2. Goal differential.
3. Coin Toss.