



TOURNAMENT RULEBOOK

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CODE OF CONDUCT

This code binds all Ball Hockey xTreme officials, players, coaches, fans and associates to a standard of conduct that promotes respect and dignity towards all individuals. We are committed to creating an environment that fosters fairness, neutrality and self- control.

Members shall refrain from comments or behavior that is deemed to be disrespectful, offensive, racist or sexist. During the course of all Ball Hockey xTreme events, participants will conduct themselves in a manner that encourages and enhances the organization's positive reputation. This includes, but is not limited to, the abusive use of alcohol and non-medical use of drugs/narcotics: or performance drugs or methods.

Officials and participants must lead by example: by adopting a confident, controlled and committed approach to the overall goal of excellence and integrity.

Members are expected to conduct themselves in a professional and responsible manner thus assuring the safety of others. Failure to comply with this Code of Conduct may result in disciplinary action including suspension, dismissal or other sanctions deemed appropriate by Ball Hockey xTreme.

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GLOSSARY

Aggressor:

Player attempting to continue a fight by throwing or attempting to throw punches or again by continuing the grappling action with his opponent with the intent of intimidation or punishment of that opponent. The aggressor may or may not be the instigator of the fight.

Altercation:

Altercation is defined as any Incident involving players leading to a penalty or penalties.

Attempt to or Deliberate Injury:

An action by a player or team official who by the use of a stick, foot or other object, or by using her body hits or attempts to hit an opposing player or team official, or game official with the intention of causing injury.

Breakaway:

A player in full control of the ball in the neutral or attacking zone, and having no opposing player between himself and the opposing goaltender (or goal, if the goal tender has been removed).

Broken Stick:

A stick that in the opinion of the Referee is unfit for normal play.

Butt-Ending:

The action whereby a player uses the shaft of the stick above the upper hand, to check an opposing player in any manner or jabs or attempts to jab an opposing player with this part of his stick.

Butt-End Hooking:

The action whereby a player uses the shaft of the stick above the upper hand to hold or hook an opponent.

Captain:

A player, other than a goaltender, who is selected or named by the team, to represent the team with the officials. Wherever the word "Captain" appears in the Rule Book, it defines those players who have been designated as Captain or Alternate Captain on the Official Game Report.

Charging:

The act of taking more than two steps or strides to contact an opposing player.

Checking From Behind:

Any action where a player is intentionally pushed, body-checked, high sticked, cross-checked or hit in any manner from behind.

Coach:

A person primarily responsible for directing and guiding the actions and efforts of his team. Along with the Manager, he is responsible for the conduct of the players before, during and after the game in the arena.

Control:

A player actually propelling the ball with her stick, feet or glove(s).

Creases:

Identifies enclosed space designated for the protection of the goaltender and the use of the Referee in the discharge of their respective duties. The lines which designate this space are to be considered part of the crease.

Cross-Checking:

The action of using the shaft of the stick between the two hands to check an opponent at any height.

Delayed Off-Side:

A situation where an attacking player (players) has (have) preceded the ball across the attacking blue line, but the defending team is in a position to bring the ball back out of its defending zone without any delay or contact with an attacking player.

Encroachment:

This occurs when a player other than the center stands with a foot either inside the face-off circle, on the face-off circle or in the area between the hash marks prior to the dropping of the ball. It is acceptable for the player's stick to be inside the face-off circle but not in the area between the hash marks.

Face-Off:

The action of the Referee in dropping the ball between the sticks of two opposing players to start or resume play. A face-off begins when the Referee indicates the location of the face-off and players take their appropriate positions. It ends when the ball has been legally dropped. All face-offs will be conducted at a face-off dot.

Game:

A meeting of two teams playing for a specific length of time, for the purpose of declaring a winner through the scoring of goals. The game consists of regular playing time and overtime, if such is required.

Game Ejection:

When a player has been removed from the game for three or more penalties, this player must leave the area of the players' bench and must in no way direct, coach or assist the team in any manner for the remainder of the game.

Gathering:

When one or more players of one team come in close contact with one or more opposing players in such a manner as to create the possibility of a penalty or penalties against one or more of the players.

Goaltender:

A person designated as such on the Official Game Report, who is identified by the use of special and legal equipment and privileges to prevent the ball from entering the net.

Goaltenders' Footwear:

Footwear specifically designated for use by goaltenders.

Golf Shot:

A golf shot is when a player places one or both hands near the top of the shaft and swings the stick in a circular motion, usually 18 degrees. Contact with the ball is not necessary. Golf Shots when warranted are to be penalized under either the High-Sticking or Slashing rule.

Heel of the Stick:

The point where the shaft of the stick and the bottom of the blade meet.

High Sticking:

The action of the player carrying the stick or any part of the stick above the normal height of the shoulder.

Holding:

Any action by a player that slows the progress by clutching or grabbing an opposing player whether or not she is in possession of the ball.

Hooking:

The action of hooking the blade of the stick in a turning motion to impede the progress of an opponent. The hooking action may apply to any part of an opponent's body or stick.

Instigator:

The player responsible for starting a fight by throwing or attempting to throw the first punch(es).

Kicking:

The action of a player deliberately using his foot with a kicking motion to contact an opponent, with no intent to play the ball.

Kick Shot:

The action of placing the blade of the stick behind the ball and then propelling the ball by kicking the stick.

Off-Floor Officials:

Officials appointed to assist the On-Floor Officials in the conduct of the game. They are under the control of the Referee during the game, and include: Official Scorer, Game Timekeeper, Penalty Timekeeper, and two Goal Judges.

On-Floor Officials:

The On-Floor Officials are the Referees.

Penalty:

The result of an infraction to the rules.

Players:

The members of the team physically participating in a game. Except where special rules apply to him, the goaltender is to be considered a player.

Players in Uniform:

Players duly registered on the Official Game Report and attired in the appropriate protective equipment in order to participate in the game.

Possession:

The state of a player other than a goaltender who is the last one to have come in contact with the ball.

Protective Equipment:

The equipment worn by a player for the sole purpose of protecting against injury.

Shorthanded:

Shorthanded means that a team is below the numerical strength of its opponent on the floor.

Slashing:

The action of hitting an opponent with a stick while holding the stick with one or both hands. Tapping the stick of the ball carrier is not considered slashing if it is for the sole purpose of taking the ball. A player who swings his stick at an opponent and makes no contact shall still be guilty of slashing.

Slew Footing:

The action of tripping a player by knocking a player's feet out from behind with a kicking or leg dragging motion.

Spearing:

The action of poking or attempting to poke an opponent with the toe of the blade of the stick while holding the stick with one or both hands.

Team Official:

The five people clearly identified on the Official Game Report which may include the Coach, Manager, Trainer, Stick Boy, Team Doctor, President and other members of the executive of the team.

Time Penalty:

A penalty which at any time results in a team playing with less than six players on the floor. i.e., Minor, Bench Minor, Major or Match penalty.

TEAM REGISTRATION

SECTION 1

1. \$150 Deposit is due 1 month prior to tournament date.
2. Rosters are due 2 weeks prior to tournament date.
 - a. Changes are permitted up to the drop of the ball of first game of tournament.
3. Team captain must check-in prior to start of first game.
 - a. Verify finalized roster names and numbers.
 - b. Pay remaining balance.
 - c. If balance is not paid the team will forfeit the first game
 - d. A team with 2 forfeits due to lack of payment will be suspended from future Ball Hockey xTreme tournaments.

ROSTERS

SECTION 2

1. Rosters are to be C/D skill level or below with a maximum of 20 players.
2. Backup goalies are counted as a roster spot.
3. No current Team USA or Team Canada players are permitted on rosters.
4. Any team that has played in an Open\A tournament within last tournament season is not permitted to enter.
5. Rosters are not permitted to have more than 3 regular A rostered players.
 - a. Masters players excluded from this.
6. Coaches and/or staff (photographers) must be entered as such on the roster form.
 - a. Anyone not on the roster form is not permitted on the bench.
7. Women players are not permitted on any roster. This is a Men's C Division Tournament.
8. All rosters are reviewed and approved by tournament board of directors.

OPERATING RULES

SECTION 3

1. 3 games guaranteed.
 - a. 2 preliminary games, 1 playoff game.
2. 3 10 minute run time periods.
 - a. Stop clock 3rd period only within 2 goals.

3. Intermission break will be 30 seconds.
 - a. Teams must remain on their side of redline.
4. Timeouts
 - a. No timeouts in preliminary games
 - b. 1 timeout in playoff games
5. Overtime Periods
 - a. No overtime period in preliminary games, game ends in a tie if score is tied.
 - b. Playoffs will be 5 minute runtime period.
 - c. If no score in overtime, game will end in a shootout.
6. Shootout Rounds
 - a. 3 players selected.
 - b. If still tie after 3 players, any player can start 4th round.
 - c. Remaining rounds require every player to shoot before a player has a 2nd opportunity.
 - d. Goaltenders are not included as players to shoot.
 - e. The rounds will be sudden death rounds, with the home team having the last shot. The visiting team will shoot first in each round.
7. Point System
 - a. 10 Points for a win plus goal differential.
 - b. 5 Points for a tie.
 - c. 1 Point for a shutout.
 - d. 0 Points for a loss.
8. Tie Breakers
 - a. Head to head
 - b. Win/Loss/Tie Record
 - c. Period Points
 - d. Goal Differential
 - e. Shut Outs
9. Period Points
 - a. 1 point winning the period
 - i. Winning the period means you scored more goals then opposing team in given period.
 - b. 0.5 for each team if both teams score same number of goals in a given period.
10. Playoffs
 - a. Teams will be evenly split into C and D divisions.
 - b. In the event of an odd number of teams the extra team will be in the C division.
 - c. Each team is allowed 1 timeout per game.
 - d. Overtime of 5 minutes running clock will be implemented.
 - e. Shootout will be used if no goals scored in overtime.
 - f. Championship games will play full Overtime periods until there is a winner.
 - i. No shootouts in championship games.
11. Game Play
 - a. Floating blue line is applied.
 - b. Side netting is OUT of play (whistle stops play, faceoff is closest to where player who shot the ball out of play)
 - c. Netting behind goal line is IN play.
 - d. Icing is applied and blue lines are used in each defensive zone as point of icing

- e. Intentional off-sides is when the official rules a player intentionally touches the ball while being off-sides without making an effort to regain the zone. The ensuing faceoff is at the deep defensive faceoff circle.
- f. You may call for a pass by raising your stick above the shoulder, anything else above the shoulder is a high stick minor penalty.
- g. Offside face-offs are at spot of originating pass.
- h. Mercy Rule will be 8 goals after the 2nd period has completed.
- i. Coincidental penalties will be 4 on 4 play.
- j. Once both centers have lined up for a faceoff no additional line changes are permitted.
 - i. Lined up for the faceoff meaning both centers stick are on the ground indicating to the official they are set for the faceoff.

GENERAL PENALTIES

SECTION 4

1. Clock stops during penalty.
2. Penalty time doesn't start until ball is dropped for faceoff.
3. 1 Minute Minor Penalties.
4. 2.5 Minute Double Minor Penalties.
5. 5 Minute Major Penalties.
6. 5 Minute Misconduct Penalties.
7. 10 Minute Game Misconduct Penalties.
 - a. Automatic removal from game.
8. Fighting is prohibited.
 - a. Automatic removal from tournament.
9. 3 penalties by one player in a game results in removal of remainder of game
 - a. If the same player is removed from a 2nd game due to 3 penalties that player will be suspended for 1 game.
 - b. If this occurs in a championship game the player is suspended for the next game of the next tournament.

BALL HOCKEY RULES

SECTION 5

1. All general hockey penalties are applied. This section is a breakdown of a few spelled out for tournament purposes.
2. **High Sticking:**
The action of the player carrying the stick or any part of the stick above the normal height of the shoulder. Any intent to injure with a high stick will result in the offending player being banned from the tournament. If a high stick draws blood, it will be at the discretion of the referee to determine appropriate penalty and or ejection from the game.

3. **Delay of Game:**

Any player which grasps the ball in their hand and attempts to reposition it. A player can not cover the ball with his hand in the crease to prevent further play, only a goalie can cover the ball with his hand/glove. Any player that intentionally plays with a broken stick. Intentionally pushing the net off. Any player that steps on top of the ball and/or does not move the ball or make a play when unattended.

4. **Holding, Cross-Checking, Roughing, Hooking, Slashing, and Tripping:**

Tripping and/or Roughing will also include when a player slides uncontrollably into another player's legs (without touching the ball).

A check is defined as when a player does not attempt to play the ball and intentionally uses their body to "push" or separate the opponent from the ball.

5. **Interference:**

When a player intentionally impedes (at discretion of the referees) the progress of an opposing player away from the ball. Goaltender Interference is when an attacking player intentionally makes contact with the opposing goalie (either inside or outside the goal crease).

6. **Too Many Men:**

When a team interferes with play and/or has more than the required amount of players on the court. Players are permitted to an area of 5ft to come on, and off the rink as long as the ball doesn't touch any of those players.

7. **Diving:**

Embellishment of acts on the court (diving, excessive complaining, etc)

8. **Unsportsmanlike Conduct:**

These penalties will be assessed for any and all activities that represent a lack of respect for the other team, the referees, the court, and all equipment. Players may be removed from the tournament at the discretion of the referee and/or tournament directors if severity warrants.

EQUIPMENT

SECTION 6

1. Team are required to have a MATCHING primary jersey.
 - a. Same color and design.
 - b. Matching front logos.
 - c. Numbers required on back of jersey.
2. Teams must have matching backup jerseys.
 - a. Same color.
 - b. Numbers required on the back matching primary jersey.
3. Goaltenders Equipment.
 - a. Helmet, Glove, Blocker, Leg Pads are required.
4. Player Equipment.
 - a. Hockey gloves are required.
 - b. Shin pads, mouth guard, elbow pads, cup recommended but not required.
 - c. Helmets recommended but not required
 - i. 18 and under players must wear certified helmet with full face protection.