

# POND HOCKEY RULES

1. Please review all rules with each player on your team
2. All games are self-started at center ice, and play is 4V4. Players will do that three tap faceoff thing that always takes seven tries to get correct. Teams will switch goals after the first half.
3. All players must wear helmets and hockey skates. Protective gear is optional but strongly recommended. If you don't wear at least shin guards, there may be something wrong with that area between your ears.
4. No goalie equipment or goalie sticks permitted. Goalie skates may be used, if you don't mind looking like a complete dork. Except that kid last year who wore the goalie skates and was still amazing.
5. There will be one off-ice volunteer scorekeeper to monitor play (scoring, possessions, puck resets, and infractions). The key word here is volunteer, so be nice, kids.
6. Penalties will be called for rule infractions. Penalties called by scorekeepers are final. A minor penalty will result in a goal awarded to the opposing team as well as possession of the puck. Scorekeeper will notify teams when a goal is awarded due to a minor penalty by whistle blow, or by screaming like a little girl.
7. Any major penalty, which includes any action that could possibly injure a player, will result in the player being suspended for at least one game, and possibly ejected from the rest of the tournament. The team that received the ejection will play the remainder of the game shorthanded (3 v 4). All remaining games may be played (4 v 4). Off-ice scorekeeper will determine major penalties.
8. Abuse of scorekeepers will also be considered a major penalty. This includes yelling, arguing or swearing about calls at scorekeepers. This is a biggie, boys and girls. We have guys standing out there, freezing their butts, and working for free in a charity tournament. There will be zero tolerance for this type of action.
9. No checking is allowed. Such action will result in a minor penalty and a goal against the offending team. A check with intention to injure will be a major penalty, result in ejection of the offending player, at least a one game suspension, and possible expulsion from the tournament. Scorekeeper will be the sole decision maker in each case and may involve a DN representative to consult for game suspension or expulsion.
10. No slap shots allowed here, Bobby Hull. Sticks cannot be raised above the knee for any shot or pass. This is a regular violation, and will result in possession for the opposing team.
11. Players can not fall or lay down on the ice in effort to protect the goal area. Such action will result in a minor penalty (goal for opposing team) for being dumb enough to risk breaking your face blocking a shot in a silly pond hockey tournament.
12. Goaltending is not allowed. A player may not patrol, camp out or remain stationary in the crease area and act as a goaltender (including having a screw loose). 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 four feet from the outside corners of the goal. Off ice scorekeeper will make all calls for goaltending. Goaltending is a minor penalty and will result in the opposing team being awarded a goal and possession of the puck.
13. Contacting the puck with a stick above the waist will result in a loss of possession.
14. Raising the puck intentionally above the knees will result in a loss of possession, and maybe a testicle or three. For those of you that have them.

15. If a puck goes out of play, the last team to touch it loses possession. During the reset, the offensive team takes possession in their own half, the defending team must retreat to their defensive zone, and can advance once the offensive team moves forward.
16. There are no off-sides or icing calls, so it will be like a typical beer league game. Goals are loose, so please try to keep them as straight as possible during play.
17. Goals must be scored from the attacking side of center ice. Center ice is determined by red line markings on dasher boards. Goals scored from beyond center are a regular violation, and defensive team will be awarded the puck for a restart.
18. Scorekeepers will call out the score after each goal. This includes goals scored by players or awarded from minor penalties. Scorekeepers may also sing, rap, yodel, or do an interpretive dance depending on their mood.
19. Teams must give opponents half ice after a goal is scored, the puck leaves the ice surface, or an infraction takes place. Once attacking team begins forward motion, defending team may once again advance.
20. Games are composed of a three minute warm up, two 15 minute halves and a 2-minute half time.
21. There can and will be ties during the preliminary rounds. In the event of a tie during semifinal and championship play, the game will move to a sudden death format. The overtime will start with a face-off.
22. Players can only play on one team per division.
23. Team captains are the only players to (calmly) discuss disputes with scorekeeper.
24. **Teams must be ready to play at least 15 minutes before their scheduled time** in case, God willing, we're actually ahead of schedule. Please, please don't delay the start of the game by not being at your scheduled sheet.
25. Fighting will absolutely not be tolerated. Anyone fighting on the ice or anywhere in the tournament complex will be dismissed for the entire weekend. This is a charity event; a celebration of the generosity of the local adult hockey community, and will not be tainted by such nonsense.

### **Scoring**

Win- 3 points

Tie- 1 point

Loss- 0 points

### **Tie Breakers**

If teams are tied after preliminary play, deadlocks will be broken in the following manner:

- 1) Head to head (2 team tiebreaker only)
- 2) Fewest goals allowed
- 3) Goal differential
- 4) Most goals scored
- 5) Coin flip
- 6) Steel cage match between team captains