

**SOUTHWEST BALL HOCKEY**  
**MEMBERSHIP REGULATIONS AND RULES**  
**REVISED – SEPTEMBER 18, 2007**

1. No alcoholic beverages are allowed on or around the playing area. This includes any use by head coaches, asst. coaches, referees, players, fans or any individual while on the hockey premises.
2. No smoking is allowed anywhere around or inside the rink area. This is for all areas inside the fence such as the stands and fan area, the benches, the building, or anywhere else around the rink area. Smoking will only be permitted outside the fence in the parking lot area.
3. A. There will be no physical or verbal abuse of/by any coaches, asst. coaches, players, referees and fans. If you are cited by the referee for profanity or any other reason for this conduct, a minimum of a one (1) minute penalty will be assessed. If you persist in this behavior you will be ejected from the game and possibly from the premises and **YOU MUST APPEAR** before the Grievance Board before you are allowed to return to the hockey rink area.  
  
B. The referee will stop the game and request that individual(s) leave the hockey rink premises and face a possible suspension or expulsion.
4. A. Each team will only be allowed to have one head coach and one assistant coach on the bench at any given time during a game. Head coaches and asst. coaches are responsible for the conduct of their players at all times. Only Board approved head coaches and assistant coaches will be allowed on the bench during the game. It is each head coaches job to submit any assistant coaches they want approved to their respective commissioner. Only after these assistant coaches have been approved by the Board will they be allowed on the bench during a game.  
  
B. If neither the head coach or an assistant coach is able to attend a game, a temporary coach must approved by the commissioner, board member or referee before the game will be allowed to start.  
  
C. Unless you are serving a penalty, no one is allowed in the penalty box during a game.
5. Any player deliberately causing an infraction of our rules will be ejected from the game and will be subject to appear before our Grievance Board before being allowed to return. This constitutes a match penalty (See Rule 39-F).
6. **RESPECT** will be shown at all times for equipment, including the rink and park being used. There shall be no throwing of equipment before, during or after a game. Any throwing of sticks, helmets or damage to any of the above for any reason will result in a match penalty. No alterations, modifications or changes are allowed to the player's jersey. The only exception to this is for the addition of the player's last name to the back of the jersey or the addition of a "C" or "A" to the front of the jersey. Any other changes must first be approved by the Board of Directors.
7. A. Coaches, assistant coaches, and/or parents shall not enter the playing surface during any part of the game unless first authorized by the referee. This includes any normal stoppage throughout the game, an injury, and/or equipment stoppages, etc. Coaches will be allowed to enter the playing surface during the intermissions between periods.  
  
B. Any head coach, asst. coach, player or fan entering the playing surface to argue with the referee, league member or board member, for any reason, **WILL BE EJECTED** from the game and the hockey rink area and **MUST APPEAR** before the Grievance Board before the individual is allowed to return to the hockey rink area.
8. Each team must have at least one captain or one assistant captain and only those players will be allowed to question (Not Argue) with the referees. The maximum total number of captains and assistants each team is allowed is three.
9. A. Each player is required to wear the following: REGULATION HOCKEY SHINGUARDS, HOCKEY

GLOVES, HOCKEY ELBOW PADS, HELMET WITH FACEGUARD. It is also strongly advised that all players wear a protective cup. For any player that elects to wear shorts, the shorts must come down to at least your mid thigh. Any player wearing shorts that do not conform to this rule will not be allowed to play until they change into something that meets this rule.

**GOALIE GEAR:** Goalies **MUST** wear a protective cup, helmet with faceguard, regulation goalie pads, chest protector, elbow pads and a jersey.

**NO PLAYER IS ALLOWED TO PLAY WITHOUT THIS EQUIPMENT.**

10. B. All equipment worn by any player **MUST** be approved by the league, for a standard of safety.  
**HOCKEY STICK – BLADES:**

- A. Blades can be plastic, graphite, fiberglass, wood or other material. Any blades found to be splintering, cracking or deemed unsafe will not allowed to be used. This will be at the discretion of the referee or league official.
- B. Blade length is a maximum of 10 1/2 inches measured heel to toe.
- C. Blade width shall be **NO LESS** than 1 3/4 inches, from heel to toe.
- D. Tape, of any color, is not allowed on any part of the blade. Tape will need to be removed from the blade prior to the stick being used again by the player. (No penalty is enforced for this.)
- E. Blades can not be pink, orange or red in color. If a player has this color blade, the player will not be allowed to play with that stick. The blade will need to be changed prior to the player being able to use that stick again. (No penalty is enforced for this.)

**PENALTIES FOR ILLEGAL BLADES**

The following lists what penalties are given for infractions to above blade requirements:

- 6. LENGTH – Illegal blade length (See item B above) results in a one (1) minute minor penalty to be served by the player using the illegal stick. The stick can not be used again until the blade is changed to one that is legal.
- 7. WIDTH - Illegal blade width (See item C above) results in a one (1) minute minor penalty to be served by the player using the illegal stick. The stick can not be used again until the blade is changed to one that is legal.
- 3. If a player scores a goal and after a challenge is found to have used an illegal blade not only will he be issued a one (1) minute minor penalty his team will also lose the goal that he just scored. For the goal to be wiped out the challenge must occur immediately following the goal, prior to play resuming.

**PROCEDURE TO CHALLENGE A BLADE**

An opposing coach can challenge any one of the above listed blade regulations at any whistle throughout the game. If the blade is found to be illegal then the appropriate action will be taken as listed above. If the blade is found to be legal, then the team that challenged the blade will be assessed a one (1) minute minor penalty for delay of game. You are allowed to question one of the above blade restrictions per challenge.

- 11. Five (5) players and a goalie constitute a line.
- 12. A team must have a minimum of seven (7) players to start a game. There also must be at least one approved coach present on the bench to start the game. Any less is a rescheduled game, unless at the discretion of the commissioner or Board of Directors. (See Rule #41) Each team must start the game with a goalie on the rink and in the appropriate goal crease, fully dressed in the required goalie gear.
- 13. Any player who quits after being placed on a team roster will be ineligible to participate in the following season. This will be subject for review by the Board of Directors.

14. Minor, Junior, Senior and Super-Senior Divisions will play three (3) ten (10) minute periods. The clock will stop at every whistle during each period. There will be a one (1) minute break at the end of each period. There will also be one, one (1) minute time-out per team, per game, which can be used at any time during the game. In the event that one or both teams only has 7 players at the start of a game, each team in that game will be given two (2) timeouts, that can be used anytime throughout the game. Each team, however, can only use one (1) of their timeouts per period. In cases where the game would go into overtime, each team will receive one (1) time-out for the entire overtime, no matter how many overtime periods are required.
15. A. Each player will play a minimum of ONE-THIRD of each game. A violation of this rule, by a winning team, could result in a forfeiture of that game. A head coach or asst. coach in violation of this rule, winner or loser of that game, MUST APPEAR before the Grievance Board. Exception to this rule is if a player is being disciplined for reasons listed in part B of this rule or comes late to a game. The commissioner MUST be notified of this PRIOR to EACH game.
- B. If a player inexcusably misses two (2) consecutive practices and/or games, the coach will not be held to the one-third rule. THE HEAD COACH OR ASST. COACH IS RESPONSIBLE TO NOTIFY THE COMMISSIONER AND THE REFEREE PRIOR TO THE START OF THAT AND EACH GAME. If a player inexcusably misses five (5) games he/she will be subject to appear before the Grievance Board in order to continue the season. This is also the responsibility of the head coach to notify the league commissioner of this violation. Any head coach or asst. coach found abusing this rule will be brought before the Grievance Board and/or the Board of Directors.
16. THE GAME CLOCK: This clock will stop at every whistle throughout the game.
17. THE PENALTY CLOCK: The penalty clock will start at the ensuing face-off after a penalty has been called and run with the game clock until a whistle. This is for all minor and major penalties. Offsetting penalties will result in each team STILL playing with five (5) players on the rink. For offsetting penalties, when the penalty time has expired the penalized players MUST remain in the penalty box until the next whistle. A player entering the rink before this, causing too many players on the rink, will be assessed a one (1) minute bench penalty. For ALL penalties, when the penalty time has expired, the penalized player(s) MUST exit the penalty box via the door to the rink. No jumping the wall directly back to the bench is allowed.
18. SLAUGHTER RULE: If there is a difference of seven (7) goals or more at anytime throughout the third (3<sup>rd</sup>) period, the game clock will continue to run. Also, if there is a difference of five (5) goals or more with five (5) minutes or less remaining in the game, the game clock will continue to run and will not stop at any whistles unless directed by the referee.
19. Coaches must give a roster of all their players with jersey numbers to the commissioner prior to the start of at least the first four (4) regular season games.
20. All games will begin as scheduled. Teams must be ready within ten (10) minutes after the official game time or a delay of game penalty may assessed to that team. Note: When a team has the required minimum of 7 players, the game will begin at the scheduled game time. The ten minutes will only be used if a team is waiting for the minimum of 7 players to arrive. Extra time will not be given to wait for a goalie or other player when there are the minimum 7 players present. Also, as noted in Rule #11, there must be an approved coach on the bench in order to begin the game.
21. Every player, when not on the rink during the game and standing along the boards must keep their helmets on and keep their stick behind their benches, on the ground, not overhanging the boards. This infraction could result in a one (1) minute bench penalty to that player's team.
22. The referee is part of the playing area and if the ball hits him/her during play the game will continue.
- EXCEPTION: If the ball hits the referee and goes into either goal, the goal WILL NOT be allowed. A face-off will occur at the closest face-off spot by that goal.

23. **HANDPASSES:** A handpass to another teammate **IS NOT** allowed. If a handpass is called on the team in the offensive zone, the face-off will come out of that zone into the first neutral zone's face-off spot. If a handpass is called on the team in their defensive zone, the face-off will take place at the closest face-off spot, closest to their goal.
24. The ball cannot be **INTENTIONALLY** kicked or directed into an opponent's goal by any player's hands or feet. If this occurs the referee will disallow the goal and a face-off will take place all the way back into the offender's zone, closest to their goal.
25. If the ball is shot out of the rink from the neutral zone, a face-off will take place at the closest face-off spot in the neutral zone, from where the ball was shot out. If you shot the ball out from your own defensive zone, then a face-off will take place at the face-off spot closest to your goalie, from where the ball was shot out. If the attacking (offensive team) shoots the ball out in the opponent's zone, the face-off will take place out of that zone to the closest neutral zone face-off spot. If the ball is deflected out, the face-off will be at the point of deflection. A delay of game penalty may be called, if in the judgement of the referee, the player shot the ball out of the rink **INTENTIONALLY**. Any goalie who shoots the ball out of the rink, without it deflecting off of someone or something, will be called for delay of game penalty.
26. The goalie may freeze the ball only in the zone behind the closest face-off dots. This is providing that an attacking player is a scoring threat. The goalie cannot step behind the net and freeze the ball **UNLESS** some part of his foot or body remains in the designated goalie crease area and the attacking player is a scoring threat. If the goalie freezes the ball otherwise, then a delay of game penalty **WILL** be called.
27. No player except for the goalie is allowed to close his/her hand on the ball. If this occurs, a one (1) minute minor penalty for delay of game will be assessed. If this occurs while the player is inside his/her own goalie crease, instead of the one (1) minute minor penalty, the opposing team will be awarded a penalty shot. Any deliberate attempt by any player other than the goalie to freeze the ball inside his or her own crease will result in a penalty shot.
28. If a team decides to change goalies during a game there will not be any warm-up for that goalie **except** for an injury. Also, except for any injury, the new goalie must be ready to play when the referee is ready for the next face-off, or a timeout will be charged to that team. You are not allowed to change goalies when there is 5 minutes or less to go in the third period at all (unless an injury occurs).
29. The BLUE LINES will constitute **OFFSIDES**. The ball **MUST** cross the **BLUE LINE** before an offensive player may enter the opposing team's zone. There will be **DELAYED OFF-SIDES FOR ALL DIVISIONS**. The offensive team **MUST** clear the offensive zone before touching the ball. If, at the discretion of the referee, the offensive player touches the ball without making the effort to clear the zone, INTENTIONAL OFFSIDES will be called. This will result in the face-off taking place in that player's own zone at the face-off dot closest to his/her own goalie.
30. **ICING:** Icing will be called if the defensive player shoots the ball all the way down, passed the opponents goal line **IF** he/she shoots it before he/she reaches his/her own **BLUE LINE**. The player **MUST** reach his/her own blue line before shooting the ball all the way down or icing will be called. Icing will be called **IMMEDIATELY**. This means icing will be whistled as soon as the ball crosses the opponent's goal line. It is not necessary for the opposing player to touch the ball for icing to be whistled EXCEPTION: In the Minor Division only, the ball will need to be touched by the opposing team for icing to be called. If the opposing player can play the ball prior to it crossing the goal line, the referee will waive off icing. If the ball is touched in any way, by either team, prior to it crossing the goal line, icing will be waived off. If the goalie touches the ball or the ball travels through the crease, icing will be washed out.
31. **NO CHECKING IS ALLOWED.** Incidental positioning contact will ONLY be allowed in front of the goalie nets, this area is approximately ten (10) feet in front of the goalie nets.
32. If any opponent is found in the goalie crease for more than three (3) seconds, the whistle will be blown for a stop in play. A face-off will then take place in the neutral zone closest to the team's net that caused the infraction. If a player is found to interfere with goalie while in the crease and a goal is scored, that goal will be disallowed and a face-off will take place in the neutral zone closest to the

team's net that caused this infraction. Goalie interference may also result in a one (1) minute minor penalty. This will be at the discretion of the referee. If the ball precedes the player into the crease, the player may go into the crease after the ball. The 3 seconds would not start until the ball leaves the crease. A goal can be scored by a player from in the crease as long as the player does not interfere with the goalie.

33. Any player who receives three (3) penalties in the same game will be **EJECTED** for the remainder of that game and is subject to appear before the Grievance Board. This is solely based on the request of the referee to the league commissioner. This rule applies only to the **JUNIOR, SENIOR & SUPER-SENIOR DIVISIONS ONLY.**
34. **HIGHSTICKING:** When a player raises any part of his/her stick **ABOVE HIS/HER SHOULDERS** a one (1) minute penalty will be called. This rule will be called at the discretion of the referee.
35. **BROKEN STICK:** If any part of a stick is broken during play, the stick **MUST BE DROPPED IMMEDIATELY.** The player is not allowed to pick up that broken stick or throw it. The referee will remove the broken stick from the rink at the earliest convenient time. **NO** player may throw a stick from the bench to replace the broken stick. No player on the rink is allowed to hold two sticks at the same time while play is going on. No player, other than the goalie, is allowed to hold a goalie stick while on the rink and while play is going on. These infractions will be assessed a one (1) minute penalty.
36. **GOLF SHOT:** No golf shots are allowed. A golf shot is when a player swings his/her stick when his/her hands are closer than four (4) inches apart. This infraction will be a (1) minute penalty.
37. In the last ONE (1) minute of the **THIRD PERIOD** of play, all penalties will either result in a penalty shot or a one minute penalty. This decision will be up to the opposing coach. The player, who the infraction was against, will take the penalty shot. If a penalty is called that did not occur against one specific opposing player (example: High-sticking, bench penalty, delay of game etc.) any player **ON THE RINK AT THE TIME OF THE CALL.** can take the penalty shot. This rule **ONLY** applies to the **THIRD** period of a REGULAR season game. This option is not available in any overtime periods or playoff games.
38. Any player throwing his/her stick, in an attempt to break up a break away, the attacking player fouled will be awarded a penalty shot or a one-minute penalty will be assessed. This is at the discretion of the referee. If a stick is thrown at a player heading toward an empty net, a goal will be awarded to the opposing team.
39. **PENALTY SHOT:** The player taking the penalty shot will have only the goalie to beat. The goalie **MUST** remain in the goalie crease until the player crosses the blue line. The player taking the penalty shot will start at the center line face-off dot. Once the player starts to move forward, the **PLAYER** must continue to move forward or laterally (side to side) but **NOT** backwards. After starting, the player must stay in continuous motion towards the goal crease. The player will only get **ONE** shot with no rebounds. The penalty shot will be over when one of the following happens: the player scores, the goalie makes the save, or the player (not the ball) stops moving towards the goal crease. Also, once the ball crosses the goal line (the yellow line extending the width of the rink) the penalty shot is over. (Note: The possibility exists that the ball could hit or touch the goalie but continue to go forward and into the net. This **IS** a goal. The goalie **MUST** have control of the ball or stop its forward progress for the shot to be over. The attacking player, though, **CAN NOT** attempt another shot. Also if the ball were to hit either post or the crossbar and then deflect off the goalie and go in this **IS** also a goal.)
40. **PENALTIES:** These penalties will be considered **MINOR** and will be given one (1) minutes of penalty time. Some of these penalties could be considered **MAJOR** if the **INTENT** to injure a player is determined by the referee.

- |                            |                            |   |                         |
|----------------------------|----------------------------|---|-------------------------|
| A. Carrying a broken stick | B. Throwing a broken stick | C. Illegal Stick                            | D. Checking             |
| E. High Sticking           | F. Cross Checking          | G. Unsportsmanlike Conduct                  |                         |
| H. Interference stick      | I. Tripping                | J. Slashing                                 | K. Throwing replacement |
| O. Boarding                | L. Swearing                | M. Delay of game                            | N. Golf Shot            |
| S. Holding                 | P. Taunting                | Q. Charging                                 | R. Elbowing             |
|                            | T. Hooking                 | U. Sliding into & Knocking over an Opponent |                         |

V. Holding two sticks            W. Arguing with Referee            X. Bench Penalty

41. **MAJOR PENALTIES:** These penalties will be a five (5) minute assessment. The offender will serve the full five (5) minutes of all these penalties. The clock will stop at all whistles. His/Her team will play **SHORTHANDED** for the **ENTIRE** five (5) minutes, regardless of how many goals are scored by the opponents.

- A. Flagrant and intentional offenses list in rule #38.
- B. Kneeing
- C. Drawing of blood (even if accidental)
- D. Spearing
- E. Butt Ending

F. **MATCH PENALTY** - Any player given a MATCH PENALTY is **AUTOMATICALLY EJECTED FROM THAT GAME**. Also, if a match penalty is given in the last two (2) minutes of the third period, that player will also receive an **AUTOMATIC** game suspension for the next game and will APPEAR BEFORE the Grievance Board. Along with the automatic ejection, a MATCH penalty also includes a five (5) minute penalty and a ten (10) minute misconduct penalty, which each would have to be served by another player on the team.

42. **FIGHTING:** Any player involved with fighting will receive a **MATCH PENALTY**. Which as stated above includes the following:

- A. Five (5) Minute Penalty
- B. Ten (10) Minute Misconduct
- C. Ejection From the Game
- D. **MANDATORY** meeting with the Grievance Board and subject to dismissal from the league.

43. **MAKE-UP GAMES:** Either regular season or playoff games.

- F. First date of make-up is at the discretion of the commissioner along with an agreement of both team coaches.
- G. Second make-up date will be scheduled by the **COMMISSIONER ONLY**. Non-compliance of this make-up date will result in a forfeiture.

44. No type of lighted shoes may be worn during the game.

45. **SHOOTOUTS:** When a game ends in a tie after three periods of play has expired, there will be a **SHOOTOUT**. Each team will select three (3) players to go one on one with the opposing goaltender. The goalie is not allowed to also be a shooter. Whoever scores the most goals after these three (3) players shoot, will be considered the winner. If the score is still tied, each team will then pick one player at a time to shoot in a sudden death round. If one teams scores the other must score or the shootout is over. You can not use any of the original three players until the rest of your team has had a chance to shoot. EXCEPTION: When one of the teams has less players at this particular game than the other team, the team with more players is only required to use as many as the other team before using the same players again. Example: Team A has 10 players, Team B has nine at a game and a shootout happens. If it is tied after three shooters, Team B will then have to use their 6 remaining players before a player goes twice and Team A only has to use 6 of its remaining 7 players before a player shoots twice. The next goal that is scored, providing the other team does not score, will be declared the winner. The same rules that are enforced for a penalty shot will apply here. The Home team will have the option of shooting first or last. Each team must use the same goalie that they ended the third period with. If it is necessary to change the goalie after the third period for something such as an injury, then that player will not be allowed to participate in the shootout at all. You are not permitted to change your goalie with less than 5 minutes remaining in the third period. The winner of the shootout will receive a WIN and two (2) points. The loser will receive a shootout lose (S.O.L.) and one (1) point. The goals scored in the shootout **WILL NOT** count towards any individual scoring, goaltending or team stats.

\*\*\*\*\* **SHOOTOUTS WILL BE PART OF THE REGULAR SEASON AT THE DISCRETION OF THE BOARD OF DIRECTORS.** Otherwise, the five minute overtime period will be enforced in each division.

46. **TIE-BREAKERS:** In the event that at the end of the season two or more teams are tied in **POINTS** in

the standings the following tie-breakers will be used to determine who finishes ahead of the other.

8. Most Wins - Of the teams that are tied in points, the team with the most wins for entire season, would win this first tie-breaker. If the teams are tied in points and wins then see #2.
  9. Head to Head Results - The team with the most **POINTS** in head to head play against the team(s) they are tied with in Points and Wins would win this tie-breaker. If there are teams that are still tied after this then see #3.
  10. LOWEST GOALS AGAINST - Of the teams tied in points, wins and head to head results, the team with the lowest goals against total as a team would win this tie-breaker. If teams are tied in goals against see #4.
  11. One (1) Game Playoff - The tied teams would face each other in a one game, winner take all, tie-breaker game. This game would be played just as a playoff game, with a winner having to be declared.
47. Any rules not covered in these rules will be covered under the **DEK HOCKEY RULEBOOK**.