



# Windy City Fieldhouse

## Floor Hockey Rules

### BASIC INFORMATION

- Any fighting will result in immediate ejection from the league without a refund and permanent ejection from Windy City Fieldhouse without exception!
- Players may be ejected from the game for excessive complaining to the referee. Players ejected from the game will also be suspended for the next game.
- If you are ejected from the league for any reason, there are absolutely no refunds.
- Only approved sticks will be allowed, no tape is permitted on the bottom of the stick.
- Regulation hockey nets will be used.
- Plastic floor hockey balls will be used.
- Games are played with two 20-minute halves with a two minute half-time break.
- Two time-outs per team per game will be granted.
- There will be a running clock.
- Ties during regular season remain a tie.
- Sudden-death overtime will be used in the playoffs.
- Rules include: no checking, no high sticking, no roughing etc.
- Street shoes will not be permitted during game play.
- Teams will play short-handed if players are removed.
- Captains are responsible for all team members who are playing but are not on the waivers/rosters.

### BEGINNING OF GAME

- The ball will be dropped at center court.
- This face-off format will follow goals.

### TEAM SIZE

- Each team shall have no more than 5 players on the floor at all times (4 and 1 goalie).

### SUBSTITUTIONS

- All substitutions will occur during stoppages of play or “on the fly” at the referee’s discretion.

### PENALTIES

- Any penalty, other than fighting, roughing, tripping, checking, elbowing, spearing or cross-checking will be treated as a 2-minute minor penalty and thus recorded by the referee.
- If multiple penalties occur on the same team, the team will play with no less than 3 players including the goalie...additional penalties will be assessed to players already in the penalty box.
- If the team at full strength scores during a power play, the short-handed team’s minor penalty is waived.
- **Any player receiving three minor penalties will be immediately ejected from the game. Players ejected from the game will also be suspended for the next game.**
- Should any actions occur that cause serious injury or are deemed extremely violent by the referee, immediate ejection from the league without refund may occur.
- All rules will be enforced by the referee.
- **Repeated offenses will warrant expulsion from the league without refund.**
- **Any player ejected from two games will automatically be ejected from the league without refund.**



### MAJOR PENALTIES

- Major penalties are as follows: fighting, roughing, tripping, checking, elbowing, spearing and cross-checking
- Any person that throws a punch or swings at another player will be ejected from the league without refund...also resulting will be permanent ejection from Windy City Fieldhouse without exception
- If a fight occurs, both players will automatically be ejected from the league without a refund and will be permanently ejected from Windy City Fieldhouse without exception. In such an instance, a 5-minute major penalty would be assessed to the team(s) involved.
- Any third player involvement in any altercation will result in immediate ejection from the game and from the league without a refund as well as permanent ejection from Windy City Fieldhouse without exception. In such an instance, a 2-minute minor penalty would be assessed to the team.
- All major penalties are 5-minute penalties. (All minor penalties are 2-minute penalties, and all double-minor penalties are 4-minute penalties.)
- Major penalty player may not return on a power play goal, they must sit out the full 5 minutes.
- If once in the penalty box the player continues to verbally harass the referee, he or she will be assessed an additional minor penalty.
- Any unnecessary roughness deemed inappropriate by the referee (shoving, pushing, trash talking, etc. . . . resulting in a stoppage of play) will result in expulsion from the game.
- **Any player receiving two major penalties will be immediately ejected from the game.** Players ejected from the game will also be suspended for the next game.

### OFF-SIDES AND ICING

- There is no icing.
- Off-sides only occurs if the ball is thrown by the goalie beyond the center-line and is touched by a teammate without first being touched by an opponent.

### SCORING

- Each goal will count as one point.
- A goal is scored when the entire ball either crossed the goal line or breaks the plane of the goal.

### STOPPAGES

- The following stoppages of play will be followed by a face-off at one of five spots to be determined by the referee: goals, injuries, penalties and time-outs.
- In cases where the net moves, it is up to the referee to determine if the ball would have gone in the net and thus been a goal.
- If the defense intentionally moves the goal it is up to the referee to continue play or declare a delay of game penalty.

### GOALTENDERS

- A goaltender will be allowed to handle the puck with his stick or glove hand.
- If the puck is frozen by the goaltender, the goalie must be allowed a clear amount of space (i.e. the crease area) to put the ball back in play.
- The goaltender can put the ball back in play by rolling it to a teammate on his/her side of mid-court or passing the ball with his/her stick.
- The amount of space needed by the goalie to play the ball will be determined by the referee.
- Baseball mitts and/or catching gloves are allowed.
- If the goalie is clearly delaying putting the ball in play, the referee may stop the clock at his/her discretion and have a face off, or if it persists it will be a delay of game penalty.

### EQUIPMENT

- All players will be responsible for providing their own equipment.
- Shin guards, wrist guards or gloves, protective eye wear are strongly suggested.
- All safety equipment must be approved by the referee.

### UNIFORMS

- All players must have numbered team shirts of the same color by the third week of the season. All players who are not wearing one by the start of the game, will not be allowed to participate in the game.

### FORFEITS

- Each team is required to have at least 5 players in order to play.
- Teams that are unable to field the 5 required players will be allowed to play only if the opposing team captain agrees prior to the start of the game



## ADDENDUM TO FLOOR HOCKEY RULES

### CROSS-CHECKING

- When a player, holding the stick with both hands, checks an opponent by using the shaft of the stick with no part of the stick on the playing surface.

### HANDLING BALL WITH HANDS

- A player shall be permitted to stop or “bat” the ball in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the ball has been deliberately directed to a teammate in the Attacking Zone, in which case the play shall be stopped and a face-off shall follow.

### GOALTENDERS

- If a goalkeeper holds the ball for more than 2 seconds, play shall be stopped and a face-off shall follow. A goalie shall have to put the ball in play following a save if no opponent is “near.” (“Near” will be determined by the referee.)

### FACE-OFF

- Players facing-off shall have the blade of their sticks in contact with the ground at least 1 foot from the center of the court. The players may not attempt to strike the ball until the ball has touched the ground after leaving the referee’s hand.

### SLAUGHTER RULE

- A game may end when there are less than 4:00 minutes left in the second period and there is a difference in the score of 10 or more, at the discretion of the referee.
- Any other situations concerning ending the game early is to the discretion of the referee and both team captains.

### DEAD BALL

- Any ball during play that touches any part of the ceiling, trusses, backboards or any part of the backboard apparatus is considered a dead ball and a face-off shall follow at any one of 5 spots designated by the referee.

### FORFEIT TIME

- Game time is forfeit time. A forfeit will be called if a team has fewer than four players at game time. All players must be dressed, on the floor and ready to play at this time.

### RULES

- Amateur Hockey Association of the United States (A.H.A.U.S.) rules apply to any areas not specifically covered on this sheet.