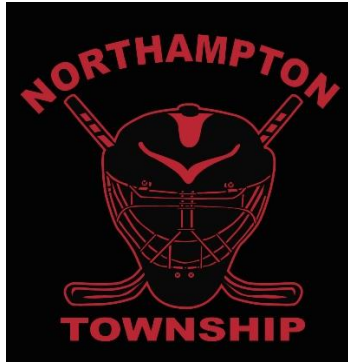


NORTHAMPTON TWP ADULT FLOOR HOCKEY RULE BOOK
(Updated: March 2018)



Rules of play will be generally the same as the NHL except as specifically noted below:

1. PRE-GAME

- A. Players must be registered through the Township during the current season to participate.
- B. Teams will receive a 3-minute warm-up.

2. TEAMS

- A. A minimum of 4 players (including the goalie) per team is required to start and continue a game.
- B. Forfeit time is 10 minutes after the scheduled start time of game. Teams that delay the start of the game will lose their timeout.
- C. Teams may borrow another team's goalie (no other player(s)) during the regular season/playoffs.
- D. Teams may not borrow a goalie during the playoffs unless both Captains from the teams playing each other agree to the substitute/borrowed goalie.
- E. Other than goalies as described above, no players can be borrowed at any time.
- F. Players may not register after a draft unless (i) the decision has been approved by Commish and (ii) the player has played during a previous season.
- G. Players may not register once the season has started. No exceptions (i.e., late registrations) will be permitted, even in extraordinary circumstances, such as a player who is injured or otherwise cannot complete the season.

3. EQUIPMENT

A. Failure to wear proper equipment can lead to injury, including from impact with the ball, sticks, other players and the playing surface and equipment. Therefore, forwards and defensemen should wear hockey helmet and hockey gloves. Goalies should wear a regulation goalie mask or hockey helmet with cage, leg pads, chest-protector, waffle-board for stick hand, and a goalie glove on their non-stick hand.

B. By the second game of the season, all players (excluding goalies) must wear a shirt with a number on back. The number must be fully visible and remain on the shirt the entire game. Teams will be given a 2-minute penalty to start the game if they violate this rule. If both teams violate the rule, both teams will be assessed a penalty and the game will begin as 3 on 3.

4. GAME TIME

A. Games will consist of 3 periods of 15 minutes each with a running clock except for stoppages listed below.

B. The clock stops for any whistle when 2 minutes or less is left on the game clock unless a team has a 3 goal or more lead.

C. The referee, at his discretion, can stop the clock for other reasons he finds necessary (i.e. injury, lost ball, etc.)

D. A 1-minute intermission will separate each period and prior to each overtime period in the playoffs.

E. There is no intermission at the end of the third period during the regular season prior to the 5-minute sudden-death period or prior to the shootout.

F. Each team is allowed 1 timeout per regular season game lasting 1 minute in duration. A team may call timeout at a stoppage of play only.

G. Each team is allowed 1 timeout per overtime in playoff games only.

H. Any player on a team can call a timeout by notifying the ref. Timeout will begin when instructed by the ref, in the ref's discretion based on the ref's determination that a timeout was requested.

I. Overtime in regular season is a 5-minute, sudden-death period with the clock stopping for every whistle in the last 2 minutes. If the game remains tied, the game will be decided by a shootout, best of 3 or more until one team has scored more shootout goals than the other.

J. Overtime during playoffs will be a regulation 15-minute sudden-death period.

K. Teams switch sides after each period except during regular season overtime and shootouts.

L. A regular season game will end if a team is up by 7 or more goals with 5 minutes to play or less in the 3rd period or if a team is up by 10 or more goals after the second period.

M. Playoff games have no mercy rule.

N. The ref can end a game at any time in his sole discretion if he believes there is a safety issue. The score at the time that the game is called by the ref will apply to the teams' records.

5. PLAYING THE GAME

A. Offsides will only apply on face-offs.

B. There is no "icing."

C. There are no two-line passes.

D. This is a non-checking league. Incidental contact, i.e., contact made while players are going for the ball, will be permitted.

E. A ball should be considered live off any wall or any other feature, furniture or fixture, unless the ball lands outside the boards, or inside the basketball three-point line painted on either side of the court. If the ball hits the ceiling, a person outside the boards, and/or hits any wall, feature or fixture and lands outside the boards or in a basketball three-point line, the ref should blow the play dead. Play should always continue to the whistle. After the whistle, the faceoff will be in the nearest faceoff circle (e.g., if the ball hits the wall behind the goalie and lands inside the three-point line, the faceoff will be in the nearest faceoff circle in the goalie's defensive zone).

F. The final call of the referee after a whistle and before play resumes (i.e., the ball is dropped by the ref in a face-off circle) is the official call. That call is not subject to review, dispute or challenge. There will be times the ref needs to blow the whistle first, and assess the situation second. Those may include times when player safety is a concern, such as when players are digging in the corner or in front of the net during a close game, and there is potential for injury. This is, after all, a non-checking league.

6. PENALTIES

A. Minor penalties will result in the player serving a 2-minute penalty. A player who receives 3 minor penalties of any combination shall be disqualified for the remainder of the game. Exceptions can be made by the ref in consultation with the Commish in the case of 3 minor penalties determined to be accidental or non-aggressive.

B. Major penalties will result in the player serving a 4-minute penalty. Two major penalties in a game result in an ejection.

C. Misconduct penalties will result in a player ejection. Misconduct penalties include:

- i. Excessive use of profanity
- ii. Extensive abuse of facility and/or equipment.
- iii. Excessive rough play
- iv. Intent to injure
- v. Fighting
- vi. Being the third man in during an altercation
- vii. Leaving the bench during an altercation
- viii. Verbal or physical abuse towards an official or opponent or township employee.

D. If a player is ejected from a game for any reason, he/she will receive a minimum of a one game suspension. The duration of the suspension will be a joint decision between the ref and the Commish. Suspensions can be single/multi-game or single/multi-seasons according to the player's history of penalties and safety as well as severity of the incident.

7. SCHEDULING

- A. Games can be rescheduled or canceled at the Commissioner's discretion.
- B. Captains with the higher seeds get to choose their preferred start time during the playoffs only.

- i. During the Semi-Finals, the team with highest seed chooses to play either the early game slot or the late game slot. The second highest seed will receive the game slot not chosen by the first seed (i.e., the early game if the first seed chose the late game slot, and the late game if the first seed chose the early game slot) and will get to choose between the two start times provided by the Commissioner (e.g., 9:00 or 9:30 for the late game). The 1st seed's game start time will be: (a) an hour before the 2nd seed's start time if the first seed chose the early game slot, or (b) an hour after the 2nd seed's start time if the 1st seed chose the late game slot.
- ii. During Finals, team with highest seed chooses two of the four time slots provided by the Commissioner. Lower seed team chooses between the two times selected by the higher seed.

8. END OF SEASON

- A. Tie breakers, in order of succession until one factor results in a team having a higher seed:
 - i. Wins
 - ii. Goal differential
 - iii. Goals against
 - iv. Coin flip