

GTHA Street Hockey Rules

Periods – 10 minutes Penguins / 12 minutes Beavers & Cadets with 2 timeout per team per game

- Running clock after 6 goal differential. Game ends after 8 goal differential (must complete 2 periods)

Penalties/Misc calls

- Floating Blue Line will be in effect for ALL DIVISIONS (Penguin, Beaver & Cadets). Blue line in, Red line out. If team is offside the faceoff will be at the dot just outside the blue line in the “Neutral Zone” and the Offensive team will need to regain the zone.
- Icing/Clearing will be behind the BLUE line
- Penalties 1 min minor Penguins / 2 min minors Beaver & Cadets (Major 3 minutes Misconduct 5 minutes)
- A penalty will result in the faceoff taking place DEEP in the penalized team’s zone
- Double Hand up is a Penalty
- Double Stick up is a **NOT** a stoppage of play any longer. Play will continue.
- **HAND PASS IS ALLOWED IN THE DEFENSIVE ZONE. DEFENSIVE ZONE IS BLUE LINE IN.**
- Crease violations will be **NOT** called. Goals will count if an offensive player is in the crease when a goal is scored, the goal should be allowed. If the offensive player interferes with the goalie a penalty should be called.
- **Lobs are permitted.**
- Line changes – when the player coming off the bench plays the ball with his stick, feet, or hands or checks or makes physical contact with an opposing player while retiring player is actually on the rink, a penalty for too many men on the rink should be called. If the player is struck by the ball ACCIDENTALLY, play should continue with NO penalty.
- If a goaltender is called for a penalty, a member who is on the rink must serve the penalty.
- If a goaltender participates in the play in any manner when he is beyond the BLUE line a minor penalty should be called
- Delayed penalty, if a team is shorthanded by reason of one or more minor penalties, and the referee signals another minor penalty against the “shorthanded” team and a goal is scored by the non-offending team Before the whistle is blown, the goal counts, the delayed penalty is washed out AND the first of the minor penalties already being served shall automatically terminate.
- If a goalkeeper breaks his stick he may continue to play with the broken stick until the next stoppage of play.
- If a goalkeeper freezes the ball behind the goal line he/she must have one foot in the goal crease or a minor penalty for delay of game should be called
- A minor penalty shall be imposed on a goalkeeper who, when he is in his own goal crease deliberately falls on the ball to cause a stoppage of play unless he/she is actually being checked by an opponent.
- If an attacking player kicks or bats the ball into the goalie, a stoppage of play is whistled and a faceoff will take place outside the offensive zone

- If an attacking player kicks the ball and it is deflected into the net by any player of the defending side except the goalie, *the goal should be allowed*
- If a goal is scored as a result being deflected directly into the net from an official, *the goal should not be allowed*
- A player can “bat” a ball in the air with an open hand and play will continue, unless in the opinion of the Referee, he has deliberately directed the ball to a teammate which will cause a stoppage of play
- Icing/Clearing will be behind the BLUE line. Clearing can be “washed out” by either Referee
 - If the ball touches the goal crease
 - If the goalkeeper touches the ball before it crosses the goal line
 - If, in the opinion of the ref, the defensive player could have played the ball before it crossed the goal line
- Only TWO time-outs per game whether used during regulation time or in sudden death (playoff only)
- Time keeper will start the clock at scheduled game time with a 5 minute limit to allow a team to roster a minimum of 4 players plus a goalie. A delay of game penalty will be called *** TEAMS MUST HAVE A GOALIE DRESSED TO START THE GAME (not an extra player)
- If at any time during a game a player loses his safety equipment (shin guard, glove, sneaker) they must leave the floor immediately, EXCEPT if that player is defending his zone, he must leave the floor as soon as the ball is cleared. At the discretion of the referee a minor penalty may be given to the player if he delays going to his bench.
- If a player throws his equipment at any time during the game the player will be ejected from the game and will be assessed a one game suspension. If a player throws his equipment after the game a TWO game suspension will be assessed.
- **Players receiving an unsportsmanlike penalty for foul language i.e. ‘F’ Bomb, will receive a 2 minute minor and a 5 minute misconduct penalty. The offending player shall sit for a total of 7 minutes. A player from his team must serve the 2 minute minor. Only the 2 minute minor shall count against the 3 penalty and your ejected rule.**

Coaches

- Abusive language by a player, coach, or fan towards a referee SHOULD NOT be tolerated. A minor penalty should be imposed to the guilty party (player or coach), and a warning should be given to the individual that if this behavior continues he will be ejected from the game and asked to leave the rink
- Only Three coaches on the bench at any time (except penguin division which have 3 on the bench and 1 on the floor)
- No kids on the bench that are not a rostered on that team.
- Penguin division allows one coach on the rink to help coach the kids (please try to keep them out of the middle of the rink)
- Head coaches or assistant coaches ejected from a game will be subjected to the following:

- **First ejection: one game suspension**
- **Second ejection: three game suspension**
- **Third ejection: removal of league coaching privileges**
- **Note: This rule applies to all ejections received by any coach at any time while serving as a coach with GTHA**
- ***** PLEASE REMEMBER THE 24 HOUR RULE *****