



Buchanan Floor Hockey Travel Tournament Rules

Equipment: All participants must wear non-street shoes. Hard soled shoes or bare feet will not be allowed.

All participants must wear protective eye wear and the goalie must wear a protective mask. A chest protector is recommended for the goalie, but not required.

All participants must wear different numbered shirts of a matching color.

All sticks are provided by Buchanan Floor Hockey. The 6U Division will use 32 inch sticks, the 8U-12U Divisions will use 36 inch sticks and the 14U Division will use the 42 inch sticks. No personal sticks will be allowed, but exceptions may be made for individual extenuating circumstances but must be approved by the tournament director prior to the start of the tournament.

No hard knee pads can be worn on the outside of clothing.

Basic Rules: Games are expected to start on time and a team must have 6 players to start. A 2 minute grace period from scheduled time is allowed. If a 6th player has not yet arrived a forfeit will be declared.

Only rostered players are allowed to play. If a player is not rostered and enters the game, the game will be declared a forfeit. The team with the non-rostered player will take a 0-6 loss.

Each team will have one goalie, one center, two defenders and two forwards.

Pool play games will consist of 2-ten minute halves. Semi-final and final games will consist of 3-eight minute periods.

If a team is up by 6 goals or more, we will have a running clock until the goal difference is less than 6. We will not add goals to the scoreboard while the difference is more than 6, but will continue to track at the scorers table.

The goalie will clear the puck by either throwing it or hitting it with a stick but it must touch a player's stick before crossing the centerline.

A team may pull the goalie in the last two minutes of the game if they are losing. The extra player becomes a center and the crease no longer exists.

Teams are encouraged to shake hands at the end of each game.

To begin each game, a coin flip will determine first possession and at the start of the second half, the trailing team will have possession of the puck. If the game is tied, another coin toss will take place.

No coaches are allowed on the floor during the game.



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For the 6U Division ONLY - We will have a running clock for the entire game. When a player gets a penalty, the whistle will blow and the coach will need to swap that player out for a player from the bench. Play will stop when the whistle is blown. As soon as the referee tells the player to exit the floor, play will immediately resume with the puck being given to the nearest goalie. The clock does not stop and the penalties are not tracked by the scorer. The need to swap-out does not apply to the goalie.

The only time the clock stops for the 6U Division is a referee time out or a team time out. A team time out can be taken after a goal or when the goalie has the puck. If it is while the goalie has the puck, it will return back to the goalie after the time out.

The Play: Play begins when the whistle is blown by the official indicating a team to start at center circle by inbounding the puck. The clock starts when the puck is touched by either team. Play is continuous until the whistle is blown.

Free substitution is allowed during play. A player entering the game as a substitute must use the stick of the player being replaced. Goalies may be changed during play as long as both goalies are fully equipped. No exchange of equipment can be made between goalies during play. Change of position between guards and forwards can be made during play through the bench or when the clock is stopped.

Officials and scorekeepers may stop play for injuries or extenuating circumstances. The puck will be put back into play at the goal closest to the puck when the whistle sounded.

At no time are face offs allowed.

Each team may call one 60 second time out during the game. A time out can only be taken when the clock is stopped and directed to the scorekeeper or referee. Possession of the puck, when play is resumed has nothing to do with who called the time-out.

During semi-final and final games when the score is tied at the end of regulation, there will be a 3 minute sudden death overtime. Should the score be tied at the end of the first overtime, each team will pull a guard for the next 3 minute overtime. This will remain in effect until a winner is determined.

For semi-final and finals, each team will get one additional time out for overtime. That is one overtime total and not one time out per overtime.

Loss of possession: A team will lose possession of the puck if any of the following infractions occur. When a team loses possession of the puck, the opposing team shall receive the puck in the center circle.

- Starting play from the center circle before the official blows the whistle to start play.
- When the puck is shot out of play or into the crease directly from the circle without touching another player's stick.



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- When the puck does not leave the center circle with one hit.
- When starting play with a swing and miss or failure to place the puck in play within five seconds after the whistle is blown.
- High Sticking at the start of play from the center circle.
- Off sides at the start of play from center circle.
- Passing or playing the puck back to one's goalie.
- First offense of the goalie taking more than 3 seconds to clear the puck once they have possession.
- Advancing the puck with the hand
- Goalie throwing the puck directly across the center line without touching a stick first.
- The second offense of bending a stick. The first offense is a warning.
- Goalie throwing or shooting the puck directly out of play.
- The goalie reaching outside of the crease to grab the puck. (Stick may be used)

Other Penalties:

Hooking - 1:00 minute Any player who impedes or seeks to impede the progress of an opponent by hooking with their stick. (Stick turns in when wrist is broken) This can be viewed as not giving offensive player enough room by covering 50% of their body or reaching between opponents legs with the stick or foot.

Pushing - 1:00 minute Bumping the other opponent with a part of the body to gain advantage or possession of the puck.

Blocking - 1:00 minute The screener does not give adequate space to avoid contact and/or is not in the opponent's visual field.

Sliding - 1:00 minute Playing the puck while not on both feet, excluding the goalie when in the crease.

Offsides - 1:00 minute Any time a part of the player's body touches the opposite half of the court to which they are assigned, does not affect centers and goalies with striped sticks. The hockey stick is not considered part of the body.

In the Crease - 1:00 minute Any time part of a player's body or stick touches the floor, puck, goalie or goal net inside of the marked goal crease area.



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Delay of Game - 1:00 minute Any time a player, outside of the goal box, steps or falls on the puck to deliberately keep the puck from the opposing team or has possession of the puck and fails to hit it within 3 seconds.

The second offense of a goalie holding the puck in the crease to stop or delay play. The penalty to be served by a player on the floor. The first offense will be loss of possession.

Intentionally interfering with the puck when making a player change.

Using the Board Any use of the boards to gain control of the puck. First violation will be a verbal team warning. Second violation is loss of possession. Any violation after that is a 1 minute penalty on the player.

High Sticking - 1:00 minute Any player on the floor raising the blade of their stick above the arm pits of the nearest opponent. If the stick is popped by the other team causing the high stick, the player that popped the stick will serve this penalty. **2:00 minutes** Any contact to another player with a high stick, accidental or not.

Tripping - 2:00 minutes Any player who places their stick in such a manner that it shall cause an opponent to trip or fall.

Slashing/Chopping - 2:00 minutes Any stick swung at an opponent. Any swinging action with the stick, where it is obvious that the player is not playing the puck. Any chopping action on the shaft of an opponent's stick. Any deliberate action, regardless of the frequency or degree, to the body of any opponent.

Unsportsmanlike Conduct - 2:00 minute (FULL SERVE) An act directed at another player, spectator or program staff member including profanity or verbal abuse, throwing equipment or blatant disrespect.

Roughing-aggressive contact by the body or hands, with the intent to push, knock down or harm another player to gain advantage or possession of the puck.

Throwing or removal of equipment. Equipment must be worn at all times on the playing floor. Example: helmets, eye goggles and sticks.

Bench Penalty - 2:00 minutes Issued to a team, to be served by a selected player on the floor, for any of the following reasons: An unsportsmanlike act displayed by a team member or it's coaching staff.

Incidental Contact - No Penalty Unintentional or coincidental contact through the course of the game. Note: In some instances deemed "incidental", one player may appear to have gained an advantage, for example, a smaller player may have initiated contact and fall to the floor. A player that falls may have actually stepped on the foot or the stick of the other player.



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Code of Conduct

Any verbal misconduct by coaches, players or spectators before, during or after the games will be cause for suspension based on the severity of the misconduct. The offender will be asked to leave the building.

Any physical abuse with another player, spectator or staff will warrant ejection from the game and suspension from further participation. Deliberately fouling another player calls for automatic ejection.

Administration of Fouls The head of referees, official scorers, as well as the officials on the floor, have the authority to call all penalties, deliberate fouls and unsportsmanlike conduct on coaches or players before, during and after the game.

A player, other than the goalie, who is charged with an unsportsmanlike conduct foul, must sit out the entire penalty regardless of goals scored against them.

When a player is serving a penalty, they may return to play after a goal is scored by the opposing team or after the penalty time has expired, except for unsportsmanlike fouls.

When more than one player is serving penalties, the following situation will occur when a goal is scored, with the exception of the above.

- If there are the same number of players from each team in the penalty box, no one re-enters. (For example, if both teams have one player in the penalty box, and a goal is scored, no one re-enters.)
- If there are a different number of players from each team in the penalty box, and a goal is scored by the power play team, all players re-enter. (For example, if one team has one player and the other has two players in the penalty box, and the team with one player in the penalty box scores, all players re-enter.)
- If there are a different number of players from each team in the penalty box, and a goal is scored by the short-handed team, each team may send the same number of players back into the game from the penalty box, thus keeping the short-handed team at a disadvantage. (For example, if one team has one player and the other has two players in the penalty box, and the team with two players in the penalty box scores, one player from each team would re-enter.) Players with the **least** amount of time remaining on penalty will re-enter first.

When a goalie is charged with an unsportsmanlike conduct, they will sit out the entire penalty, but the team can put in a new goalie. The team must play shorthanded, position is optional.

In the final 2 minutes of the game, if the goalie is replaced for added offensive strength, and if such a goalie or player received a penalty, they must sit out the penalty.

Any player charged with 6 minutes of penalty time must be removed for the duration of the game. A bench penalty does not count in this total.



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Scoring System: *Goal = Point*

- A goal is scored any time the puck completely crosses the goal line or is above the goal line in a legal manner.
- On shots where the puck is deflected off a player, equipment or official into the goal.
- In cases where the goalie has kicked the net or his net is not sitting squarely on the goal line, goal will count regardless of the position of the net.
- Position of the puck shall be the determining factor if a goal has been scored as time expires.
- When a goalie does not have control of the puck and it crosses the goal line.

Not a Goal

- Anytime a goalie has control of the puck and brings the puck back into the net, crossing their goal line, when attempting to clear the puck. Play will continue as if puck was cleared in a legal manner.
- Under no circumstances will a goal be counted on a penalty or with offensive players in the crease (goal box).
- Goal will not count when the puck hits off the front frame of the goal and ricochets off.
- Puck is deliberately kicked or hit by hand of the offensive team into the goal.

Team Placement:

- A team will get 2 points for a win, 1 point for a tie and 0 points for a loss.
- Ties will be allowed in regular game play, with one point awarded for each team. For semi-final and championship games, there must be a winner.
- The top two teams move on to the semi-finals or championship depending on the amount of teams in the division.

To determine an order of finish in any pool with tied teams, the following formula will be used:

1. Head to Head record among tied teams
2. Best defensive record in games between tied teams
3. Best offensive record in games between tied teams
4. Best defensive record in all tournament games
5. Best offensive record in all tournament games
6. Coin Flip

As soon as one of the above reduces the tie to only two teams, the tie breaker rule starts over.

Forfeited games will result in a 0-6 score.