

EVENT: ARENA BALL HOCKEY

TEAM COMPSTION: 4 MALE, 4 FEMALE & 1 GOALTENDER
(male or female)

CLASSIFICATION: OPTIONAL

1. Competition Format:

- A. Teams will consist of 5 players on the floor; 2 males, 2 females and one goaltender (male or female). Teams may have a maximum of 5 male and 4 female OR 5 female and 4 male registered. During this event, females will change with females and males will change with males.

Note: Only the coordinator (or their designate) and the athletes participating in the Arena Ball Hockey event will be permitted on the team benches during a game.

- B. Teams will be separated into divisions on Draw night, and each division will play a single round robin series to decide overall placing.
- C. The winning team(s) in each division will advance to the semi-final round.
- D. The winning teams from the semi-final round will play one game to decide the Silver and Gold medals.
- E. The losing teams from the semi-final round will play one game to decide the Bronze medal and fourth place.
- F. All teams will be ranked from first to last.

****PLEASE NOTE**:**

The playoff format may be changed depending on the number of teams entering the competition. The majority of rules for Arena Ball Hockey will be the same as that of regulation ice hockey, per C.A.H.A. rule book.

2. Playing Surfaces:

The arena will be divided into two playing areas and the surface will be plywood flooring.

There will be no blue lines, and off-sides will be center red line.

3. Equipment:

- A. All players must wear helmets, sneakers, sweat pants or shorts and a uniform top with number. Team tops must be the same color and the team captain and two assistants must have the letter "C" (for captains) and "A" (for alternate) appearing on the upper left chest of the uniforms.

- B. Athlete owned, One piece composite sticks (with no modifications) will be permitted.
Otherwise plastic sticks will be provided by Labrador Winter Games.

- C. All players must provide their own helmets and gloves; broomball gloves would be a good choice or any glove made of a non-slip material such as leather.
- D. Goalies must wear helmet with cage and is to be approved by Event Coordinator.
- E. Goalies may use regulation ice hockey equipment, authorized by the Event Coordinator or his designate.

4. Penalties:

- A. Minor – 3 minutes non stop
- B. Major – 6 minutes non stop

Please take note that the **NO CONTACT RULE WILL BE STRICTLY ENFORCED.**

5. Time Out:

One 30 second time out per team and must be called after a stoppage in play.

Any delay in game play other than for an injury will result in a team or player being assessed a minor penalty for delay of game.

6. The Game:

There will be two 15 minute periods with stop time during the last minute of each game depending on the number of teams. There will be 2 minutes between periods, and 5 minutes between games. A seven goal mercy rule will be in effect and once this 7 goal differential exists between two teams the game will be called.

7. Community Ranking:

Points will be awarded as per the Labrador Winter Games points system.

9. Tie Breaker:

Ties will be broken as per the C.A.H.A rule book. Copy attached

ARENA BALL HOCKEY
IMPORTANT RULES AND REGULATIONS

1. Sticks will be provided by the Games Association and they will be DOM Elite 9300 and DOM Elite.
2. The ball used for each game will be a white baseball size T ball.
3. Players may, but are not required to wear protective cups, eye glasses, shin pads, knee pads and/or elbow pads.
4. Any player fighting during the game will be assessed a major 6 minute penalty and ejected from that game and all remaining games which includes playoffs.
5. Any player who deliberately motions to make contact with the ball while his stick is above his shoulders will receive a minor 3 minute penalty for high sticking. A player does not have to make contact with the ball for the infraction to be called.
6. Other than the goalie, no player at any time may close their hand on the ball. The player committing the offence will receive a minor penalty of 3 minutes.
7. Any player who deliberately attempts to injure another player will be given a 6 minute major penalty and ejected from that game and all remaining games.
8. A player who makes a batting or golfing-like motion at the ball will be assessed a 3 minute minor penalty and a player does not have to make contact with the ball.
9. When coincidental minors are called teams will play at full strength.
10. A minor 3 minute penalty will be called for any intentional delay of the game.
11. Regulation ice hockey nets will be used and goalies may but are not required to use regular hockey goalie pads and equipment.
12. All goalies must wear a helmet and mask.
13. All penalties such as Holding, Slashing, Roughing, Tripping, etc. will result in 3 minute minor penalties unless an injury occurs in which case a major 6 minute penalty may be called.
14. There will be **NO body checking** of any kind and any player guilty of doing so will be given a minor 3 minute penalty. The referee is the sole judge of what is and what is not body checking.
15. Body contact shall be kept to an **absolute minimum** and a 3 minute minor penalty will be assessed to any players using unnecessary body contact. The referee shall be the sole judge of what is and what is not body contact.
16. A team cannot be short any more than one player at a time on the floor. If a team receives two or more penalties in succession, the second penalty will not start until the first has ended and the third will not start until the second is over, etc.
17. Slapshots are allowed but subsequent to Rule 8 above.

18. Only the team captain or assistant may approach the referee.

These are a few samples of the most called and important rules. The majority of rules for Arena Ball Hockey will follow the same regulations as regulation ice hockey, as per the C.A.H.A rule book. These rules will be strictly enforced during the Games.

TIE BREAKING PROCEDURE:

At the conclusion of round robin play:

- A)
 - i) If two teams are tied the winner of the round robin game between the tied teams will advance.
 - ii) If there is a tie between three teams the total number of points accumulated in the games between the tied teams shall be used to determine which teams will advance.
- B) If teams are still tied after rules in A then the team with the most wins from round robin play will advance.
- C) If the teams are still tied after A and B, then the team with the best goal average would advance (*the goal average of the team is to be determined by dividing the total number of goals for and against, into the total number of goals for, with the team having the highest percentage advancing*). If a tie still exists between three or more teams, the goal average will decide the positions of all teams tied.
- D) If the teams are still tied after A, B and C then the team which scored the first goal in the game between the two tied teams would advance.
- E) If the teams are still tied after A, B, C and D then the team that received the least number of minutes in penalties during the round robin schedule would advance.
- F) If the teams are still tied after all the previous mentioned have been applied, then the winner will be decided by a single toss of a coin.