

The logo features the letters 'IPDK' in a large, bold, black font with a white outline and a distressed, textured appearance. To the left of the 'I' is a small, circular, textured ball. Below the letters, the words 'BALL HOCKEY' are written in a smaller, bold, black, italicized font.

**IPDK**  
***BALL HOCKEY***

**2014**  
**RULE BOOK**

**Introduction:** PDX Ball Hockey was founded in spirit by a bunch of hockey enthusiasts in Portland, Oregon in the winter of 2010. What started out as pick up on a tennis court by a small, dedicated group of players, grew into a larger group with weekly pickup on an improved court at Alberta Park along with annual competitive tournaments. This has led to the formation of a league that begun in April 2011. PDX Ball Hockey is, and shall always remain a not-for-profit league and shall always remain true to the spirit of cooperation, community and dedication to the game of hockey.

**Code of Conduct:** Any unsportsmanlike or inappropriate behavior on the court or within the vicinity of the East Court at Alberta Park during league games and or tournaments, which is brought to the league's attention and investigated to be true by the representatives of the league (captains and co-captains of each team), regardless of penalties or lack of penalties called by the officials, could result in suspension from league play or complete suspension for the remainder of the season with no refund of league fees paid. The actual punishment will be assessed at the discretion of the league representatives. In addition, if the offending individual is a representative of the league, that individual could be stripped of their captaincy due to such behavior. Detrimental behavior will not be tolerated in any capacity and will be dealt with appropriately.

**Breakdown:**

- Section 1 This Document
- Section 2 Eligibility, Team Formation and the Draft
- Section 3 Game Day (Games, Referees, Timekeepers and Scorekeepers)
- Section 4 Face-offs and Off-sides
- Section 5 Rules
- Section 6 Summary of Minor Penalties
- Section 7 Summary of Major Penalties
- Section 8 Goals
- Section 9 Playoffs
- Section 10 Other Items

**Section 1: This Document**

1.1 This is a living document. All rules and regulations are subject to change. In order for a rule or regulation to be added, amended and/or abolished, an agreement upon the addition, amendment or abolishment must be made by the triumvirate. This can be done in the following ways:

1.1.1 A meeting is called and the results are documented. At each meeting, someone will be designated to document the agenda items. All agreements must be made by a majority of the triumvirate.

1.1.2 An email summarizing the meeting will be sent out to the captains of the teams in the league within 5 days. The minutes of the meeting shall be retained as part of the league records and made available upon request.

**Section 2: Eligibility, Team Formation and the Draft**

2.1.1 While teams were originally created through a "snake draft" at the beginning of the first season, for each ensuing season existing teams will be created through a combination of protected players ("keepers") and the draft. The draft order will be based on the reverse regular season order, with the team finishing last in the prior year getting the first pick in each round.

2.1.2 For the 2014 season, PDX Ball Hockey will be changing to a two-tiered league, with 5 teams in each the A Division and 5 teams in the B Division, for a total of 10 teams. One team from the 2013 season will be dissolved and those players will go back in the draft. The B Division will be formed via a snake draft. Rosters will also be reduced from 11 players to 10 players

2.1.3 To declare yourself "draft eligible," you must appear at one of the three sanctioned (3) evaluation pickups prior to the draft and have paid at least one-half the league fee by the end of the third evaluation pickups. The triumvirate must unanimously approve of a player who cannot make any of the designated pickups but wants to be entered in the draft. The dates for 2014 will be March 8, March 15 and March 29. The draft will take place within a few after the final evaluation pickup at a local establishment.

2.1.4 While the league has utilized a Taxi Squad in previous seasons for call ups when teams are short, this will not be used in 2014. Please see Section 2.4 on the process for the 2014 season.

2.1.5 Players that misrepresent themselves at the official league pickup(s) either through altering their performance, submitting materially inaccurate hockey playing background information or by hiding affiliation with a league captain are considered "Ringers." Players later determined to have purposely misrepresented themselves to alter their draft position and value where it compromised the integrity of the draft may be dismissed from the league; and if a captain is found to be involved in guiding or advising the player in such matters, a penalty may be imposed on the team's following draft. A majority of the captains would have to approve such a motion of dismissal; and separately if and what such penalty would be for the team.

2.2 Existing teams must protect minimally two (2) players and can protect up to three (3) players. In each case, the captain is not considered a protected player. For each player protected by a team, the team loses their pick in the same round the player was chosen in the prior year. Though, players protected in consecutive years will automatically be protected in first open draft slot. For example, two players are protected in consecutive years and the player drafted in the seventh round is protected. The team would lose its first two draft choices and their seventh round draft choice. Captains must submit their full protected list by the deadline set by the captains. No changes can be made to the list after it has been submitted regardless of circumstance changes.

For clarification purposes, if a team protects two players who were drafted in the first round the prior draft (the team acquired one of those players via trade) the team could protect both, utilizing its first and second round draft slots. If the same situation occurs with a different round, for example, two players drafted in the fourth round, the team would utilize its fourth and third round draft slots if protecting both players.

Players traded who were not previously protected can be protected at the draft spot they were drafted in, regardless of who / what was involved in the trade.

Players traded who were protected the prior season, retain their protected status, so would need to be protected in the first open draft slots of the new team.

2.3 During actual games, each team will be allowed 4 runners and a goalie. Only players who are on the roster of each team or their affiliated team and are current on their league fees are eligible for league games. There is no pre-draft or post-draft Injured Reserve in PDX Ball Hockey.

2.4 As noted in section 2.1.4, A League teams will be randomly paired with B League teams for call ups and call downs when teams are short players, with restrictions.

2.4.1 An 'A' league Team may call up any player from their B League team when they have six (6) or fewer runners available for a game. At no time may they have more than eight (8) runners playing in the game after drawing calling up players. There are no restrictions as to who may be called up or how many times.

2.4.2 A 'B' league team may call down a player when they have six (6) or fewer runners available for a game, with restrictions. At no time may they have more than eight (8) runners playing in the game after calling down players. In an attempt to keep the skill level balanced in the 'B' league, players should be called down in reverse order of the most recent draft. Prior to the start of the game, the captains should be in agreement that the players called down are appropriate and within the spirit of the rule.

2.4.3 Players will be eligible to join the league after the season begins, up until week # 10 when rosters will be frozen. Players will only be eligible to join a 'B' league team, but will be allowed to be called up as described in section 2.4.1.

2.4.4. New payers joining the league – ***UNDER REVIEW***

2.5 Trading of players and draft choices are allowed in PDX Ball Hockey.

2.5.1 League approval is not required for trades, although any trade that suggests collusion with intent to injure the league or is found to be detrimental to the league because it was made without the intent of helping both teams involved in the trade can be reviewed subsequently voided.

2.5.2 The trading deadline will be Friday at midnight prior to the 11<sup>th</sup> game of the season. For clarification purposes, the "11<sup>th</sup> game of the season" will be considered to have occurred when any two teams have played their 11<sup>th</sup> game. So in the event other teams have had games postponed, but two other teams have played their 11<sup>th</sup> game, the trade deadline will be considered passed for all teams. For the 2014 season, the 11<sup>th</sup> game of the season is Saturday, July 12.

2.5.3 Teams cannot make a trade and re-trade the same or similar players and/or draft choices to one another during the season and then again after the season ("Renting of Players.")

2.5.4 No trade in PDX Ball Hockey can include "Future Considerations" as used in professional sports. When a trade is announced, all aspects of it must be disclosed and the trade complete.

2.5.5 Teams cannot include in a trade, compensation outside of players, draft choices or a keeper spot. (e.g., including money or beer.)

2.5.6 There is a "blackout period" from October 1 to December 31 where no transactions can be made.

2.5.7 Players protected for consecutive years (so occupying draft slots one, two and three) take priority, so a team cannot trade those draft choices, other than using the below guide:

If Trading.....

First Round Pick – the team cannot retain any players for two consecutive years

Second Round Pick – the team can only retain one player for consecutive years (uses first round draft slot)

Third Round Pick – the team can retain two players for consecutive years (uses first and second round draft slots)

*In other words:*

*If Retaining.....*

*One consecutive keeper – uses round one – can trade draft picks round two and three*  
*Two consecutive keepers – uses round one and two – can trade round three draft pick*  
*Three consecutive keepers – uses round one, two and three – cannot trade those draft picks*

2.5.8 If you trade a draft choice, you cannot retain the player drafted the prior year in that draft spot.

*For example, if Team A traded their first round draft choice, they could not retain their prior year's first round selection. But, if they traded their second round draft choice, they could retain the player they drafted in the second round of the prior draft, that player would have to be retained in the first round slot.*

The above two rules, section 2.5.7 and 2.5.8 are to be viewed in conjunction with one another.

2.6 At the conclusion of any trade, teams cannot be more than one player above the original roster size or be below the original roster size by more than one player (i.e. have more than 11 players on their roster or less than 9). Similarly, a team cannot have the combination of players and draft choices which would put them over or under these same limits. For interpretation purposes, a team may simultaneously make a trade with a third team to meet these requirements. (For example: Team A trades its 1<sup>st</sup> round pick for three picks from Team B. Then Team A, in conjunction with this trade, trades two picks and/or players to Team C for one player who in turn is traded to Team B to complete the first trade. (The first trade by itself would be prohibited; but if the trades occur simultaneously and in conjunction with one another, this would be acceptable because at the end of the transaction Team A would have 12 players, Team B 10 players and Team C 11 players.)

2.7 All players shall dress in the same color jersey/shirt as decided upon by the captains before the season. If there is a conflict in the color of the teams' jersey, the home team is required to wear the lighter colored jersey to solve such conflict.

2.8 PDX Ball Hockey League games shall be played on the East Court at Alberta Park in NE Portland.

### **Section 3: Game Day (Games, Referees, Timekeepers and Scorekeepers)**

3.1 Game times are 9:30am, 11:00am, 12:30pm and 2:00pm. Teams playing the 9:30am game are responsible for picking up the league gear and nets, and teams playing the 2:00pm game are responsible for returning it. The nets, gear and brooms are located at 4622 NE 17<sup>th</sup> Avenue, just a few blocks away. The nets and brooms are in the driveway on the south side of the house. The league gear is located in the storage space at the back of the driveway. Teams are expected to make arrangements to procure any gear needed for the day. Any questions please text Brady (503-576-1548) or Bob (503-318-3183). And please make sure the gate is latched to avoid the dogs getting out.

Teams playing the 9:30am game are also required to show up at least 30 minutes prior to their game to assure playable conditions and clean the playing surface, if needed. If weather conditions are as such where there is a question as to whether the playing conditions are suitable for league play, the Referees will consult with the teams' captains. The final decision will be made by the assigned lead Referee.

3.2 In the event that a game has been started, but it is determined by the lead Referee that the game cannot continue safely or in conditions adequate for league play, the game will be suspended. When a suspended game is reset, it will continue as if the game had not been suspended, meaning the score, time and statistics will all be retained and the game will resume with a faceoff at center.

3.3 Games delayed or suspended because of weather conditions will be rescheduled by the captains using one of the available permitted make-up days.

3.4 Each match shall consist of three (3) fifteen (15) minute periods. Running time in the first ten (10) minutes and stopped time in the final five (5) minutes of each period.

3.5 During running time, the game clock can only be stopped upon the direction of a referee, e.g. injury, referee time out, goal repair, etc. When a player is injured so that he cannot continue playing or go to his bench, the play shall be stopped immediately in the interest of player safety, unless either team is in possession of the ball and in a direct scoring position where the injured player is not at risk of further injury if the scoring opportunity is concluded. In the case where it is obvious that a player has sustained a serious injury, the referee may stop the play immediately.

3.6 When play is stopped for an injured player, the ensuing faceoff shall be conducted at the faceoff spot in the zone nearest the location of the ball when the play was stopped.

3.7 During the regular season if the score is tied at the end of regulation there will be one (1) five (5) minute overtime period (stopped time) shall be played. The winning team gets 2 points with the losing team 0. If the game remains tied at the completion of overtime, each team shall get 1 point in the standings. During the playoffs if the score is tied at the end of regulation, the teams will continue to play fifteen (15) minute periods as outlined in section 3.4 until a winner is decided.

3.8 Whenever there is a ten (10) goal differential the game will be played with running time.

3.9 The players in the league officiate, keep time and score for all games. Captains must coordinate the assignment of referees, scorekeepers and timekeepers. Penalties will be enforced on teams who fail to provide referees. It is expected that teams provide referees for the game preceding and following their game. It is expected that all officials have read and have a general understanding of the rules.

3.10 Referees may consult with one another before or after an initial call is made. The individual keeping score or time should be considered "the off court" official. That player can be consulted with as necessary during the review of an alleged goal or any other reviewable play.

**3.11 Give the referees a break! No amount of abuse will be tolerated towards an official. This will include any non-captain player questioning a call, excessive questioning from any player, intentional contact (body, stick, and ball included) or badgering from anyone.**

3.12 Ideally, a lead referee should be designated for each game based on experience. The "lead" designation is only assigned and utilized in the event a decision must be made where the two referees have conflicting views.

3.13 The statistics should be turned over to the league statistician at the conclusion of the game.

#### **Section 4: Face-offs**

4.1 All face-offs shall be dropped by a referee at one of the five faceoff dots. At any time during the faceoff, the referee may request a player be removed from the faceoff, or another faceoff be taken.

4.2 Both players' sticks must be outside the faceoff circle before the ball is dropped. At center court both players' sticks must be outside the white circle.

4.3 Any part of the players' blade must be touching the surface prior to the ball being dropped.

4.4 No player taking the faceoff may touch the ball prior to it contacting the playing surface, and then only the player's stick may touch the ball first. If a player touches the ball before it touches the playing surface, the player will

be ejected from the faceoff and the faceoff will be repeated. Both players are required to play the ball and not the opposition's body upon it being dropped.

4.5 In any event that the referee should error in call, a faceoff shall be the result. The faceoff shall take place at the dot of the referee's discretion.

4.6 When a penalty is assessed, the faceoff shall occur in the defensive zone of the offending team. If both teams acquire a penalty simultaneously, the faceoff shall take place at the dot closest to the play where the play was blown dead. If the ball goes over the fence (non-penalty situation), the faceoff shall be taken at the closest dot from where the ball was last touched. If the ball is frozen against the boards by two or more players, the faceoff will occur at the nearest dot.

4.7 Ball Out of Bounds - When the ball goes outside the playing area (non-penalty situation) at either end or either side of the court, a face-off shall occur at the nearest dot in the zone from where it was deflected out of play, except when the attacking team in the attacking zone is responsible for causing the ball to go out of play, the ensuing face-off shall take place at center court.

4.7.1 Ball Stuck in Fence/Behind Boards - If the ball gets caught in the fence or behind the boards, a face-off shall occur at the nearest dot in the zone from where it was shot, except when the attacking team in the attacking zone is responsible for causing the ball to get stuck in the fence or behind the boards, the ensuing face-off shall take place at center court.

4.8 Offsides: Offsides is determined by a "floating blue line". When the ball crosses the blue line, the attacking team is onside. The offensive zone then expands back to the center court red line. Once the ball crosses the center court red line the attacking teams players must clear the defending teams blue line and have the ball enter past the blue line to be considered onside again.

4.8.1 Additional Off-sides. Players of the attacking team must not precede the ball into the attacking zone. The position of the player's feet and not that of his stick shall be the determining factor in all instances in deciding an off-side. A player is off-side when both feet are completely over the leading edge of the blue line involved in the play. A player is on-side when either of his feet are in contact with, or on his own side of the line, at the instant the ball completely crosses the leading edge of the blue-line regardless of the position of his stick. It should be noted that while the position of the player's feet is what determines whether a player is "off-side," nevertheless the question of an "off-side" never arises until the ball has completely crossed the leading edge of the blue-line at which time the decision is to be made. If a player legally carries or passes the ball back into his defending zone while a player of the opposing team is in such defending zone, the off-side shall be ignored and play permitted to continue.

4.8.2 When players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end zone. There are two exceptions to this application:

- (i) when a penalty is assessed after the scoring of a goal - face-off at center ice;
- (ii) when a penalty is assessed at the end (or start) of a period - face-off at center ice;

4.9 **Delayed Off-sides:** In occasions where a player entering the offensive zone precedes the ball entering the offensive zone, an off-sides situation is created. PDX Ball Hockey allows for an off-sides player(s) to tag-up on a delayed off-sides call. To clear a delayed off-sides call, all players on the offending team must simultaneously vacate the offensive zone before any offensive player touches the ball in the offensive zone. During delayed off-sides, the referees will signal such with their arm raised. If a player on the offending team touches the ball in the offensive zone during the delayed off-sides, play will be stopped and a faceoff will take place at center. A delayed off-side will not

occur if the offending team places a shot on goal. In such situation, off-sides will immediately be called and a faceoff will occur.

## Section 5: Rules

**Rules:** PDX Ball Hockey rules are a hybrid of NHL, USA Hockey and homegrown rules, which have been put together to suit our needs and are geared to our court. Basic hockey rules apply. ***They are tailored for a low-key, fun, friendly, non-aggressive, social hockey game. Absolutely NO fighting, body checking or aggressive play will be tolerated***

5.1 Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct or match penalty be committed by a player or goalkeeper of the side in possession of the puck, the Referee shall immediately blow his whistle and penalize the offending player. Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct or match penalty be committed by a player of the team not in possession of the puck, the Referee shall raise his arm to signal the delayed calling of a penalty. When the team to be penalized gains control of the puck, the Referee will blow his whistle to stop play and impose the penalty on the offending player or goalkeeper.

5.2 All major and minor penalties will be tracked using stopped time rules. The operation of the game clock will not change due if a penalty is being served. For example, if a minor penalty is called a minute into the game, the game clock will continue running as normal (per PDX Ball Hockey game rules) and the penalty time shall start with the first faceoff following the penalty, and stop with any stoppages in play (i.e. face-offs, ball out of play, additional penalties). Minor penalties result in the player serving one minute and thirty seconds off the court or until the opposing team scores. Major penalties result in the player serving four minutes. If a player commits a major penalty, they will be required to serve the entire four minutes. If a player is given a game misconduct in conjunction with another penalty, one player on the floor from the penalized team must serve the penalty for the ejected player. The penalized team selects the player who will serve the penalty. The team on the power play may score multiple goals during a major penalty.

5.3 When a team is shorthanded, lobbing (defined in section 12.7) will still be applied.

5.4 Penalties will only be assessed when there is a stoppage in play, or someone from the team that has committed the penalty gains control of the ball (delayed penalty).

5.5 All minor penalties will be waived in the event of a penalty shot being awarded or a goal scored by the team that the penalty was committed on.

5.6 Concurrent penalties (i.e. when both teams are called for a penalty during the course of action) will result in both players being sent to the penalty box and the game continuing with one less player per team on the floor while the penalty is enforced. The penalty box for a team is always the gated area across from the team's bench.

5.7 The maximum advantage a team may have is 4 on 2.

5.8 In the event that penalties have been assessed where the penalized team should not have at least two players and a goaltender on the floor, for example, three penalties are called on one team at the same time, the penalized team shall play with two players (and a goaltender); but all three penalized players will immediately serve penalties with the third called penalty only starting when the first penalty expires.

## Section 6: Summary of Minor Penalties



**Minor Penalties** will be served by the offending player, except minor penalties incurred by a goaltender will be served by one player on the violating team who was on the floor while the penalty was called. It shall be 1 minute and 30 seconds in length. The violating team will have the choice of selecting which individual will serve the penalty. For statistical purposes, the goaltender will be credited with the penalty minutes received though he is not serving the penalty.

**6.1 Body Checking:** Body Checking (or Boarding, Butt-Ending, Charging, Clipping, Cross Checking, Elbowing, Kneeing, Roughing, and Slashing) and/or any other type of aggressive play will not be tolerated. At the referees discretion a minor, major or game misconduct may be assessed based on the severity of the infraction.

**6.2 Broken Stick, Player:** A broken stick is one which, in the opinion of the Referee, is unfit for normal play. A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided he drops the broken stick. A minor penalty shall be imposed for an infraction of this rule. A player who has lost or broken his stick may only receive a stick at his own players' bench or be handed one from a teammate on the surface. A player will be penalized if he throws, tosses, slides, kicks or shoots a stick to teammate. A player may not participate in the play using a goalkeeper's stick or hold two sticks when one is not the goalkeeper's stick. A minor penalty shall be imposed for an infraction of this rule. A player tendered a stick thrown on the surface from the players' or penalty bench will not receive a penalty. However, the person responsible for throwing the stick will receive a bench minor penalty.

**6.3 Broken Stick, Goalie:** A goalkeeper may continue to play with a broken stick until a stoppage of play or until he has one legally handed to him by a teammate. The teammate must hand the stick to him. He cannot throw, kick or slide it to the goalkeeper (this includes situations where the goalkeeper has lost his stick and a teammate is trying to return it to him). For a violation of this rule, a minor penalty for throwing the stick shall be assessed to the offending player (no penalty to the goalkeeper for receiving the stick).

**6.4 Delay of Game:** A player or a team will be penalized if any of the following occurs:

**6.4.1** A minor penalty shall be imposed on any player, including the goalkeeper, who holds, freezes or plays the ball with his stick, shoes or body in such a manner as to deliberately cause a stoppage of play. With regard to a goalkeeper, this rule applies outside of his goal crease area.

A minor penalty shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers the ball into his body. Any player who drops to his knees to block a shot should not be penalized if the ball is shot under him or becomes lodged in his clothing or equipment but any use of the hands to make the ball unplayable should be penalized promptly.

If a goalkeeper comes out of his crease to "cut down the angle" on a shot and after making the save covers the ball, this shall be legal. If the goalkeeper races out of his crease in an attempt to beat the attacking player to the ball and instead of playing the ball jumps on the ball causing a stoppage of play, this shall be a minor penalty for delay of game.

A minor penalty shall be imposed on a goalkeeper who, when he is in his own goal crease, deliberately falls on or gathers the ball into his body or who holds or places the ball against any part of the goal in such a manner as to cause a stoppage of play unless he is actually being checked by an opponent.

**6.4.2** A delay of game minor penalty will be called if the ball goes directly over the fence from a pass, shot or other contact originating from behind the center court red line. If it hits part of the fence, another player, or another stick and then goes over, no penalty will be called.

6.4.3 Because our nets are not grounded to the surface, during the normal course of action the net may move slightly out of position. The referee will reset the net to its proper position without stopping play if the net is only slightly off position. If the net becomes completely displaced, play will be immediately stopped and a faceoff will occur in the zone where the net's displacement caused the stoppage. **No goal will be allowed if the net is not in proper position.** While the responsibility of keeping the net in proper place is the referees, given the nature of PDX Ball Hockey, the expectation is that the goalies will help reset the net when play allows, and to alert the referee when the net becomes displaced.

If a player is found to purposely move either net from its position to affect play or to cause stoppage of play, a delay of game penalty will be called.

6.4.4. **Handling the Ball** - A player shall be permitted to stop or "bat" a ball in the air with his open hand, or push it along the court with his hand, and the play shall not be stopped unless, in the opinion of the Referee, he has deliberately directed the ball to a teammate in any zone other than the defending zone, in which case the play shall be stopped and a face-off conducted. Play will not be stopped for any hand pass by players in their own defending zone.

**Minor Penalty – Player** - A player shall be permitted to catch the ball out of the air but must immediately place it or knock it down to the court. If he catches it and runs with it, or while play is in progress, picks up the ball off the court or out of midair with his hand and/or propels it in any direction to either to avoid a check or to gain a territorial advantage over his opponent, a minor penalty shall be assessed for "closing his hand on the ball".

**6.5 Interference on the Goalkeeper:** This rule is based on the premise that an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances be allowed. Goals should be disallowed only if: (1) an attacking player, either by his positioning or by contact, impairs the goalkeeper's ability to move freely within his crease or defend his goal; or (2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his goal crease. Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. The rule will be enforced exclusively in accordance with the on-ice judgment of the Referee(s), and not by means of video replay or review. For purposes of this rule, "contact," whether incidental or otherwise, shall mean any contact that is made between or among a goalkeeper and attacking player(s), whether by means of a stick or any part of the body. The overriding rationale of this rule is that a goalkeeper should have the ability to move freely within his goal crease without being hindered by the actions of an attacking player. If an attacking player enters the goal crease and, by his actions, impairs the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed. If an attacking player has been pushed, shoved, or fouled by a defending player so as to cause him to come into contact with the goalkeeper, such contact will not be deemed contact initiated by the attacking player for purposes of this rule, provided the attacking player has made a reasonable effort to avoid such contact. If a defending player has been pushed, shoved, or fouled by an attacking player so as to cause the defending player to come into contact with his own goalkeeper, such contact shall be deemed contact initiated by the attacking player for purposes of this rule, and if necessary a penalty assessed to the attacking player and if a goal is scored it would be disallowed.

**Penalty:** In all cases in which an attacking player initiates intentional or deliberate contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, the attacking player will receive a penalty (minor or major, as the Referee deems appropriate). In all cases where the infraction being imposed is to the attacking player for hindering the goalkeeper's ability to move freely in his goal crease, the penalty to be assessed is for goalkeeper interference. In exercising his judgment, the Referee should give more significant consideration to the degree and nature of the contact with the goalkeeper than to the exact location of the goalkeeper at the time of the contact

**6.6 High-sticking:** A “high stick” is one that is carried above the height of the opponent’s shoulders. Players and goalkeepers must be in control and responsible for their stick *at all times*. A wild swing at a bouncing puck would not be considered a normal windup or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly. Any contact made by a stick on an opponent above the shoulders is prohibited and a minor penalty shall be imposed. For our league, a ball may not be batted out of the air above the height of the crossbar. With any such occurrence, the Referee shall blow the play dead and a faceoff shall be brought back to the defending zone of the offending team. No penalty to be incurred.

**6.7 Double-minor Penalty:** When a player carries or holds any part of his stick above the shoulders of the opponent so that injury results, the Referee shall assess a double-minor penalty (three minutes) for all contact that causes an injury, whether accidental or careless, in the opinion of the Referee.

**6.8 High-sticking and Goals:** An apparent goal scored by an attacking player who strikes the ball with his stick carried above the height of the crossbar of the goal frame shall not be allowed. The determining factor is where the ball makes contact with the stick. If the ball makes contact with the stick below the level of the crossbar and enters the goal, this goal shall be allowed. A goal scored by a defending player who strikes the puck with his stick carried above the height of the crossbar of the goal frame shall be allowed.

**6.9 Holding:** Any action by a player that slows the progress of an opposing player by any means of contact whether or not he is in possession of the puck, a minor penalty shall be assessed.

**6.10 Holding the Stick:** A player is not permitted to hold an opponent’s stick. A minor penalty shall be assessed to a player who holds an opponent’s stick.

**6.11 Hooking:** Hooking is the act of using the stick in a manner that enables a player to restrain or impede the progress of an opponent by “hooking” with his stick. A minor penalty for hooking shall be assessed to any player who uses the shaft of the stick above the upper hand to hold or hook an opponent or who hooks another person’s stick.

**6.12 Illegal Stick:** Players must use a stick that is in proper working condition. No splintered or broken sticks will be allowed. At the referee’s discretion, a stick may be removed from play for safety purposes.

**6.13 Interference:** Because PDX Ball Hockey does not allow checking, the expectation is that a player will have the ability to move and position himself without restriction. When a player interferes with or impedes the progress of an opponent who is not in possession of the puck, a minor penalty will be called. For example, when a player who is behind an opponent, who does not have the puck, uses his stick, body or free hand in order to restrain or check his opponent from the position he has established, the offending player will be called for interference.

**6.13.1** A minor penalty shall be imposed on a player who deliberately knocks a stick out of an opponent’s hand, or who prevents a player who has dropped his stick or any other piece of equipment from regaining possession of it.

**6.14 Unsportsmanlike Conduct:** Players, goalkeepers and non-playing Club personnel are responsible for their conduct at all times and must endeavor to prevent disorderly conduct before, during or after the game, on or off the ice and any place in the rink. The Referees may assess penalties to any of the above team personnel for failure to do so.

**6.15 Throwing Equipment:** A player shall not throw a stick or any other object in any zone. A player who has lost or broken his stick may only receive a stick at his own players’ bench or be handed one from a teammate on the ice. A minor penalty shall be imposed on any player who throws his stick or any part thereof of any other object in the

direction of the puck or an opponent in any zone, except such an act has been penalized by the assessment of a penalty shot or the awarding of a goal. When a defending player shoots or throws a stick or any other object at the puck or the puck carrier in the defending zone but does not interfere in any manner with the puck or puck carrier, a minor penalty shall be assessed. When the player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the ice (and not over the boards) in such a way as will not interfere with play or opposing player, no penalty will be imposed for so doing. When moving a stick that is not broken, no penalty shall be assessed as long as it does not interfere with the play and the player who lost said stick is not attempting to retrieve it, otherwise an interference penalty must be assessed. A minor penalty for unsportsmanlike conduct plus a game misconduct penalty shall be imposed on a player who throws his stick or any part thereof or any other object or piece of equipment outside the playing area in protest of an official's decision.

**6.16 Tripping:** A player shall not place the stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall, this includes if it is deemed by the Referee that a player has purposely or without proper control, slid into or towards another person. This rule applies to all players including goaltenders. Accidental trips that occur simultaneously with a completed play will not be penalized. Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized.

If, in the opinion of the Referee, a player makes contact with the puck first and subsequently trips the opponent in so doing, no penalty shall be assessed.

**6.17 Penalty Shot:** When a player, in the neutral or attacking zone, in control of the puck (or who could have obtained possession and control of the puck) and having no other opponent to pass than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending side. Nevertheless, the Referee shall not stop play until the attacking side has lost possession of the puck to the defending side. The intention of this rule is to restore a reasonable scoring opportunity, which has been lost by reason of a foul from behind when the foul is committed on the opponent in the neutral or attacking zone. If, however, the player fouled is able to recover and obtain a reasonable scoring opportunity (or a teammate is able to gain a reasonable scoring opportunity), no penalty shot should be awarded but the appropriate penalty should be signaled and assessed if a goal is not scored on the play. "Control of the ball" means the act of propelling the puck with the stick, hand or feet. If while it is being propelled, the ball is touched by another player or his equipment, or hits the goal or goes free, the player shall no longer be considered to be "in control of the ball".

**6.18 Slide Rule** – A strict standard on acts of sliding must be adhered to in all areas of the court. While a player can slide to block a shot or pass as a defensive tactic, it is illegal to slide towards an opponent (whether that player has the ball or not) in order to establish position, disrupt the players movement or attempt to gain possession of the ball. A minor penalty will be given for this infraction.

## **Section 7: Summary of Major Penalties**

**7.1 Fighting:** In keeping with goals and ideals of PDX Ball Hockey, fighting and throwing of punches (whether actually striking a player or not) will not be tolerated and will result in severe penalties and suspension. Minimally, a major penalty (total of 4 penalty minutes) and a game misconduct will be called. (The referee may elect to call additional penalties as needed.) Additionally, a double major penalty for fighting carries at least a one game suspension. Reinstatement of the suspended player is at the discretion of the captains, who must meet following any player ejection for fighting.

A second fighting incident in a season will result in suspension for the remainder of the regular season and playoffs and will likely result in a permanent suspension from the league.

Suspended players do not get a refund on league fees.

## Section 8: Goals

8.1 Goals are counted when the entirety of the ball crosses the goal line.

8.2 Any ball that contacts a referee and results in a goal will be disallowed.

8.3 Any ball that is directed into the goal by an offensive player by any part of that offensive player besides their stick will be disallowed. Incidental contact to an offensive player will not cause the goal to be disallowed.

8.4 Referees have final say on all goals. They may consult each other, as well as the time/scorekeeper.

## Section 9: Playoffs

9.1 The playoffs will commence at the end of the regular season. Four teams will make the playoffs. The first place team will play the fourth place team, and the second place team will play the third place team. The winners shall meet for the championship. A best of three-format will occur for each round of the playoffs.

9.2 In the event of a tie in records at the conclusion of the regular season, the following tie-breaking rules will apply to set seeding order:

If two teams are tied:

1. Head-to-Head Record
2. Goal differential in head-to-head games
3. Overall goal differential
4. Overall goals scored
5. Flip a coin

If three or more teams are tied:

1. Composite record against the tied teams. If one team emerges as having the best record from the tied teams, that team will be seeded above the tied group. The remaining tied teams will continue using the two team tie-breaking rules to finish the seeding. If the best record against the tied teams is shared by one or more teams, then continue with the tie-breaking process.
2. Goal differential in the games between the three teams
3. Overall goal differential
4. Overall goals scored
5. Draw straws

## Section 10: Other Items

10.1 **Nets:** The goals shall be NHL "standard" size, extending vertically four feet (4') above the surface of the court and set six feet (6') apart measured from the inside of the posts. A crossbar of the same material as the goal posts shall extend from the top of one post to the top of the other. There shall be attached to each goal frame a net of approved design made of white nylon cord which shall be draped in such a manner as to prevent the ball from coming to rest on the outside of it, yet strung in a manner that will keep the ball in the net.

10.2 **Protective Equipment:** While protective equipment is a personal preference, the league strongly suggests players wear gloves, shin guards (soccer or those designed for ball hockey) and sport glasses/goggles.

**10.3 Hockey Ball:** PDX Ball Hockey will use the Mylec warm weather (orange) or cool weather (pink) hockey ball. Typically the ball the bounces the least will be used, as determined by the referees.

**10.4 Timeouts:** During the regular season, each team is allowed one, one-minute (1) minute timeout per game, inclusive of overtime. In the playoffs, if the game goes into overtime, each team will be given one, one-minute (1) timeout. This timeout is not in addition to any unused timeout during the first three periods.

**10.5 Icing:** There is no icing violation in PDX Ball Hockey.

**10.6 Lobbing:** This rule has been specifically implemented for our league. A player in the defensive zone behind the end line of the tennis court may not intentionally *lob* a ball beyond the height of the last offensive player's outstretched arm with the ball landing past the centerline. **Lobbing** is not a pass or a shot: it is the act of flipping the ball high into the air so the offensive team cannot make a play to keep the ball in the offensive zone. A lobbing violation will result in a faceoff deep in the offending team's zone

**10.7 Hand Passes:** A hand pass is when a player on one team directs the ball with his hand and another player on his team is the first to touch the ball. Hand passes are allowed when occurring completely in the defensive zone, meaning both the initial hand contact and subsequent touching takes place in the defensive zone. An illegal hand pass would result in an automatic faceoff in the offending team's defensive zone.

**10.8 Penalty Shots:** In the event a penalty shot is awarded, the following must take place:

- a) The goalie will be informed he cannot leave his crease until the ball is touched;
- b) The offensive player will be informed he must keep the ball moving forward, in his control and will only have one shot;
- c) All other non-goaltender players will be moved to their respective benches;
- d) The ball will then be placed on the center faceoff circle; and
- e) Play will start with the Referee's whistle.

**10.9** A home team and away team are designated each week per the published PDX Ball Hockey schedule. The home team will have the end closest to Killingsworth Avenue for the first and third periods. Unless it is the playoffs, if the game goes to overtime both teams will retain the side they defended in the third period. In the playoffs, both teams will switch ends if the game goes into overtime; and will continue switching ends at the start of each additional overtime period.

**10.10** If a game is declared forfeited prior to its having commenced, the score shall be recorded as 1-0 and no player shall be credited with any personal statistics.

If the game was in progress at the time it is declared forfeited, the score shall be recorded as zero for the loser and 1, or such greater number of goals that had been scored by it, for the winner; however, the players on both teams shall be credited with all actual personal statistics earned during the forfeited game.