

Falkland Islands Hockey Association



Rules for DEK & Inline Hockey, Youth & Adult leagues 2019

- 1 The rink surface is 23m x 18m
- 2 Rink markings and face off dots are as follows:
Centre dot and two dots in each team end zone – one on the left hand side and one on the right. The goal crease in front of each goal is marked in yellow. The off side line for both teams is the centre line marked on the floor (black changing to white).
- 3 Goals are of International Regulation size – 6' wide, 4' high and 2' deep
- 4 No youth match (peewee, junior, rookie or elite) can be played unless their designated team manager or a stand-in adult (18 or over) is present.
- 5 A team should ideally consist of no more than 9 players plus a netminder. All games will be played in a 3+1 format with no limit on substitutions.
- 6 No guest player (not including netminders) is allowed. If a team has 3 of their rostered outfield players the game must be played. If a team cannot be raised it is recorded as a 3:0 loss. No games will be rescheduled unless rescheduled by the committee due to unforeseen circumstances. The scheduled game can go ahead with an unauthorised player. Goals and assists will only be recorded for the rostered players in the player statistics.
- 7 If the rostered netminder is unable to play, then the floating netminders must be used first before approaching any other netminder.
- 8 3 points will be awarded for a win, 1 point for a draw and 0 for a loss.
- 9 A player that scores a goal will receive 1 point. A player that assists the scorer will also receive 1 point. This includes double assists (passing to a player who then passes to the goal scorer). The officials are the ONLY people who can award assists and these will be communicated clearly to the score recorders during a game. Netminders can also score goals and assists.
- 10 No player will play a game if they are missing their correct team shirt and socks.

- 11 No player will play a game if they are missing any part of their protective equipment as follows:

Inline (adult and youth) outfield players: helmet (all 3 straps in full working order and fastened), body armour, elbow pads, gloves, shorts, jock box/pelvic protector, hockey shin pads, skates

Inline and DEK (adult and youth) netminders: all of the above plus leg pads, blocker, catcher, throat guard and neck guard

DEK adult: protective kit is discretionary

DEK 16-18: Helmet (all 3 straps in full working order and fastened), hockey shin pads, gloves

DEK under 16's: helmet (all 3 straps in full working order and fastened), body armour, elbow pads, gloves, shorts, jock box/pelvic protector, hockey shin pads

DEK suitable sporting footwear will be worn

Helmets: Under 18's: must be full cage or visor

Over 18's: Half visor permitted

- 12 A players' stick must be cut to an appropriate length with its butt-end in situ or heavily taped. Any blade that is damaged will not be allowed to be used.
- 13 A standard game will consist of 2 x 20 minute periods running time with the last 2 minutes of the final period being stop time.
- 14 A game will start no later than 5 minutes past the hour. Any player not in the hall when the first whistle goes will not be allowed into the hall until the 2nd period.
- 15 Each team has a maximum of 2 x 1-minute time outs. Failure to start on time will result in the removal of the time outs. When there is a time out called (by a team member in the adult leagues and a team manager in the youth leagues) by notifying the referee, the scoreboard will be placed in the countdown mode. Players cannot leave the hall or remove their kit during this time.
- 16 There will be a maximum interval of 5 minutes between periods which will be counted down on the scoreboard. Anyone not in the hall when the first whistle goes will not be allowed back in.
- 17 Teams will have a HOME and AWAY cupboard for use during the game. It is the responsibility of the team manager/captain to ensure that the cupboard is left in a tidy state at the end of the game. If the referee deems that this has not happened, they will advise the team manager/captain and then if not rectified they will deduct 1 point from the team statistics.
- 18 Each allowed goal will be followed by a centre face off.
- 19 If there is interference or obstruction of the puck caused by it hitting the referee a centre face off will take place.
- 20 Netminders are allowed to exit their crease as far as the two face off dots line parallel to the centre line in their own half zone.
- 21 Netminders can only freeze the puck if part of their body is in the crease otherwise a penalty is awarded.
- 22 Off side is when an attacking player enters the offensive zone (crosses the middle line) before the puck. A face off will then take place in the offending teams end on the appropriate side. If one skate is in the players half zone when the puck crosses the line, that player is not off side and play will continue.
- 23 The side the netminder freezes/covers the puck on will determine which face off dot is chosen, not the side from which the shot originated from.

- 24 Players cannot undertake cross checking, boarding, hooking, slashing, spearing, tripping, butt-ending, high sticking (stick above the players waist height), interference, diving or throwing a stick otherwise a penalty will be awarded. If a facial injury is sustained due to a stick, whether deliberate or accidental, a penalty will be awarded.
- 25 Fighting, abusive language or an unsportsmanlike attitude will result in a 5-minute misconduct penalty. The team concerned can play at full strength but the offending player will not be able to play until the 5 minutes is up. The opposition will be awarded a penalty but the offender goes to their team cupboard and is replaced by another player if available before the penalty commences. The referee has the authority to eject a player from a game for repeat offending.
- 26 Fighting, abusive language or an unsportsmanlike attitude from spectators will result in the referee halting the game. The referee will issue one warning then the spectator will be required to leave.
- 27 During line changes if a changing player obstructs the play an interference penalty will be awarded to the opposing team.
- 28 Penalty. This will take the form of a shot taken from the centre face off dot. If a specific player was awarded the penalty they must take the shot otherwise any of the on-rink players may take it. The penalty may be a static or skate-up start as soon as the referee has blown the whistle. All other on-rink outfield players must stand behind the red line in the opposing team zone. They cannot move until the penalty taker has made contact with the puck then all players are allowed to chase the shooter. If the shot isn't saved or not covered by the netminder the puck is still in play and the game continues until a game rule stops play.
- 29 If the puck goes out of play due to hitting a light fitting or other structure; goes into the viewing gallery; lands on the goal net; or if the fire doors on the south wall open, a face off will be taken from the nearest face off dot to where the puck exited the playing area.
- 30 All team players and managers must shake hands at the end of the game. Failure to do so will result in 1 point being deducted from the team statistics.
- 31 All rostered players are expected to participate in all training sessions and matches as posted in the fixtures. Failure to do so may result in disciplinary action. Parents of youth players will be advised.
- 32 All complaints will be directed to the Chair who will appoint 3 unconnected members of the committee to decide on what action should be taken.
- 33 In a playoff semi-final or final game there has to be a clear winner. Therefore these games will be played over 3 x 20 minute periods (running time only). In the event of a tie there will be another 5-minute golden goal period. If no-one scores the golden goal there will be 3 non-chasing, single shot penalty shots taken from the blue dot furthest from the target goal by 3 different players. Further sets of 3 penalty shots will be taken as necessary until there is a winner.
- 34 All membership fees must be paid in full prior to the start of the match season.