



2024 Springfield Thunderbirds Street Hockey Tournament Rules

ROSTERS

1. Each team must have a minimum of four (4) players.
2. Games may be started or completed with only four (4) players. If a team cannot field the minimum number of players, they must forfeit the game.
3. Kids registering must be between the ages of 9-12.
4. Use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind will not be tolerated.

EQUIPMENT

1. Goaltenders should bring their own goaltender equipment. The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team.
2. Teams **are required** to bring and use their own sticks.
3. Helmets, gloves, eye protection, jocks, mouth guards and shin guards are **STRONGLY ENCOURAGED FOR ALL PARTICIPANTS**, but are not mandatory.
4. This tournament will be played in sneakers / athletic shoes. No open-toed shoes or roller blades will be allowed.

WEATHER

1. Play will proceed **rain or shine** except under conditions of severe weather systems.
2. Under the threat of such circumstances, all teams should report to the street rink on which its games are scheduled. All teams must stay near their rink at all times, as games will be played in rotation and will progress quickly. If a team is not present at the time an official calls for the game, the absent team(s) will risk forfeiture. Be sure to come to the event prepared for any kind of weather!

MISCELLANEOUS

1. We reserve the right to reduce the number of games or shorten games in case of inclement weather or any other unforeseen circumstances. Be aware that if you choose to leave the event site, you might miss out on important event related scheduling information.
2. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.
3. Players may wear clothing of their choice. A free t-shirt will be provided and teams will wear pinnies with opposing colors while on the rink.



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GAME FORMAT

1. Teams will be given a two-minute warm-up before each game.
2. Games will start on time, regardless of players not in attendance. If your team cannot start the game at the designated time, it will go into the results as a forfeit. Please keep this mind when planning your day.
3. Games will be 15 minutes in length, running time.
4. **Mercy rule:** If a team is ahead by ten (10) goals at any point, the game will be called and the team in the lead will be declared the winner.
5. Each team will be allowed one (1), 30-second time out per game.
6. Games will begin with a face-off.
7. The ball will change possession after every goal scored.
8. During play, alternates can substitute as teams deem necessary and/or "on the fly". No stoppage in play is necessary to make substitutions. However, a team needs to be especially careful not to get penalized for too many men on the street when making on the fly changes. Changes must always be made from the team's defensive end of the street rink. Trying to change in the offensive end may result in a penalty shot (if an advantage is created, and according the referee's discretion).
9. Goalie changes may only be made during a stoppage.
10. Goalies may be substituted for an extra attacking player on the fly. A goalie that has been substituted for may only re-enter the game after a stoppage in play.
11. When the ball is covered by a team's goaltender, that team gets possession of the ball behind their net. The other team must give the team with the ball 10 feet of space to make a play. The team with possession is allowed 5 seconds to put the ball in play.
12. **If the ball leaves play OFF OF THE OFFENSIVE TEAM:** The defending team receives possession of the ball behind its own net. The opposing team must give the team with the ball 10 feet of space to make a play. The team with possession is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).
13. **If the ball leaves OFF OF THE DEFENSIVE TEAM:** The team on offense receives possession of the ball behind the center line. The defending team must allow the



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offensive team 10 feet of space to make a play. The team on offense is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

14. If the ball leaves play at either side of the rink, the team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. Again, that team is given 10 feet of space and five seconds of time to make a play. Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)

15. **After a goal is scored:** There is no face-off. The team that was scored on gets possession and may execute play immediately. They also must execute play (i.e. cross the center line) within 10 seconds. If they fail to do so, the team that just scored may encroach aggressively. The team that just scored must always clear half and cannot cross the centerline again until the ball, or an offensive player crosses that line (or the 10-second rule expires). However, during the final 3 minutes of play, the team that just scored must still (in its entirety) clear half - but after so doing may then encroach immediately. The purpose of this rule is to avoid stalling by the team who was scored on and to intensify the final minutes of each game.

PENALTIES

1. There shall be no slashing, hooking, tripping, crosschecking, high sticking, or inappropriate stick work of any kind. These infractions shall result in a penalty shot for the other team. More serious offenses, including, but not limited to, spearing and/or butt-ending, shall result in an individual being **immediately removed from the tournament**.

2. Fighting is unacceptable and will always result in the individual(s) ejection from the tournament. **The Referee's decision is FINAL. There should be no arguing of calls by participants or spectators. Arguing calls by either of these parties will result in a penalty shot being awarded to the other team on the first offense, and a team being disqualified from a game as a result of the second offense. Calls may be questioned, but only by a team captain, who is the sole representative of the team. These policies shall be strictly enforced with a zero-tolerance approach. Penalties awarded as a result of excessive arguing are made at the sole discretion of the Referee.** Fighting is defined as one punch. The public setting of these events means that fighting may also have legal ramifications.

3. There shall be no pushing, shoving, checking, or roughing of any kind. These infractions shall result in at least a penalty shot for the other team, but may be punished more severely according to the discretion of the referee and/or tournament supervisor.

4. There shall be no stalling/time wasting. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.

5. **The Thunderbirds reserve the right to eject from the tournament any player whose actions/play is ruled to be unsportsmanlike and detrimental to the atmosphere of the day. This includes actions off the court as well as during a game. Please keep in mind that the purpose of the tournament is to have fun.**



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6. If any player touches the ball while his/her team has too many players on the street, it shall be ruled a "too many players on the street" penalty and the opposing team shall be awarded a penalty shot. There is no 30 foot grace given for player changes! **Too many players on the street penalties are not applied against the "three penalties and you are out" regulation.**

7. **SLAPSHOTS: Slapshots are not allowed.** Slapshots are defined as any shot that involves a wind up above the player's waist. If a participant intentionally and knowingly takes a slap shot, the opposing team will be awarded a penalty shot. **Penalties awarded as a result of slapshots being taken do not count against the "three penalties and you are out" regulation.**

8. Any contact made with the ball when the stick is above the crossbar will result in possession being awarded to the non-offending team. Goals scored as a result of a ball being played with a high stick (above the crossbar) will be disallowed.

9. The result of all penalties is a penalty shot awarded to the non-offending team. Penalty shots are taken immediately after an infraction, and are taken with the ball being placed at center court, according to breakaway-type format.

10. For penalty shots, the ball is dead after the shot or at the conclusion of forward progress. Possession is always given to the defending team regardless of the outcome of the shot. Any individual can take all penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed upon).

11. Hand passes are not allowed. If a ball is caught with a hand, it must be dropped to the court immediately.

TIED GAMES

1. **POOL PLAY:** Games that are tied in group/pool play after regulation will end in a best of three shootout until a winner is decided.

2. **PLAYOFFS:** Games that are tied at the end of 15 minutes during the playoff rounds will proceed to a five-minute, running time, sudden-death overtime period. The team that scores first will be declared the winner. If a game is still tied after five minutes, a best-of-three shootout will be used to determine the winner.

STANDINGS

1. For the purpose of playoff seeding, standings and tiebreakers will be broken into the following:

- a. Most wins
- b. Head-to-head record
- c. Most standings points (wins are 2 points, shootout losses are 1 point during pool play)
- d. Goal differential (goals for minus goals against)
- e. Fewest goals against
- f. Coin flip



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PLAYOFF FORMAT

Following registration, based on the number of teams signed up, the Thunderbirds will notify teams of the playoff format prior to the tournament.

PLEASE NOTE THAT THESE RULES MAY BE AMENDED BEFORE THE TOURNAMENT BEGINS. ANY CHANGES WILL BE MADE KNOWN TO ALL PARTICIPATING TEAMS.