

HUBTOWN STREET HOCKEY TOURNAMENT

RULES 2024

Hubtown Street Hockey reserves the right to make changes to the rules at anytime, up to the beginning of the first game

Team Composition*

1. Each team can have a minimum of 6 and a maximum of 10 on its roster.
2. All teams can be co-ed, all male or all female, they will play in the same division regardless.
3. All teams of 6 or more but less than 10 can have a maximum of 1 player from the next Division age group without having to register/play at the higher division. Two or more players from a higher age group will require the team to register/play at the higher division. Example: U11 team of 5-9 players, with 1 U13 player can play at the U11 level. U11 teams of 5-9 players with 2 or more U13 aged players will be required to play at the U13 level.
4. All teams of 10 can have a maximum of 2 players from the next Division age group without having to register/play at the higher division. Example: U11 team with 10 players, 2 of which are U13 age, can play at the U11 level. A U11 team of 10 players with more than 2 U13 aged players would be required to play at the U13 level.

*Some exceptions can be made on a case by case basis for team composition. Requests should never be made for the purpose of “stacking” a team but rather to ensure no one is left out. Please contact us if you have any special requests.

5. No player can play in a division that is more than one division higher or lower than their age group. Example: U9 players cannot play at the U13 Division or vice versa.
6. U18 and Adult Divisions: Any player who is turning 18 on or before December 31st can choose to play at the U18 or Adult Divisions

7. No roster substitutions will be allowed once the first game begins.

Play

1. Players will change on the fly.
2. No more than 3 players and a goalie, per team, on a surface at a time.
3. Games and halves will begin with a face-off.
4. The ball will change possession after every goal scored. The defending team must remain behind the centerline until one member of the attacking team crosses the

centerline at which point the defending team may begin attacking. (If the team does not cross-center in 10 seconds the official may allow the defending team to begin attacking).

5. During play, alternates can substitute, as teams deem necessary. No stoppage in play is necessary to make substitutions.
6. Standard hockey rules apply (i.e. no hand passes or kicked in goals).
7. There can be no goaltender changes made during games, except in the case of injury.
8. When the ball is covered by the goaltender, the defending team gets possession of the ball. The other team must give the team space to set up.
9. If the ball goes out of play the official will deem who caused the ball to leave the playing surface and possession of the ball will be awarded to the other team.

Time

1. Games will be 30 minutes in length (including two 14-minute halves, running time, with a 1 -minute warm up and a 1-minute half time break).

Penalties

1. Referee discretion is an important part of any sporting event. The Referees 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. 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.
2. Referees will have the discretion to enforce the following:
 - a. There shall be no slashing, hooking, tripping, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. Penalty shots will be given immediately following the game. More serious offenses, including but not limited to spearing and/or butt ending, shall result in an individual being immediately removed from the game and gameplay area and may be removed from the tournament at the discretion of the Referee in Chief.
 - b. Fighting is unacceptable and will result in the individual and/or individuals being removed from the tournament.
 - c. There shall be no pushing, shoving, checking, or unsportsmanlike conduct of any kind. Doing so 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.

3. Slapshots will NOT be allowed. For the purposes of this tournament a slapshot is considered to be anything where the players wind up comes above the knee. If the official deems a slapshot has been taken the other team will get possession of the ball.
4. There shall be no stalling. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.
5. Any player on the surface is eligible to take penalty shots for a team if it so chooses. The infractioned player does not have to be the one who takes the penalty shot.

Gross Misconduct

1. Any behaviour that is considered to be a Gross Misconduct will result in the removal of a player or spectator from a game and gameplay area. Such conduct will be reviewed by our Referee in Chief and the offending player or spectator may be removed from the remainder of the tournament.
2. Gross Misconduct includes but is not limited to: abuse of an official or volunteer, bullying, intent to injure, sexist and/or racial slurs.
3. There will be no refunds for any players/teams that are removed from games or the tournament under the Gross Misconduct rule.

Round Robin Format

Rules for round robin play will be based on the following procedure:

- Two (2) points for a win
 - One (1) point for a tie.
 - Zero (0) points for a loss.
1. Games will be awarded via default because a team does not show, a team does not have enough players or use of unlisted players and a score of 5-0 will be awarded in the standings.

2024 Tie Breaker Rules

2. After all 4 round robin games are played, if two teams are tied, the tie breaker rules are as follows:
 - Most Wins – against tied teams
 - Goal Average (GF / (GF + GA)), Overall
 - Head to Head Winner in round robin
 - If tied teams did not play each other than a coin toss will decide

3. After all 4 round robin games are played, if 3 or more teams are tied, the breaker rules are as follows:
 - Most Wins – against tied teams
 - Goal Average (GF / (GF + GA)), Overall
 - Most Goals For, Overall
 - Fewest Goals Against, Overall
 - Fewest Penalty Minutes, Overall
3. Top four teams in each division advance to semi finals: Team #1 vs. Team #4 and Team #2 Vs #3. Divisions with only 4 teams will proceed right to Gold and Bronze medal games from round robin play.
4. CONFERENCES: If a division has 10 or more teams, they will be divided into conferences and semi-finals will be the top 2 teams in each conference that will play each other to move on to Gold and Bronze medal games.
4. All semi final games must have a winner. If tied after regulation play, there will be a five (5) minute sudden death overtime. If still tied, three players from each team alternate taking penalty shots against the opposing goaltender. If the score remains tied after each team takes its three shots, the shootout moves to the sudden-death phase, whereby the first team to score is the winner.

Equipment Requirements

1. Goaltenders are required to bring their own full equipment. Helmet, blocker, catcher, chest protector, goalie stick, and pads are required for all goalies. Hockey pants and a jock are recommended but not enforced for goalies.
2. Helmet with cage, gloves, stick and running shoes are required for ALL under 18 players. **+18 Players require all of the above, with the cage being optional.** Each player will receive a Hubtown t-shirt for their games but may choose to wear team shirts.
3. Hockey sticks and Floorball sticks are allowed, but if a stick is chipped, sharp, or deemed dangerous by the official, the player may be asked to switch sticks prior to playing. ****NOTE** XORO Floorball sticks with pocket in the blade are NOT permitted as it has resulted in an unfair advantage in previous years.**
4. All teams will play with balls provided by the tournament.

Inclement Weather

1. The tournament will be held outdoors and will proceed rain or shine except under conditions of severe weather systems. Severe weather may cause delays or cancellations of scheduled games. No refunds will be issued for games lost due to severe weather. Please dress appropriate to the weather forecast.

Alcohol, Drug & Smoking Policy

1. The Hubtown Street Hockey Tournament is a drug and alcohol-free event. The use of or being under the influence of illegal drugs and/or alcohol is inconsistent with the behavior expected of participants. The use of illegal drugs and alcohol and misuse of prescribed and over the counter drugs subject's players and spectators to unacceptable safety risks that undermine the ability to manage a safe, and enjoyable event for all.
2. Smoking and vaping are prohibited on Victoria Park property.

