

Tri Area – Oshawa/Owasco/Whitby

Tri-Area VENTURER Floor Hockey Rules and Regulations

Date: April 8th, 2017

Time: 9:00 am – 3:00 pm

Place: Latter Day Saints Church, 119 Church St South, Ajax (entrance Mill Street)

Rules (Tentative, venturers can alter some rules before tournament starts by democratic vote)

- Games will be running time
- **Only 5 players** on the floor at a time, including goalie
- Player substitution must be made during any stoppage in play
- Goalie may not throw puck/ball past centre. If goalie throws it past centre with out any one touching it, play will be stopped and the opposing goalie given the ball/puck to put in play
- Puck/ball going out of bounds, the goalie at that end will be given the puck/ball to put back in play
- Whistle indicates stoppage in play
- After goal scored there will be a face off at centre
- Goalies may not lie down on floor across net.
- No body contact
- Sticks are to be kept below waist at all times
- Safety first: Zero tolerance of slapshots. First offence 1 minute penalty. 2nd offence ejected from current game. 3rd offense ejected from tournament.
- Players are allowed to catch the ball/puck and then drop it to the floor. No hand passes allowed
- Teams will be wearing matching coloured T shirts (bring 1 dark and 1 white)

Penalties: Are one minute in duration and will be given for:

- Body checking, holding, tripping or interfering
- Slap shots, slashing or high sticking
- Bent stick blades not tolerated, do not bend.
- **No Scouter/Coach interference, referees make the calls.**
- Standing or holding on to the puck/ball
- Too many players on the floor
- Unsportsmanlike like conduct, foul language, back talk to the referee, or trash talking. If such conduct continues after penalty is given penalties will be increased including game suspension

The Referee's decision is final!!!



It starts with Scouts.

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Changes to line-up:

Once registered, scouts may not substitute or play for other teams during the tournament. However, scouts from different groups may combine to make one team prior to registration. The leader in charge may elect to borrow a player from a team, who is willing, in order to fill a vacant spot on another team. This player would then become a member of that team for the day. This would be done only in extreme circumstances.

Leader Responsibilities:

The Leaders are responsible for their youth at all times; this includes disciplinary issues as well as first aid and other emergency requirements. Also, Leaders need to insure that their team is ready to play and on time for their game. Once the tournament starts the clock does not stop; therefore if a team is late for a game, they forfeit that game. Leaders may be asked to be game officials for a short period of time, but not for games their group is playing. Please make sure the Scouts are in the designated areas and supervised at all times.

Opening ceremony will be held once all teams have signed in but no later than 9:15 A.M. All teams must attend Opening Ceremony.

The tournament format, point system and playoff schedule will be forwarded to Companies once we know how many teams we have

ONE LARGE BIT OF ADVICE:

Play the games with pride and sportsmanship and have fun.



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