

# Official Playing Rules of the Greater Gardner Street Hockey Association



Reviewed and Approved by Board of Directors;

April 6, 2025

## **WELCOME LETTER/PRINCIPLES OF OUR ORGANIZATION**

Dear Parents and Players,

Welcome to Greater Gardner Street Hockey Association (GGSHA). The Board of Directors has put together this handbook on our organization to inform our new as well as our returning players, parents and coaches of our policies, procedures, and philosophy.

Our organization goals are to offer a safe and healthy environment for all players who wish to play Street Hockey. The Greater Gardner Street Hockey Association is recreational in nature. All players in our House league should receive equal playing time, regardless of their ability.

Our emphasis is on learning basic skills, without an overemphasis on winning games.

All of our board members and coaches are strictly volunteers. The main reason that we all volunteer so much of our valued time is to ensure that all children in our area who wish to play Street Hockey are able to regardless of their ability and financial situation.

Each end of season is celebrated with our annual cookout. Every player and their families are invited to join us at the rink for this event. The cookout is usually held the last Saturday of playoffs for the Penguins, Beavers, and Cadets divisions. Notices are posted at the rink.

Sincerely,

GGSHA Board Members



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## REGISTRATION, PAYMENT, AND TEAM SELECTION

- Registration is held over a specific time period.
- Notices advertising the registration period will be posted at the rink, local media sources, social media, Email, and online at [www.ggssha.org](http://www.ggssha.org).
- Board members will be available during the registration time period to answer any questions, to pass out registration forms, accept registrations and payment.
- Questions can be addressed to [ggshabod@gmail.com](mailto:ggshabod@gmail.com)
- Payment is due at the time of registration either online or in person at the rink during signups. NO EXCEPTIONS.
- As always, it is the intention of the Board of Directors to work with anyone who is having financial difficulty.
- Any late registrant will be placed on a waiting list. Once team rosters are finalized, no registrants may be placed on a team without the approval of the Board. • Players participating in more than one division must pay for both.
- Requests for "same team" status that will be considered by the Board of Directors to include but is not limited: those who are coach's children, and siblings. Every attempt will be made to ensure that family members are placed on the same team, while ensuring equality among teams.
- Requests for coaches and/or teammates will be the decision of the Head Coaches during the drafts.
- GGSHA does not have general tryouts. Returning players are assigned a rating at the end of the prior season by the coaches and the Board.
- The GGSHA Board chooses all coaches and assistant coaches. Board members draft Chipmunk division. Coaches draft all other divisions based on the ratings that are approved by the board. Prior to each Draft, coaches will be afforded discussion of a contested rating.
- Once a season begins, players will not be transferred from one team to another without Board approval.



## TEAM SELECTION AND GENERAL OVERVIEW OF RULES

- There will be up to 6 divisions divided according to age as of January 1<sup>st</sup> of the current year. *Covered under Players & Teams.*
- The GGSHA season runs approximately 2 months with 12+ games with at least 1 playoff game.
- Playoffs are scheduled in the final week of the season with Championship day being the Final day in conjunction with our End of Season Cookout for all.
- A Buzzer system will be in place to signal shift changes for Chipmunk and Penguin Divisions to ensure equal play time. ALL players in ALL divisions should receive equal play time. Questions/Concerns should be brought to the attention of the Board through a Communication Report in the end of the rulebook and online at [www.ggsa.org](http://www.ggsa.org)
- Questions/Concerns/Comments can always be sent to [ggsabod@gmail.com](mailto:ggsabod@gmail.com) and the Board will respond appropriately.
- GGSHA acknowledges that unforeseen circumstances occur and this rulebook is subject to change. Any changes and/or decisions not covered will be ruled on by the GGSHA Board of Directors.
- GGSHA leases rink time from FMC Ice Sports. All of GGSHA, from participants, to spectators, to the Board are subject to additional enforcement of rules prescribed by building management.
- NO child will be allowed on the rink without proper and complete protective gear. Coaches, the Board, Officials and Building staff will enforce.
- Parents, Coaches and Players are encouraged to address complaints/concerns to the League Coordinator. As always any Board Member will be available should one feel more comfortable. All concerns will be addressed and forwarded appropriately.
- Only individuals with a completed CORI form for the current season are allowed in specific areas i.e.: player benches, rink floor, timekeeper box, penalty boxes.
- Anyone participating in the GGSHA league who is 18 years of age or older must complete a CORI form. This includes coaches, referees, board members and players.
- Individuals with a completed CORI form are allowed on the benches and rink floor.
- Parents, Coaches, and Players are encouraged to address complaints/concerns to the League Coordinator. As always any Board Member will be available should one feel more comfortable. All concerns will be addressed and forwarded appropriately.



## **RINK**

### **A. RINK**

GGSHA games will be played on a sport court type plastic surface laid down inside the Gardner Veterans Ice Rink. The rink is maintained and managed by FMC Ice Sports

### **B. MARKINGS**

The Rink markings will be consistent with Ice Hockey markings. Red goal lines and Center Line, Blue neutral zone lines. Yellow Tiles will make up the Goalie Crease. Face off Spots (9) will consist of a single Red tile, Center, 2 on each side of the center zone, 2 deep in each attacking zone.

\*GGSHA Note - Red center line is used for Offsides. Blue lines with defensive zone possession determine Icing.

\*GGSHA Note – Chipmunks games will be played across the rink with foam pads.

### **C. THE GOAL**

Ice Hockey Goals 4' high X 6' wide will be used for Penguins and up.  
3' x 4' goals will be used for Chipmunk games.

### **D. SURROUNDING**

The ball will be in play off the boards, and the glass surround above the boards. Play will stop when the ball hits a player or coach on the bench, the glass behind the bench, safety netting above the glass or the ceiling.

### **E. TIMING CLOCK**

The game time will be run by the Timekeeper using an electronic timing clock, with buzzer. Official time, score, period, penalty time and penalized player should be applied to the scoreboard. Referees and the Timekeeper will be the official monitors of the time clock.

### **F. BENCHES**

1. Home and Away Benches are determined by the schedule.
2. Home and Away Penalty Box directly across from benches.
3. Timekeeper Box for Timekeeper, the Board, and Referees ONLY.



## **PLAYERS & TEAMS**

### **A. TEAMS**

Ideally each team will consist of 11 players. Due to registration quantities, there may be up to 14 or as low as 9.

1. Each team will be provided matching shirts with individual numbers. Shirts will not be allowed to be altered or defaced in any manner. Players should make every effort to wear their assigned shirt to games. Assigned shirts are **REQUIRED** for playoffs.
2. Roster sheets are to be filled out by coaches and turned into the timekeeper box or referee prior to the start of the game. **HOME** team on the **LEFT**, **Away** team on the **RIGHT**. Notate any number changes to keep consistency with league statistics.
3. Minimum players per team per game is 9 including a goalie.

### **B. DIVISIONS**

League age is determined by the age of the player as of January 1<sup>st</sup> of the current year.

Chipmunks 4-6 (3 if parent coaches)

Penguins 7-9

Beavers 10-12

Cadets 13-15

Freshmen 16-19

Senior 20+

\*GGSHA Note – Players are allowed to Play UP a division one year early at Board discretion.

\*GGSHA Note – Girls are permitted to play an extra year in divisions up to Cadets at Board discretion.

### **C. PRE-GAME SUBSTITUTIONS**

1. Player substitutions are allowed to field a team of 8 players plus goalie during regular season only.
2. Substitute players may only be GGSHA players from one division lower.
3. All substitutions will be agreed upon by both coaches.
4. Substitute players will be notated as Player Name – SUB.
5. NO substitutions will be made after the start of the game.
6. Substitute players are entitled to fair and equal play time.
7. If goalies are scarce for a particular division(s) the Board of Directors reserve the right to use their discretion to implement a solution. This can include but is not limited to having a goalie from the next lower division play in said division at no additional cost.

\*GGSHA Note – If a team is having difficulty fielding a consistent number of players, speak with a member of the Board of Directors..

\*GGSHA Note – The Board reserves the right to make necessary modifications to maintain teams in the spirit of the league.



## **PLAYERS & TEAMS (Cont.)**

### **D. IN-PLAY SUBSTITUTIONS**

1. Game Play will consist of a goalie and 5 players.
2. ALL PLAYERS will received as equal of play time as possible.
3. Player changes in CHIPMUNKS will be on 4 minute buzzers.
4. Player changes in PENGUINS will be on 3 minute buzzer, Goalie plays entire game.
5. Player changes in ALL OTHER DIVISIONS will be on the fly or after whistles as needed.
6. Pulling goalie is allowed for an extra attacker, but no player other than a goalie may cover the ball.
7. In-Play substitutions will be within 5 feet of the players bench without possession of the ball nor contact with opposing players. *See Rule 24 Too Many Men*

\*GGSHA Note – injuries and/or illness of players should be reported to the Referees and opposing coaches immediately.

### **E. INJURED PLAYERS**

1. Teams who have a Goalie who cannot continue due to being ill or injured are allowed a 5 minute maximum to suit another goalie.
2. Play will be stopped when an injured player's team gains possession of the ball unless the team is in a scoring chance, at the discretion of the referee.
3. Players that are injured and cannot retire to the bench will be substituted immediately if play was stopped.
4. Penalized players that have been injured and cannot continue will have a teammate serve their penalty. Injured players that were penalized may not re-enter the game until the penalty has expired.
5. If the referee determines any injury is severe, or will be increased, they may immediately stop play.
6. Play, after an injury stoppage with no penalty assessed, will result in a face off in the current zone where play was stopped.
7. During injury stoppage the clock will stop and players will take a knee or retire to their benches while the Coaches/Board/Referees attend to the injured player.



## **EQUIPMENT**

### **A. STICKS**

1. The shaft of all sticks will be wood, composite. The blades must be of approved plastic material, including fiberglass or composite coatings. \*\*Plain wooden ice hockey sticks are not allowed.
2. Blades shall not be wrapped in tape to prevent sharp/broken blades from being used..
3. Blades will be in good condition and fully intact. No separation or splintering of layers.
4. Play with a broken or dangerous stick may result in a penalty. *See Rule 20*

### **B. FOOTWEAR**

1. All shoes shall have laces and be for athletic use, in good condition, and clean.
2. Recommended shoe styles are tennis, running, cross-trainer or basketball.
3. Crocs are prohibited.

### **C. GOALIE'S EQUIPMENT**

1. Goalie's equipment must be of design for street/dek/ice hockey goalkeeping with the purpose of protecting the player.
2. Leg guards, chest and arm guard, blocker glove, catch glove, protective cup and helmet are required.
3. Goalie shorts and neck collar/shield are recommended.
4. Goalie sticks will be made of wood or composite shaft and composite or plastic paddle.
5. Goalie sticks will be in good condition with butt end taped.

\*GGSHA note Chipmunk \*goalies\* will use a league provided chest protector.

### **D. PLAYER PROTECTIVE EQUIPMENT**

1. Street/Ice hockey helmet with full face shield or cage.
2. Protective elbow pads.
3. Street/Ice hockey shin pads.
4. Street/Ice hockey or lacrosse protective gloves.
5. Athletic supporter and cup.

\*GGSHA NOTE - Non-participating players on the bench are required to wear a helmet with shield/cage at all times.

\*GGSHA NOTE - Protective equipment will be worn as designed and will not be modified in a manner that will provide a competitive edge nor danger to self or others.

### **E. BALL**

1. Standard (Bauer/Mylec) Warm Weather Orange Street hockey ball will generally be used.
2. Playoff balls will be provided by the league.



## GAME FLOW & RESULTS

### A. GAME TIMING

1. Chipmunks will have approximately 20 minute practice followed by a 32 minute game with shift changes every 4 minutes. Coaches direct the game flow including orderly and fairly. Score is not kept.
2. Penguins division will be directed by Board assigned Referees for 12 minute periods until Memorial Day with shift changes on 3 minute buzzers. After Memorial Day, periods will increase to 15 minutes. Until Memorial Day, a coach is allowed on the rink to direct the players for faceoffs and general game play. Coaches will NOT influence or physically direct players during gameplay. Coaches will do all they can to not disrupt game play nor obstruct players or Referees.
3. All other divisions will be directed by Board assigned Referees for 15 minute periods and players will all have equal and fair play time.
4. Games are played under running clock time with final 3 minutes stop time under 5 goal differential. Referees determine if the clock is to be stopped.
5. Penalty time is stop clock time.
6. Teams are allowed ONE Time Out per game. Playoff games resulting in Over Times are given ONE additional timeout.

### B. START OF GAME/RESUMING PLAY

1. Teams will have a 3 minute warmup, Starting lines are expected to take their positions in a timely manner.
2. Teams refusing to start the game will be warned then given a bench minor. Continued refusal may result in forfeit.

### C. BALL OUT OF BOUNDS/PLAY/SIGHT

1. When a Referee loses sight of the ball due to an incidental pileup, they may stop the play resulting in a faceoff at the nearest faceoff dot.
2. When the ball goes out of play, the faceoff will be at the nearest faceoff dot from where the ball was hit.
3. A deflection of a shot off the goalie or goal will result in a faceoff at the attacking zone dots.
4. When the ball is tied up in the webbing behind the net the play will be whistled and resulting faceoff will be at an attacking zone dot.
5. Players who intentionally cover or stand on the ball are subject to a Minor Penalty. *See Rule 22*

### D. BALL HITTING REFEREE

1. 1. Ball striking an official and remaining in play will be considered a live ball.
2. 2. PENGUINS, ball striking coaches while allowed on the rink is considered a live ball.



## **GAME FLOW & RESULTS (Cont.)**

### **E. GOALS/ASSISTS**

1. Referees determine Goals and Assists and report them to the Timekeeper.
2. A Goal is rewarded for an attacking player propelling the ball inside the goal pipes and fully across the goal line with their stick.
3. A Goal is awarded if the defending team puts the ball into their own goal in any fashion. The attacking player who last touched the ball is credited with the goal. No assist.
4. A Goal is awarded if an attacking player kicks the ball and it deflects off a defending player excluding the goalie. No assist.
5. A deflected ball off a player will result in a goal provided the ball is not intentionally batted by hand or intentionally kicked by an offensive side player.
6. A Goal can NOT be scored on a deflection off the Referee.
7. A Goal can NOT be scored when an attacking player is in the crease prior to the ball being in the crease.
8. A Goal can NOT be scored while a team is Off Sides.
9. An Assist will be recorded for up to two players who took part in the sequence leading to the Goal.
10. Any scoring action not covered in the rule book will not be considered a goal.

### **F. ICING**

1. Icing calls will be initiated by a player behind the BLUE line of their defensive end shooting the ball past all players and crossing the goal line in the attacking zone.
2. Any deflection by any player or Referee will negate the Icing call.
3. Opposing team must attempt to play the ball.
4. If a player has an opportunity to play the ball in the Referee judgement, Icing will be waived.
5. Icing is waived off when a team is short handed.

### **G. OFF-SIDES**

1. Off-Sides will be called when a player is in the offensive zone prior to the ball entering the offensive zone.
2. When Off-Sides is called there will be a faceoff at the face off dot in the defending zone of the offending team between the Blue line and Center line.
3. The player's feet determine where they are when the ball completely crosses the centerline.
4. A player is onside when their foot is touching the line, not jumping over the line.
5. If the Ball exits the attacking zone, ALL players must retreat back and cross or be touching the center line prior to the ball re-entering the zone.
6. If the players preceded the ball, all players must retreat to the center line then proceed into the attacking zone.
7. Intentional Off-Sides is when a Referee determines a player intentionally touched the ball to secure a stoppage in play. This face-off will be deep in the offending team's defensive zone.
8. An incorrect Off-Sides call by the Referee will result in a faceoff at center rink.



## **GAME FLOW & RESULTS (Cont.)**

### **H. RESULTS**

1. Referees and Timekeeper will be responsible for calling and recording goals, assists, timeouts, and penalties.
2. Coaches will be provided with a copy of the game scoresheet. Any discrepancies can be reported to the League Coordinator.
3. Official Player statistics will be kept by the Board for player rating purposes only.
4. Scores will be entered on the website by the Board where unofficial standings can be viewed.
5. Official Standings will be posted at the rink and online near the end of the season along with Playoff Brackets when applicable.
6. Scoring for Penguins and above will be 2 points for a Win, 1 point for a Tie.
7. Tie Breakers are Points>Wins>Head to Head>Goals For>Goals Against
8. Regular season games end in regulation.
9. Playoff games will have up to TWO 6 minute running time sudden death OT periods. If still scoreless there will be a 5 player shootout. If still tied single round shootouts with remaining players of the team.

### **I. OFFICIALS**

1. Referees and Timekeepers are assigned by the Board.
2. Referees and Timekeepers have full discretion to stop play in the event of a risk to player or official safety inside the rink, player benches, penalty box and timekeeper booth.
3. Board of Directors members present have full discretion outside of the rink and confer with rink officials for any disputes.
4. Referees have full control and authority over the play of the game and final decisions therein.
5. Referees will ensure players are wearing required protective gear and inform coaches of discrepancies. Any continued violations may result in Bench Penalties.
6. Referees will be the authority to determine goals, assists, penalties, icing and offsides.
7. Referees will advise coaches of inappropriate behavior by fans.
8. Referees will report any incident of game misconduct, abusive behavior by fans/players/coaches to the Board for further review.
9. Referees have the authority to stop play and give bench warnings if tensions flare. ALL Referee instructions are to be adhered to.
10. Referees will ensure Goalies are ready on faceoffs and equipment is on and intact.
11. Referees will whistle a play dead immediately if a Goalie's Helmet becomes dislodged.



## **GAME FLOW & RESULTS (Cont.)**

### **J. EQUIPMENT ADJUSTMENT**

1. Players requiring equipment adjustments should do so by retiring to the bench.
2. Goalies will be allowed to make necessary equipment adjustments after Referee attention and approval.
3. Repeated delays for equipment adjustment may be given warnings/penalties if the Referee determines it is deliberate.

### **K. FACEOFFS**

1. Faceoffs will be performed by one player of each team.
2. Players start opposite each other and stick blades will be on the surface.
3. Referee will drop the ball and after the ball has hit the surface, players must make a play on the ball, not the body.
4. Any other player playing the drop will result in a warning and second faceoff.
5. 5. Repeated faceoff violations may result in a Minor Penalty.



## PENALTY CATEGORIES

### A. PENALTY CATEGORIES AND TIMES

Penalties (except for penalty shots) shall be actual time not game clock time is separated by the following types:

1. Minor Penalty – 1.5 minutes.
2. Double Minor Penalty – 3 minutes, served as 2 minors.
3. Bench Minor Penalty – 1.5 minutes.
4. Major Penalty 4 minutes.
5. Misconduct – 8 minutes with possible disciplinary action.
6. Game Misconduct – Remainder of game with possible disciplinary action.
7. Penalty shot – immediate.

### B. THREE MINOR RULE

1. Any player assessed THREE Minor penalties in a game will be removed from the game.
2. The third penalty will be assessed to the player and penalty time served by a teammate.
3. A player serving a bench minor penalty is not assessed said penalty.

### C. MINOR PENALTY

1. Any player assessed a Minor Penalty will be sent to the Penalty Box for 1.5 minutes. Players will remain in the Penalty Box until the penalty time expires or the opposing team scores a goal.
2. A Goalie assessed a Minor Penalty will have their time served by a teammate on the rink at the time the penalty was called.

### D. DOUBLE MINOR PENALTY

1. A player assessed a Double Minor will serve 2 consecutive Minor Penalties.
2. If the opposing team scores during the first 1.5 minutes, the penalty time will be reduced to 1.5 minutes.
3. The player will exit the Penalty Box when the 3 minutes expires.

### E. BENCH MINOR PENALTY

1. A team assessed a Bench Minor will assign any player to serve the 1.5 minute penalty under the same format as a Minor Penalty.
2. The penalty will **not** be counted towards the player serving the penalty.

### F. MAJOR PENALTY

1. At the discretion of the Referees an infraction of the rules may be escalated to a Major Penalty for 4 minutes.
2. A Major Penalty will be served in its entirety regardless of opposition scoring.

### G. MISCONDUCT

1. A player assessed a Misconduct Penalty will serve an 8 minute penalty and will exit the penalty box at the next stoppage after time expires.
2. There is no team penalty assessed.

\*GGSHA Note – Example: Player excessively/profanely arguing with Referee.



## **PENALTY CATEGORIES (Cont.)**

### **H. GAME MISCONDUCT**

1. A Player or Coach assessed a game misconduct will be immediately removed for the game.
2. There is no additional team penalty for a Game Misconduct on a player.
3. The Board will be notified of the penalty and will decide further disciplinary action.

### **I. PENALTY SHOT**

1. Any rules infraction allowing for a Penalty Shot will be determined by the referees.
2. If a player who was fouled is awarded a penalty shot, that player will take the shot.
3. If the player who was fouled became injured and cannot play immediately may be substituted by any player on the rink at the time of the infraction.
4. Penalty Shots awarded to a team, any player on the rink when the call was made can shoot.
5. Penalty Shots will start at the center dot with both teams at their respective benches. The Goalie must remain in the crease until the shooter touches the ball.
6. The shooter may use the width of the rink from the Center line to the Goal line provided the ball remains in motion towards the goal line.
7. A goal will be awarded only on an initial shot, a rebound shot will not count.
8. Awarding of a Penalty Shot takes the place of a Minor Penalty regardless of scoring or not.
9. Any infraction or interference with a penalty shot may result in a second attempt and a misconduct call.

### **J. COINCIDENTAL PENALTIES**

1. Coincidental Penalties are assessed on a player of each team in the same incident.
2. The penalized players take their place in the Penalty Box and remain until the first stoppage of play after their penalty time expires. Players serve the entire duration of the penalty time.
3. Players will be substituted resulting in current player count at time of stoppage. (ex; CP's called during 5 on 5, play will resume as 5 on 5)
4. \*Example – Red #1 slashes Blue #3, Blue #3 cross checks Red #1 in immediate retaliation.

### **K. GOALIE PENALTIES**

1. Minor, Major and Misconduct Penalties committed by the Goalie will be served by a teammate on the rink at the time of infraction.
2. Game Misconduct called on the goalie will result in the removal of the Goalie from the game and a teammate replacing them as Goalie.



## **PENALTY CATEGORIES (Cont.)**

### **L. CALLING OF PENALTIES**

1. Penalties called on a team will be whistled immediately with Possession of the ball.
2. Penalties called on a team without possession will be whistled when possession is gained.
3. Penalties on either team will be whistled when the ball is frozen or out of play.
4. Goals scored by the offending team action will not count.
5. Goals scored by the team drawing a minor penalty will count and penalty recorded but not served. Major and Misconduct penalties will be served.

\*GGSHA Note – Possession of the ball is control of the ball. Unintentional deflection off a player or a rebound off a goalie does not constitute possession.

\*GGSHA Note – If the Drawing team lets the ball in their own net a goal will count for the offending team.



## **PENALTIES**

### **RULE 1 – REFEREES ARE THE GAME AUTHORITY**

1. Referees are the authority for the game.
2. Referees can assess penalties to the highest degree based on their discretion.

### **RULE 2 – ATTEMPT TO INJURE**

1. A Game Misconduct will be assessed on a player who deliberately attempts to injure an opponent, opposing Coach, or an Official.
2. The player assessed with Attempt to Injure will be ejected from the game.
3. A Major Penalty will be assessed and served by a teammate on the rink at the time.
4. ALL attempts to injure infractions will be reported to the Board for possible further action.

### **RULE 3 – DELIBERATE INJURY TO OPPONENT/OFFICIAL**

1. A Game Misconduct will be imposed on a player who deliberately injures an opponent, opposing Coach, or an Official.
2. The player assessed with Deliberate Injury will be ejected from the game.
3. A Major Penalty will be assessed and served by a teammate on the rink at the time.
4. In addition to the ejection the player will be suspended for their next game and the Board will determine reinstatement.

### **RULE 4 – FIGHTING**

1. A Game Misconduct will be assessed on players involved in a fight.
2. Players involved in a fight will be ejected and suspended for their next game and reinstatement will be determined by the Board.
3. Players leaving the rink during play and getting involved in a fight will be ejected, suspended for their next game, and reinstatement will be determined by the Board.
4. If an uneven number of players are involved in a fight, a Major Penalty will be assessed for the additional player.
5. If a fight occurs, players and coaches will go to and remain at their respective benches.



## **PENALTIES (Cont.)**

### **RULE 5 – LEAVING THE BENCH/PENALTY BOX**

1. A Game Misconduct will be assessed to a player who leaves the bench to start or join an altercation.
2. In addition to the ejection, the player will be suspended until the Board determines reinstatement.
3. A Game Misconduct will be assessed to a player who leaves the Penalty Box to start or join an altercation.
4. In addition to the ejection, the player will be suspended until the Board determines reinstatement.
5. A player leaving the Penalty Box prior to their penalty expiring will be assessed an additional Minor Penalty to be served after the original penalty expires.
6. If a goal is scored while a teammate illegally left the penalty box or the bench, the goal will be disallowed.
7. If a player is interfered with in a scoring chance from a player or coach from the opposing team illegally entering the rink, a goal will be awarded.
8. If a Coach enters the rink during play a bench minor will be assessed.

### **RULE 6 – BODY CHECK**

1. Body check will be assessed a Minor or Major penalty depending on the degree of the impact at the discretion of the Referee.
2. Body contact is allowable, hits are not a part of Street/Dek hockey.

### **RULE 7 – BOARDING**

1. Boarding will be assessed a Major penalty up to a Game Misconduct at the discretion of the Referee.
2. Boarding is the action of hitting a player from behind causing them to crash into the boards.

### **RULE 8 – CROSS CHECK**

1. Cross Checking will be assessed a Minor or Major penalty at the discretion of the referee.
2. Cross Checks are holding a stick with both hands and checking a player with the stick shaft between the hands with no part of the stick on the ground.

### **RULE 9 – BUTT ENDING**

1. A Major penalty and Game Misconduct will be assessed for a player who Butt Ends another player.
2. Butt Ending is hitting a player with the end of the stick shaft opposite the blade.



## **PENALTIES (Cont.)**

### **RULE 10 – SPEARING**

1. A Major penalty and Game Misconduct will be assessed to a player who spears an opponent.
2. Spearing is stabbing an opponent with the tip of the stick blade.
3. Spearing can be considered under *Rule 2* and *Rule 3*, Attempt/Deliberate Injury

### **RULE 11 – CHARGING**

1. A Minor or Major penalty will be assessed on a player who runs, jumps or charges into an opponent.
2. More than 2 strides is considered a charge.

### **RULE 12 - ELBOWING/KNEEING/HEAD-BUTTING/KICKING**

1. A Minor or Major penalty will be assessed on a player who used their Elbow or Knee or Kicks in a way to strike an opponent.
2. A Game Misconduct will be assessed on a player who intentionally Elbows/Knees/Headbutts/Kicks an opponent during an altercation and reported to the Board for further action.
3. Strikes to the head under this rule may be considered under Rules 2 & 3, Attempt/Deliberate Injury.

### **RULE 13 - SLASHING**

1. A Minor or Major penalty is assessed on a player who Slashes an opponent's body or stick shaft with the blade of their stick.
2. Slashing is a swinging or chopping motion at an opponent without attempt on the ball.
3. Blade on Blade contact in an attempt to play the ball is allowable.

### **RULE 14 - HOOKING**

1. A minor penalty will be assessed on a player using their stick as a Hook to attempt to impede an opposing player.

### **RULE 15 – HOLDING**

1. A Minor penalty will be assessed on a player who Holds or Pushes an opponent with their hands or stick in a way that disrupts the player.
2. A Minor penalty will be assessed on a player who grabs and holds an opponent's stick.

### **RULE 16 – TRIPPING**

1. A Minor penalty will be assessed on any player that uses their stick or any body part on the lower body of an opposing player to attempt or cause a Trip or fall.
2. A ball carrier who has their stick stepped on is NOT assessed a tripping call.
3. A player with possession in the attacking zone with no opponent other than the goalie is tripped from behind, a penalty shot may be awarded.
4. A player with possession in the attacking zone with no opponent to beat with the goalie pulled and Tripped from behind will result in a goal awarded.



## **PENALTIES (Cont.)**

### **RULE 17 – HIGH STICK**

1. A Minor penalty will be assessed on a player who makes contact with a player when their stick is carried above the player's shoulder.
2. Playing the ball with a stick above shoulder level will be assessed with a faceoff in the defensive zone.
3. Players are responsible for the level of their stick with the exception of the act of shooting provided they are in control of their stick.
4. If defending players in the defensive zone hit the ball into their own net, a goal will be awarded to the opposing team.

\*GGSHA NOTE – PENGUINS High Stick until Memorial Day will be an immediate whistle, warning to the player, and result in a faceoff at the nearest faceoff dot.

### **RULE 18 – INTERFERENCE**

1. A Minor penalty will be assessed on a player who Interferes or impedes an opposing player NOT in possession of the ball.
2. A Minor penalty will be assessed on a player who intentionally knocks the stick out of an opposing player NOT in possession of the ball.
3. A Minor penalty will be assessed on a player who prevents an opposing player from regaining possession of their dropped stick or gear.
4. A Minor penalty will be assessed on a bench player or coach that interferes with a player on the rink.
5. A Minor penalty will be assessed on a bench player or coach that interferes with a player on the rink by throwing any object to distract a player.
6. A Minor penalty will be assessed on offensive players creating a screen for a ball carrier.
7. A Minor penalty will be assessed on an offensive player making a drop pass and follows through with contact to an opponent to impede their progress to the ball.

### **RULE 19 – GOALIE INTERFERENCE**

1. A Minor penalty will be assessed on a player who makes contact with a goalie in the crease without possession or the ball present in the crease.
2. A Minor penalty will be assessed on a player who impedes the goalie from returning to their crease.



## **PENALTIES (Cont.)**

### **RULE 20 – BROKEN STICK/THROWING STICK**

1. A player with a broken stick must immediately drop the stick in place.
2. A player who continues to use a broken stick will be assessed a Minor penalty.
3. A Penalty Shot will be awarded to a player in possession of the ball if a stick or broken stick is thrown at them.
4. A Major penalty will be assessed on a player that throws their stick at an official or opponent unless a penalty shot or goal is awarded.
5. A player in a scoring chance with no one to beat but the goalie that has a stick thrown in their direction will be awarded a penalty shot.
6. A player in a scoring chance with no one to beat on an open net has a stick thrown at them will be awarded a goal.
7. A Minor penalty will be assessed if a bench throws a stick to a player that has broken their stick.

### **RULE 21 – DELAY OF GAME**

1. A player that deliberately hits/bats/throws the ball out of play during the game or after a stoppage will be assessed a Minor penalty.
2. A player that intentionally displaces the goal will be assessed a Minor penalty.
3. A penalty shot will be awarded if a goalie intentionally displaces the goal during a breakaway.
4. If a defending player or goalie intentionally displaces the goal and the ball crosses the line in the normal position the Referee has the discretion to assess a Minor penalty, Penalty shot, or award a goal.
5. A Bench Minor penalty will be assessed on a team which repeatedly refuses to comply with Referees instructions to send correct lines causing delays with additional substitutions.

### **RULE 22 - FALLING ON BALLS**

1. A player that intentionally falls on, stands on, or gathers into their body will be assessed a minor penalty. shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers the ball into his body.
2. A Goalie who is not checked and instructed to play the ball that does not comply to play the ball will be assessed a Minor penalty
3. If a defending player other than the goalie covers the ball in the crease, a penalty shot will be awarded.
4. A player who blocks a shot should not be penalized if the ball is lodged under them or stuck in equipment providing they do not intentionally make the ball unplayable.



## **PENALTIES (Cont.)**

### **RULE 23 – HANDLING BALL WITH HANDS**

1. A Minor penalty will be assessed on a player, except a goalkeeper, that closes their hand on the ball.
2. A Penalty Shot will be awarded if a defending player, except the goalie, picks up the ball with his hand from the crease area during play.
3. Players are allowed to stop or bat the ball in the air with an open hand provided it is not touched by a teammate. Should the next touch be by a teammate, a Hand Pass will be called and the resulting faceoff will be in the players defensive zone.
4. A Minor penalty will be assessed if a player bats the ball in the air two times in a row.
5. The ball may not be batted with the hand directly into the net. Resulting faceoff for a ball batted directly into the net will be in the players defensive zone.

### **RULE 24 – TOO MANY MEN**

1. A Bench Minor will be assessed when a team has more than the allowed number of players on the rink.
2. This can happen during a shift change when a player enters prior to exiting player getting to the bench, or an entering player taking possession of the ball prior to teammate exiting.

### **RULE 25 – ROUGHING/UNNECESSARY ROUGHNESS**

1. At the discretion of the Referee, a minor penalty or a double minor penalty will be assessed on a player seen as using unnecessary roughness.

### **RULE 26 – PROFANE LANGUAGE OR OBSCENE GESTURES**

1. Players continually using Profane Language and Obscene Gestures on the rink or anywhere in the rink before, during, or after the game will be assessed a Misconduct penalty
2. Coaches and Bench players continually using Profane Language and Obscene Gestures on the rink or anywhere in the rink before, during, or after the game will be assessed a Bench Minor penalty.



## **PENALTIES (Cont.)**

### **RULE 27 – PHYSICAL ABUSE OF OFFICIALS**

1. Physical Abuse, Intentionally striking, or Threats by Players or Coaches directed towards Referees or Timekeepers will result in a game misconduct, ejection, and indefinite suspension pending Board review.

### **RULE 28 – INTERFERENCE BY SPECTATORS**

1. If a player is interfered with by a spectator, play will stop, spectator removed from the building, and play will resume at the nearest faceoff dot.
2. If objects are thrown on the rink that interfere with gameplay, play will stop, spectator removed from the building, and will resume at the faceoff dot nearest the stoppage.
3. Continued Spectator interference may draw a Bench Minor to the offending side.
4. NO Spectators are allowed on the players bench unless directed by Officials. Bench Minor will be assessed for infractions. Repeated infractions will result in spectator removal from the building.
5. NO Spectators are allowed on the Rink, at ANY time. Infraction will result in immediate removal from building, additional GGSHA 4 game building suspension and Board meeting/reinstatement.
6. NO Spectators are allowed in the Timekeeper box. Infraction will result in immediate removal from building and potential further disciplinary action.



## **PENALTIES (Cont.)**

### **RULE 29 – ABUSE OF OFFICIALS & MISCONDUCT**

1. A player continually using obscene language or threats at a referee will be assessed a Misconduct Penalty.
2. A player continually using obscene language or threats at a player after altercations will be assessed a Misconduct Penalty.
3. A player who intentionally knocks or shoots the ball out of the reach of an official who is retrieving it or intentionally at an official will be assessed a Misconduct Penalty.
4. A Misconduct penalty will be assessed to any player who excessively challenges the ruling of a Referee in a game. If the player continues to dispute a Game Misconduct will be assessed.
5. A Bench Minor will be assessed if a player does not proceed directly to the penalty box when ordered to by the Referee.
6. A Misconduct penalty will be assessed on a player who continues actions drawing a warning from a Referee. Any action drawing any other penalty will be in addition to the Misconduct.
7. A Misconduct penalty will be assessed on any player resisting or interfering with a Referee's duties.
8. A Misconduct penalty will be assessed on any player inciting players to incur penalties.
9. A Warning will be given to Coaches for continual arguing with Referees, players and opposing coaches. Continued infractions will result in a Bench Minor, then Ejection.
10. A Bench Minor will be assessed on any Coach using obscene gestures or profane language directed at anyone on the rink. Continued infractions will result in Ejection.
11. Players or Coaches ejected from games will not be in or near the player bench. Failure to comply will result in assessing a Bench Minor.
12. A Bench Minor will be assessed for Coaches or Players throwing anything on the rink during play or during stoppages.
13. A Bench Minor and immediate Ejection will be assessed on a coach interfering in any manner with Referee or Timekeepers performance of their duties.
14. A major/minor penalty will be assessed on a player who is considered unsportsmanlike conduct including but not limited to; spitting, biting, pulling facemask, inappropriate touching, taunting, bench fly-bys, etc. Such conduct may impose additional discipline by the Board of Directors.



## **SPECTATOR CODE OF CONDUCT**

1. Do not force your children to participate in sports but support their desire to play their chosen sport. Children are involved in organized sports for their enjoyment. Make it Fun!
2. Encourage your child to play by the rules. Remember children learn best by example, so applaud the good plays of BOTH TEAMS!!
3. Do not embarrass your child by yelling at players, coaches or officials. By showing a positive attitude toward the game and all its participants, your child will benefit.
4. Emphasize skill development and practices and how they benefit your young athlete. De-emphasize games and competition in the lower age groups.
5. Know and study the rules of the game and support the officials on and off the rink. Any criticism of the officials only hurts the game and casts a dark cloud over our organization.
6. Applaud a good effort in victory and in defeat, and enforce the positive points of the game. Never yell at or physically abuse your child after a game or practice, it is destructive. Work towards removing the physical and verbal abuse in youth sports.
7. Recognize the value and importance of volunteer coaches. They are important to the development of your child and the sport. Support them in any way that you can. Volunteer to help in some manner.
8. No parents will be allowed into the locker rooms until the team officials or coach opens the door.
9. Absolutely no one, other than Players, Coaches and Officials are allowed on the players' bench at any time during the game, nor inside the rink. Insurance regulations mandate this rule. This includes parents who just want to give water or instructions to their child!
10. All parents are expected to act in harmony with good sportsmanship while participating or attending a game. The Board will review inappropriate behavior and, based on this review, action will be taken including suspension of play or stoppage of game attendance.
11. All players in all divisions must be fully equipped any time they are playing. Players must also wear their team shirt. Defaced shirts will not be allowed and will be replaced at players' cost.



## **SPECTATOR CODE OF CONDUCT (Cont.)**

12. Social Media should never be used to make derogatory comments about anyone associated with GGSHA. Any incident reported to the Board will be immediately addressed and could result in suspension and/or dismissal from the league.

Any violation of the above American Hockey/Greater Gardner Street Hockey Association guidelines or policies will result in a written warning to the parent. This will notify him/her that such behavior is unacceptable and must cease immediately. Any Board Member or team official who is witness to such an infraction shall notify the Board of Directors who shall draft and issue the warning.

A second infraction in a playing season by the same parent shall exclude him/her from attending any Greater Gardner Street Hockey Association function for the remainder of the season.

Please remember that the Greater Gardner Street Hockey Association Board of Directors have done their very best to put forth a 1st class program. Your actions, positive or negative, reflect on our program.

## **PLAYERS CODE OF CONDUCT**

1. Play for the fun, Greater Gardner Street Hockey is a house program and the emphasis is on fun, skill development, and learning some of life's more important lessons. These would be learning to get along with people, respect for officials, coaches, parents, opponents and team members.
2. It is important that each player gets the most out of their involvement in Greater Gardner Street Hockey by working hard during games to improve their skills and at being a team player. Learn to be a Team Player not a "ME" player. There is no "I" in team sports!!!
3. Be on time for games and come prepared to put forth your best effort. Listen to your coaches and accept constructive criticism and learn from your mistakes.
4. Learn the rules and play by them, always be a good sport regardless if a call went for or against you.
5. Never argue, dispute, yell at, or show any disrespect toward any coach, teammate, official, parent or any opponent's coach or parent.
6. Respect the rink facility as well as the staff. If you drop something, pick it up. Make sure that tape, trash or any other unwanted object ends up in the trash containers in the area, not on the floor. Let's keep it clean so we can all be proud of it.



## **PLAYERS CODE OF CONDUCT (Cont.)**

7. Greater Gardner Street Hockey Association will strictly enforce the zero tolerance rule set forth in "Official Street Hockey Rules" in order to make the sport a more desirable and rewarding experience.
8. Players are expected to conduct themselves according to the above policies, before, during, and after the game at any Greater Gardner Street Hockey Association function.
9. All players are expected to act with good sportsmanship while participating or attending a game. The Board will review inappropriate behavior and, based on this review, action will be taken including suspension of play or stoppage of game attendance.
10. Social Media should never be used to make derogatory comments about anyone associated with GGSHA. Any incident reported to the Board will be immediately addressed and could result in suspension and/or dismissal from the league.
11. Horseplay: Wrestling, fighting, stick swinging, or conduct of an obscene nature (gestures) will result in discipline by the Board of Directors as it deems necessary.
12. Any player striking an official in the Greater Gardner Street Hockey Association will be suspended for the current season plus the following season. Any violent intent to injure action involving the swinging of a hockey stick or the like will result in lifetime suspension of the individual, subject to the appeal and/or the review of Board Members. There will be no refund of any registration fee to a suspended individual.
13. Coaches are responsible for enforcing players' code of conduct. Any appeal of suspensions as a result of a violation of the GGSHA Rules or Code of Conducts may be made to the Board of Directors. A coach has the authority to discipline inappropriate behavior by any player during a game. This discipline can include up to suspension of the player for the balance of that game. Further punitive action must be brought before the Board of Directors. Any disciplinary action taken by a coach must be followed up with a "Communication Report" to the Board of Directors.
14. A hearing on any playing rules violation, which could result in a suspension greater than one game shall be conducted if any of the following occur:
  - The member suspended requests in writing to a Board Member.
  - The Rules or Code of Conduct require a hearing
  - A Board Member requests it.

This hearing shall be conducted within 7 days of a request. This hearing shall be conducted if possible by the full Board of Directors, player or players (parent/guardian included) and coach or coaches involved/witnessed the incident.



## OFFICIALS/COACHES CODE OF CONDUCT

1. All Coaches must read and sign a GGSHA Coach Consent form and CORI.
2. The winning of Hockey games "shall" be a secondary consideration of all Greater Gardner Street Hockey games. Care more for the child than winning games. During all games the players are to receive as equal playing time as possible regardless of their abilities. The only exceptions are for injury, illness, or documented discipline problem. At no time will a coach be allowed to double shift a player when there are two full lines.
3. Be a positive role model to your players, generous with praise when it is deserved, be consistent, fair, and do not criticize a player publicly or yell at them.
4. Adjust to the personal needs and problems of your players, be a good listener, never verbally abuse a player or official. Give all players the opportunity to improve their skill, gain confidence, and develop self-esteem.
5. Encourage all your players to be team players. Listen to suggestions of their players and keep an open mind to your players.
6. Maintain an open line of communication with your players and parents and explain your goals.
7. Coaches shall meet with parents before the regular season to review rules and to give an overview of what his/her intentions are and also to answer any questions.
8. Coaches have the authority to discipline inappropriate behavior by any player during a game. This discipline can include up to suspension of the player for the balance of that game. Further punitive action must be brought before the Board of Directors. Any disciplinary action taken by a coach must be followed up with a "Communication Report" to the Board of Directors.
9. Any coach striking an official in the Greater Gardner Street Hockey League will be suspended for the current season plus the following season. The suspended individual will have the right to petition the Board for reinstatement.
10. All coaches are expected to act in harmony with good sportsmanship while participating or attending a game.



## **OFFICIALS/COACHES CODE OF CONDUCT (Cont.)**

11. All coaches must fill out a Player/Team Rating form and return to the League Coordinator. GGSHA will supply rating forms midway through the season. The rating of your players and team is an important part of trying to keep parity amongst the teams. Remember this league is for FUN and recreation. Please take the time to seriously rate your players as honestly and as fairly as possible. Contact a GGSHA Board member should you have any questions or concerns.
12. Coaches are not allowed on the playing surface at any time during games (except Chipmunk and Penguin Divisions). Unless requested by an official. A minor penalty and/or ejection may result.

## **HARASSMENT POLICY**

As part of Greater Gardner Street Hockey's overall policy, the harassment of others because of their sex, gender, race, religion, etc., will not be tolerated. In particular, an atmosphere of tension created by ethnic or religious remarks or animosity, unwelcome sexual advances, and requests for sexual favors or other conduct of a sexual nature does not belong in our organization. When any such verbal or physical conduct unreasonably interferes with any individual's participation, or creates an intimidating, hostile, or offensive environment, we urge that the offended individual notify the Board of Directors so that we may have an opportunity to investigate and deal with the problem. All inquiries will be held in the utmost confidence, but the matter will be investigated and dealt with expeditiously.



## **SUBSTANCE ABUSE POLICY**

### **CONSUMPTION/USE/ABUSE OF MOOD ALTERING SUBSTANCES**

It is the considered judgement of the Board of Directors that consumption/Use/Abuse of mood altering substances is detrimental to a healthy state of mind, body, and spirit in an athletic participant. This is especially true for those participants aspiring to develop their talents in the furtherance of their playing, or coaching or officiating careers in the sport of street hockey. Therefore, with the best interests of its participants in mind, the Board prohibits use by any participant of mood altering substances during active participation in its programs, and upon discovery of any violation shall take action to remove the participant in its programs for a reasonable period of time.

For the purpose of this policy the words "mood altering substances" shall include the following:

- Intoxicating beverages
- Non-prescription or prescribed controlled substances
- Prescription or prescribed controlled substances when used to an excess in violation of doctor's orders, or to produce the state of intoxication in the participant.

Further, a participant shall include players, coaches, referees, and all persons involved in the conduct of a street hockey contest.



## DISCIPLINARY LETTER

If a player or Coach is found to be in violation of any rule, the Board may deem it necessary to issue this letter stating the violation and recommended action, if any.

Date: \_\_\_\_\_

To: \_\_\_\_\_

\_\_\_\_ From: Greater Gardner Street Hockey Association

Subject: Violation

This is a written notification that you have been found to be in violation of

\_\_\_\_\_.

This is a direct result of the Incident you were involved in on *(date)* regarding *(description of the incident)*.

Any future offense by you will result in immediate league suspension for the remainder of this season.

To alleviate any future actions brought against you by the Board,

\_\_\_\_\_ *(Insert Recommendation)* \_\_\_\_\_.

I hereby acknowledge and understand the seriousness of my offense as stated above.

\_\_\_\_\_ Player's

Name/Signature Date

Failure to sign and acknowledge this document results in immediate league suspension.

Participant understood offense and signed document: Yes No

Board Members present:

_____	_____	_____
_____	_____	_____
_____	_____	_____



## GREATER GARDNER STREET HOCKEY ASSOCIATION COMMUNICATION REPORT

Required Information:

Name (Please Print) \_\_\_\_\_

Date: \_\_\_\_\_ Time: \_\_\_\_\_

Division: \_\_\_\_\_ Team: \_\_\_\_\_

Regarding Incident:

Game Date: \_\_\_\_\_

Coach: \_\_\_\_\_ Asst: \_\_\_\_\_

Referee #: \_\_\_\_\_

Scorekeeper: \_\_\_\_\_

Other: \_\_\_\_\_

Comments (Describe problem/situation)

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Email: \_\_\_\_\_

Phone #: \_\_\_\_\_

Signature: \_\_\_\_\_

Printed Name: \_\_\_\_\_

Please be advised that no issue will be addressed unless all information is completed above and signed by you. This information is required so we may investigate the issues at hand. All reports will be addressed at the next scheduled board meeting and will be strictly confidential. We would like your opinions on any issues both positive and negative.



## **COMPLAINTS, PROBLEMS OR QUESTIONS?**

### **GREATER GARDNER STREET HOCKEY COMMUNICATION REPORT**

The preceding page is an example of the "Communication Report" that Greater Gardner Street Hockey Association uses. These forms are available online at the G.G.S.H.A. web site, [www.ggsha.org](http://www.ggsha.org). This form is to be used to report problems, make formal complaints and ask questions about situations that you have been unable to get resolved. It can also be used to express ideas of things that you would like to see GGSHA involved with.

The reports will also be used by coaches and administration to record and document discipline problems.

After you fill out the form, please enclose it in a sealed envelope and send it to: Greater Gardner Street Hockey Association  
Attn: Board of Directors  
PO Box 804  
Gardner, MA 01440

You may also email the form to [ggshabod@gmail.com](mailto:ggshabod@gmail.com)

You may also hand deliver to any active GGSHA board member or coach as well. These reports will be kept in strict confidence. All reports will have action taken on them at the next Board of Directors Meeting.

