



2023 Casselman Street Hockey Rules 4-on-4

SUBMIT FORM & PAYMENT

Payment: Cash / Cheque @ "C.R.C.V.C" / e-Transfer @ fdnhockey@outlook.com or (613) 884-4350

Drop off: 697 Dollard Street, Casselman, ON, Monday-Friday (4 pm to 10 pm)

J.R. Brisson Complex: October 21st and 28th and November 4th, 8 am to 11 am

INFORMATION / CONTACT

Sébastien Parent – Phone: (613) 884-4350 // Email: fdnhockey@outlook.com

Web & Rules: www.casselmannfestival.ca

1. Each team must have a minimum of 5 and a maximum of 10 players on its roster. We strongly recommend forming a team of 5 to 7 players. The captain is responsible of paying the team fees in full before the deadline date of **November 6th, 2023**. The cost is **25\$ for kids, 30\$ for adults** (Tax included) and all players will receive a hockey jersey for keep sake.

2. Games may be played with only 4 players, but not with 3 players.

3. Teams will be placed in divisions based on the following age groups;

- Kids
 - U7* = 2019, 2018, 2017
 - U9 = 2016, 2015
 - U11 = 2014, 2013
 - U13 = 2012, 2011
 - U15 = 2010, 2009
- Adults = 2008 or lower
- Women = 2008 or lower

** The rules are reduced for the U7 level.*

4. Organizers encourage participants to create **fun, fair play teams using players from different skill levels and gender**. Organizers will make every effort to place teams in divisions with players of the

same age and skill, however, there may occasionally be challenges associated with doing so. No ELITE teams will be accepted. Organizers may request changes to players' roster if a team is considered too competitive.

5. Rosters may be expanded prior to the close of the registration deadline, but not thereafter. No roster substitutions are allowed after the first scheduled game. Some roster changes may be permitted prior to the team's first scheduled game, but it is up to the discretion of tournament staff to approve any player changes / additions.

6. All games will be played **4-on-4**, including the goaltender (i.e. 3 out players plus one goalie on the street at all times). A team may play without a goaltender if it chooses to do so, at any time during the match.

7. Games and halves will begin with a face-off.

8. The ball will change possession after every goal scored.

9. 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 to the referee's discretion).

10. There can be no goalie changes made during games, except in the case of injury. If a goalie leaves a game due to injury, he/she cannot return to the game in an "out" position.

11. When the ball is covered by the goaltender, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 3 meters of space to make a play. The team with possession is allowed 5 seconds to put the ball in play.

12. When a ball leaves play:

If the ball goes over the backdrop OFF THE OFFENSIVE TEAM:

The defending team receives possession of the ball behind their net. The opposing team must give the team with the ball 3 meters 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).

If the ball goes over the backdrop OFF THE DEFENSIVE TEAM:

The team on offense receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team 3 meters 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).

If the ball leaves play at either side of the rink, the team that the ball did not go off of will receive possession at the spot where the ball left play. The referee will determine which team should have possession. Again that team is given 3 meters of space and 5 seconds of time to make a play. Sidewalks may or may not be considered in play depending on the discretion of the referee and as explained prior to each game. Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)

13. 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 other team may encroach aggressively.

The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player crosses that line (or the 10-second rule expires).

However, during the final 5 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.

Time

14. Teams will be given a 3-minute warm-up before each game.

15. A 10-minute forfeit allowance will be strictly enforced.

16. Games will be 25 minutes in length (Two - 12 minute halves, running time, separated by a one minute half-time break).

Penalties

17. 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. More serious offenses, including, but not limited to, spearing and/or butt-ending, shall result in an individual being **immediately removed from a tournament**. Given the location of this event (in public streets) participants may also face legal consequences for any inappropriate actions.

18. Fighting is unacceptable and will always result in the individual being removed from tournament. From an organizer's standpoint, fighting is defined as one punch. The public setting of these events means that fighting may also have legal ramifications.

19. There shall be no pushing, shoving, checking, or roughhousing 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 and/or tournament supervisor.

20. 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.

21. Any player that gets penalized two times during one game for incidents mentioned above will be disqualified from participating in the remainder of that game. The team will also then be forced to play the remainder of the game short-handed (i.e. 3-on-4. It's like a red card in soccer!) The player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Tournament Supervisor deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.

22. 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 10 meter grace given for player changes! Too many men (or women) on the street penalties are not applied against the two penalties and you are out rule. Rule 21

23. No slap shots are allowed.

Slap shots are defined as any shot that involves a wind up that begins above the shooter'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 slap shots being taken do not count against the two penalties and you are out rule.

24. Any contact made with the ball when the stick is above the crossbar will be penalized with a penalty shot. Penalties awarded as a result of making contact with the ball with a high stick also do not count against the two penalties and you are out rule.

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

26. 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).

Shoot Outs

27. If the game reaches the 25-Minute time limit in a tie, the teams will go into a shootout to determine the winner.

Each team will nominate 3 players from their own team to participate in the shootout. Each of these shooters will be given one breakaway on the opposing goaltender. The team with the most goals at the end of the shootout will be declared the winner.

If the score remains tied after the initial shootout round, the shootout will move to sudden death format (note this rule change from years past). In the sudden death shootout, the same 3 players must shoot in the same order as they did during the initial shootout round.

Sudden death shoot out rounds continue until a winner is declared.

Equipment Requirements (U7 to U15)

28. Goaltenders need to 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.

29. Sticks and running shoes will NOT be provided and are required by all participants. All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed. Curves of all kinds are allowable; all true street hockey players know that there is no such thing as an illegal curve in street hockey!

30. **Some form of eye protection (either masks or goggles strapped around the head) is REQUIRED for all participants. Such protection must cover the entire eye, and is subject to examination / approval of the referee and/or tournament supervisor.**

31. Gloves, helmets, jocks, mouth guards and shin guards are STRONGLY ENCOURAGED FOR ALL PARTICIPANTS, but are not mandatory.

Rain Plan

32. The street hockey tournament will proceed rain or shine except under conditions of severe weather systems.

33. Under the threat of such circumstances, all teams should report to the street rink on which its games are scheduled.

Games will be played until 10 goals or 20 minutes, without halftime or any significant warm-up. At the end of the 20-minute period, the team that is ahead is declared the winner. If a game reaches the time limit in a tie, the teams will go into a shootout to determine the winner.

All teams must stay near their rink at all times, as games will be played in rotation and will progress quickly.

Be sure to come to the event prepared for any kind of weather!

Other Rules

34. We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances.

35. 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.

36. Tournament organizers reserve the right to make all final decision on all conflicts.

