

Floor Hockey Tournament Rules and Guidelines

Players:

Each team will consist of 5 players (including the goalie) and each team will have a team captain, which will act as the speaker in case of concerns, issues with time, etc.

Forfeit:

Four players are required to be on the floor at all times. If a team drops below less than four players the game will be over and the other team will win.

Equipment Provided:

MU will be able to provide the on court players and the game with:

- Puck
- Hockey stick
- Goals
- Goalie stick
- Goalie glove
- Safety goggles

Any other equipment for protection or any other reason should be provided by the team at their own expense.

Game:

Each game will consist of one 20 minute period with a running clock. The team that has the most goals at the end of the 20 minutes will be declared the winner. If the game happens to be tied at the end of the 20 minute period, we will go into a 5 minute sudden death period where the first team to score a goal will be declared the winner. If the game is still tied at the end of the sudden death period a penalty shootout will be implemented where each team will select 5 players to shoot. The team that scores the most goals in the shootout will be declared the winner.

For purposes of the tournament, games will start 10 minutes after the completion of the prior game but no earlier than the scheduled start time on the brackets.

Substitutions:

Feel free to substitute at any time during the game as long as there are at least 4 players and a goalie on the court at all times.

OFFSIDES WILL NOT BE CALLED

NO HIGH STICKING: if high sticking is seen, it will be called and possession will go to the team opposite of the offender.

Intentional dropping, sliding or throwing of the stick will result in a penalty shot being awarded to the team opposite of the offender.

Face-offs: All face-off will take place at center court and only after a goal is scored.

If the puck goes underneath the bleachers, possession will be given to the team opposite of who last had control of the puck