

UTAH MAMMOTH



STREET HOCKEY LEAGUE

RULES AND EXPECTATIONS

STREET HOCKEY LEAGUE

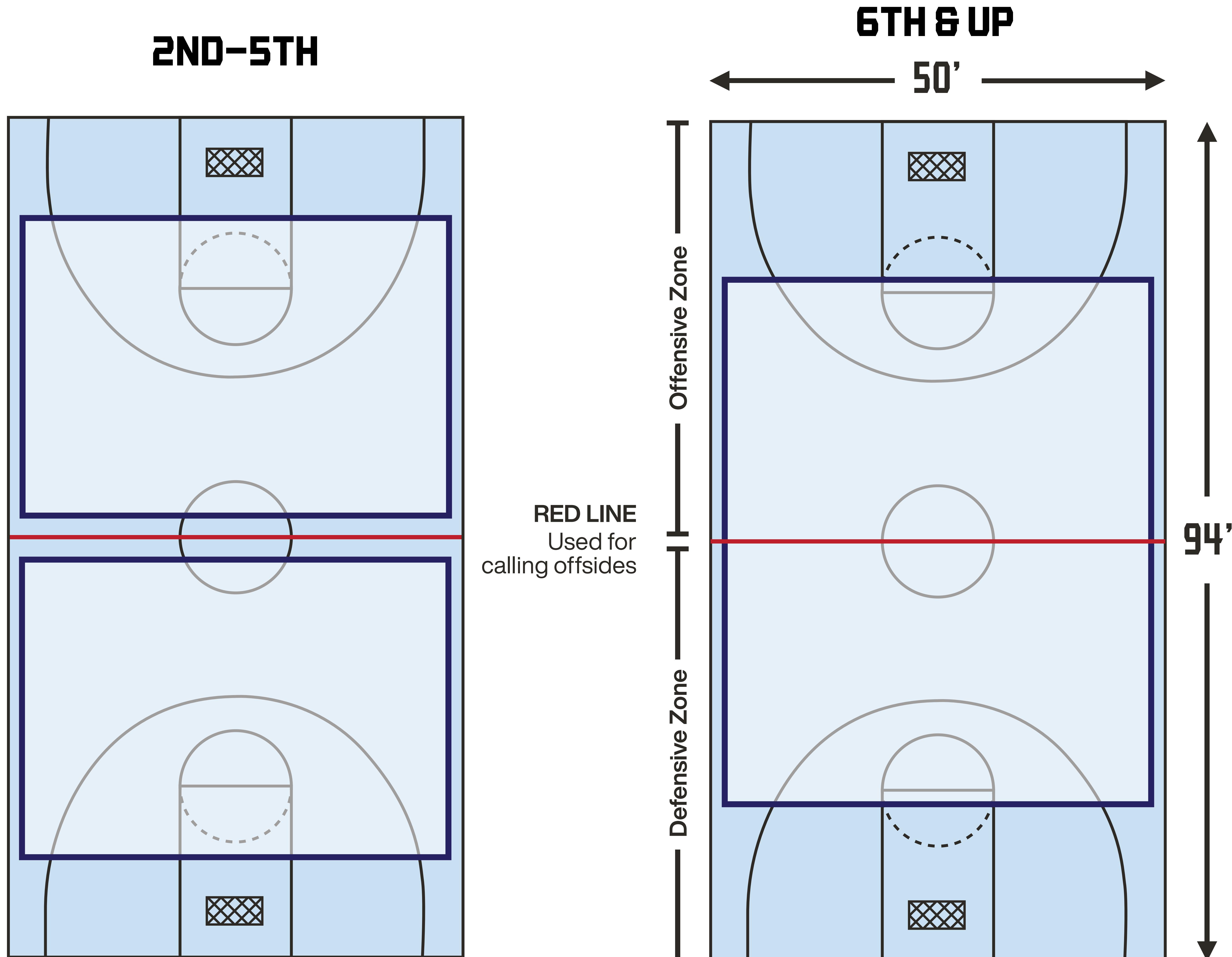
INDEX

PLAYING SURFACE.....	2
EQUIPMENT REQUIRED.....	3
▪ Player.....	3
▪ Goalie.....	3
▪ Not Required, but Allowed.....	3
▪ Not Allowed.....	3
GAME STRUCTURE.....	4
▪ Team Roster.....	4
▪ Roster Limitations.....	4
▪ Timing.....	4
▪ Positions.....	5
▪ Faceoffs.....	6
▪ Stoppage of Play.....	6
▪ Offsides.....	6
▪ Line Changes.....	7
▪ Timeouts.....	7
▪ Scoring.....	7
▪ Tie Games.....	7
▪ Penalties.....	8
▪ Penalties that Will Result in a Penalty Shot.....	9
▪ Inbounding.....	10
▪ Change of Possession.....	10

STREET HOCKEY LEAGUE

PLAYING SURFACE

- All games can be played on a regulation size basketball court (or a 94'x50' flat surface).
- 2nd - 5th grade division can play on surfaces 47'x 50' - utilizing half of a basketball court. Dimensions with Franklin street hockey board set are 40 boards - 8 boards wide by 12 boards long. Two rinks can fit on a regulation size basketball court for the younger divisions. 6th grade and older divisions will be playing, using the entire basketball court - enlarging the playing surface. Dimensions with Franklin Street Hockey Boards are 60 boards - 10 boards wide by 20 boards long. The dimensions should be near 80' x 50'.
- In the case of 5th/6th grade division, play on the larger surface and space.



STREET HOCKEY LEAGUE

EQUIPMENT

PLAYER:

- Hockey stick
- Athletic shoes

GOALIE:

- Leg pads
- Glove & blocker
- Chest pad
- Goalie mask
- Goalie stick

NOT REQUIRED, BUT ALLOWED:

- Player helmet with cage
- Hockey gloves
- Shin guards (either hockey or soccer)

NOT ALLOWED:

- Skates
- Elbow pads
- Shoulder pads
- Ice hockey pants
- Ice hockey goalie gear

STREET HOCKEY LEAGUE

GAME STRUCTURE

TEAM ROSTER:

- Teams will be divided up into combined grade levels
 - 2nd and 3rd grade
 - 4th and 5th grade
 - 6th and 7th grade
 - 8th and 9th grade
 - 10th-12th grade

ROSTER LIMITATIONS:

- Rosters must have a minimum of two complete position lineups and a goalie
- Rosters may only have a maximum of four complete lines and a goalie

GAMEPLAY	MINIMUM	MAXIMUM
3v3 + Goalie	7	13
4v4 + Goalie	9	17
5v5 + Goalie	11	21

TIMING:

- All three periods will be 15 minutes in length run-time
 - Only stoppage is for an injury
- Five-minute warm up
- Three-minute intermissions
- There are no warmups between intermissions

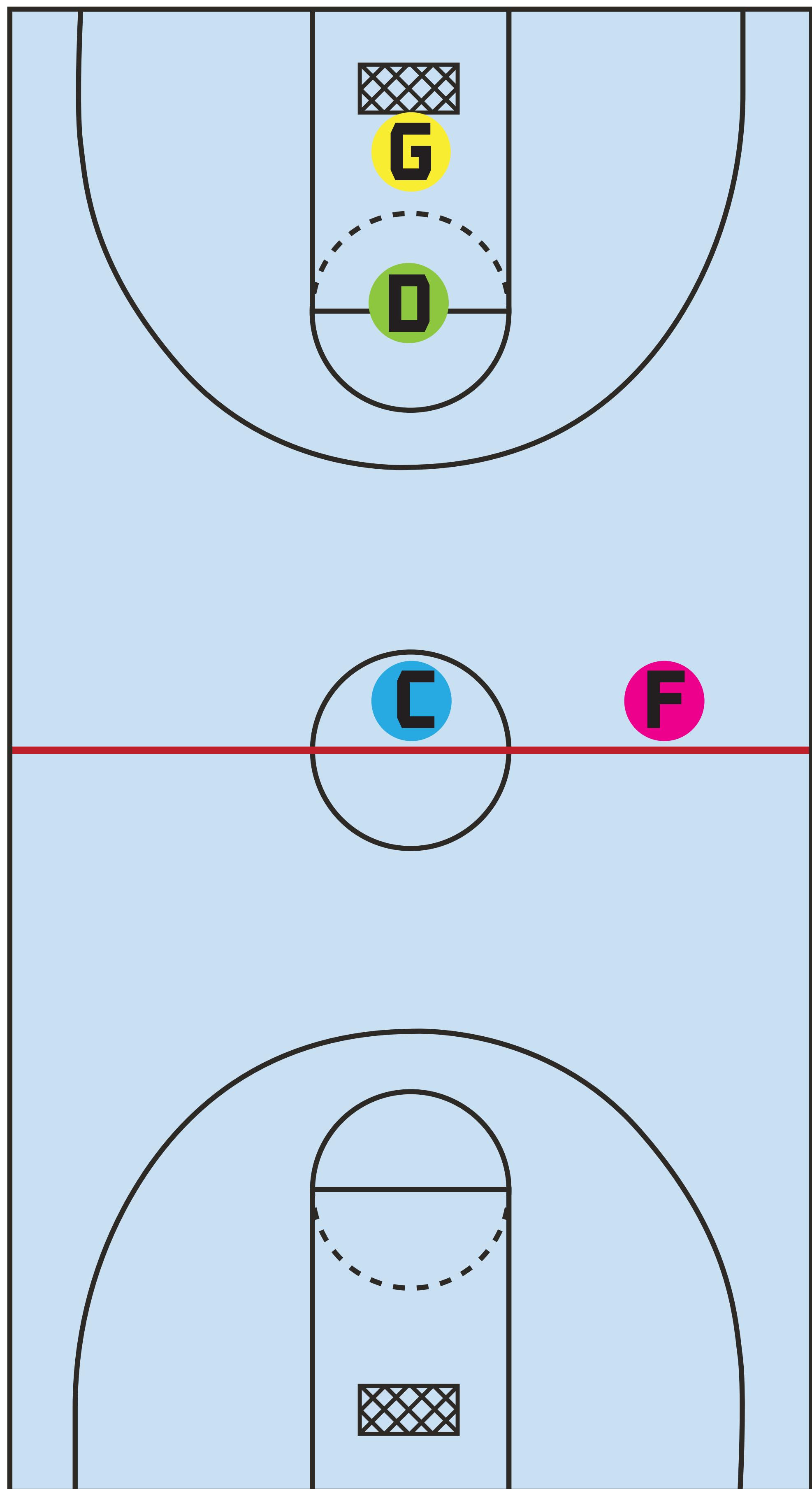
STREET HOCKEY LEAGUE

GAME STRUCTURE

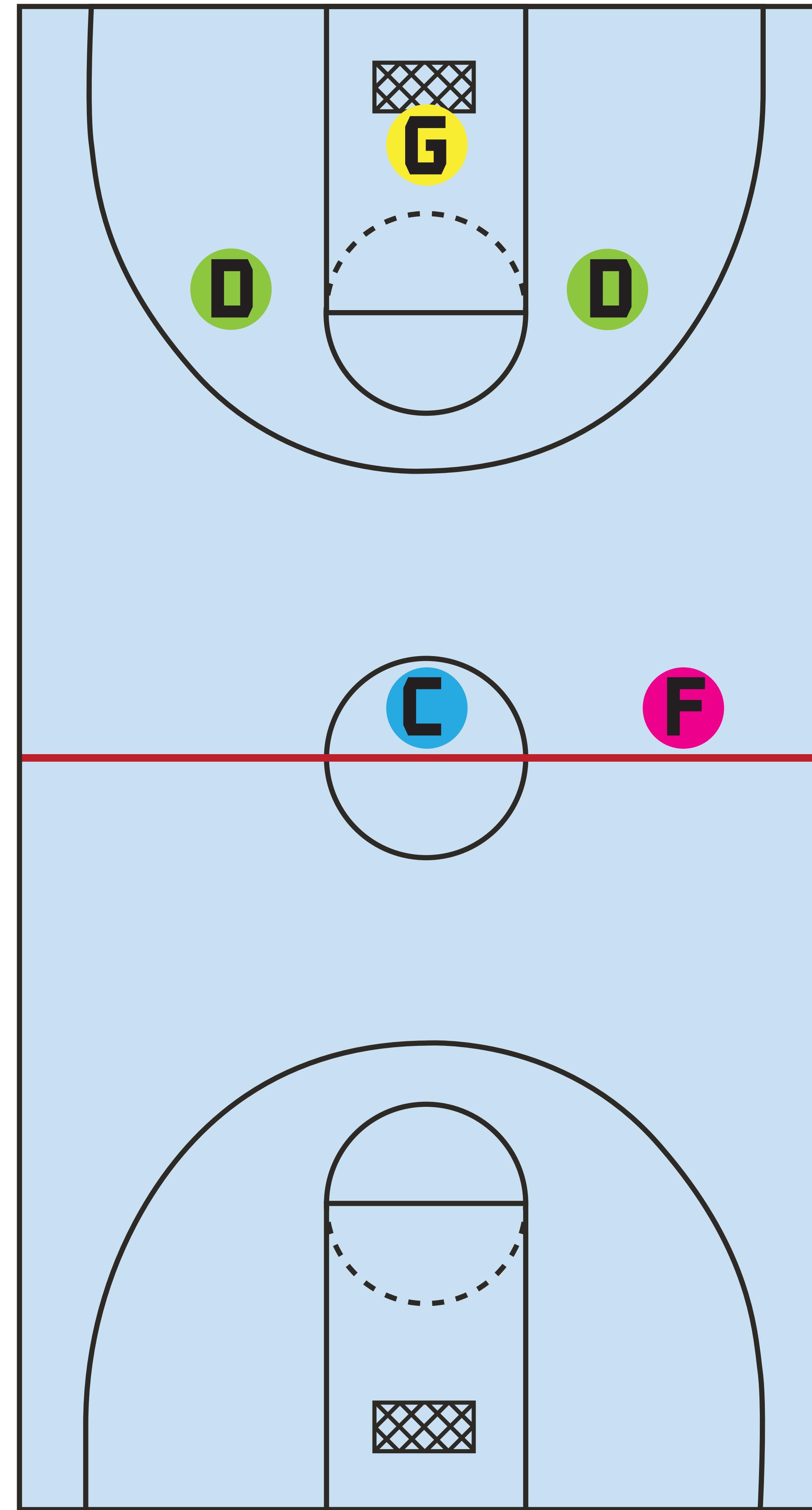
POSITIONS:

- The three positions are:
 - Offense
 - Center
 - Forward wing(s)
 - Left and right forward wings. Positioning is determined when the player has their back to their goalie and standing on either side of the center
 - Defense
 - Goalie

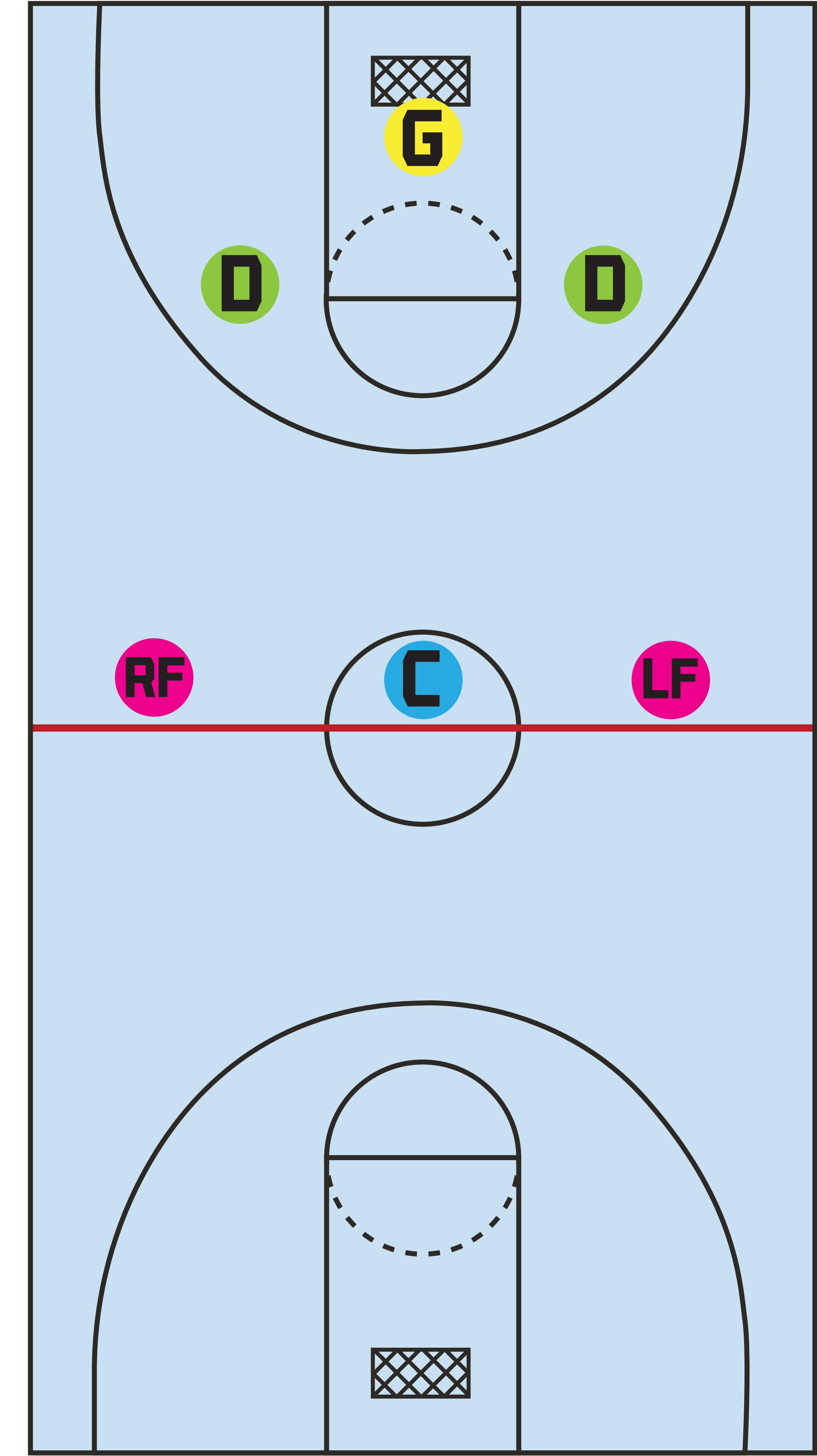
3RD-5TH GRADE



6TH-8TH GRADE



9TH-12TH GRADE

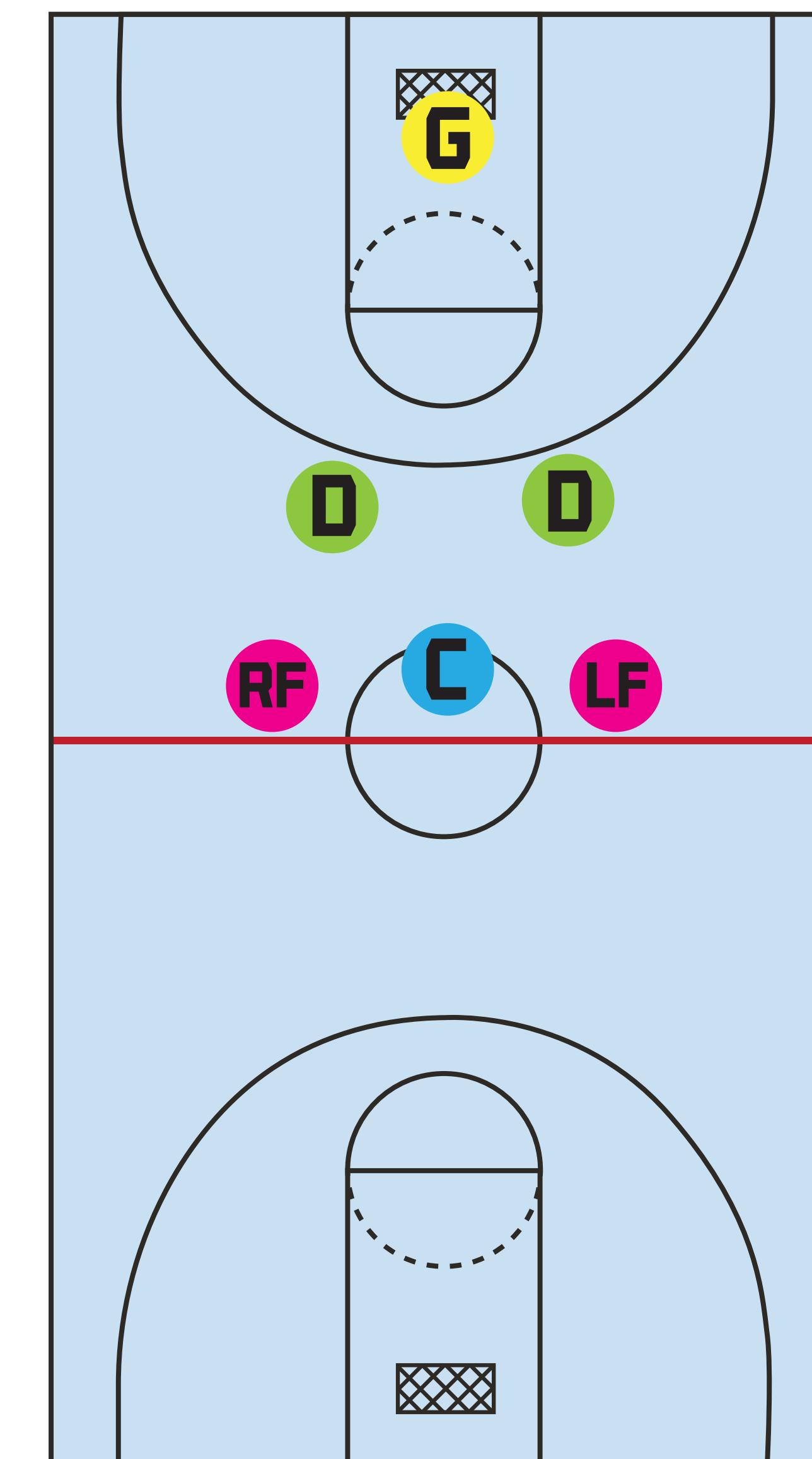


STREET HOCKEY LEAGUE

GAME STRUCTURE

FACEOFFS:

- All faceoffs will be at center court
- For a faceoff, have one player from each team face each other at center rink. Place the ball in the middle of the two players, both players will touch the ground and hit the opposing players stick three times. As the players hit sticks, saying " U, H, C" once the "C" has been said the face off is live and both players can engage to get the ball.



STOPPAGE OF PLAY:

- If the ball is knocked out of play, the team who touched the ball last will lose possession while the opposing team will gain possession and pass the ball back in play.
- Players must give the team with possession a three-foot clearance to resume play. Once the referee blows their whistle, play will resume.

OFFSIDES:

- We will use the center court line as the attacking 'blue line' to decide off-sides. The attacking team must carry the ball over the line before a player steps over the line.
- If off-sides is called, the opposing team will gain possession of the ball and will pass it inbound from the center line to their team.

STREET HOCKEY LEAGUE

GAME STRUCTURE

LINE CHANGES:

- Coaches may determine line changes. Players are allowed to change with another teammate on the fly. Ideally, players will only change when the ball is in the offensive zone and will not cause an offsides.
- Players may also change during stoppages in play, the coach must signal the referee before changing.

TIMEOUTS:

- Coaches are granted two (2) timeouts per game for 30 seconds each.

SCORING:

- A goal will count once the ball completely crosses the goal line.
- If the goalie covers the ball on or close to the goal line, they must remain still until the referee can determine whether or not the ball crossed the line.
- Goals may only be scored when the ball leaves the players stick. Players may not use their hands, feet, or head to push the ball into the net.
- Goals scored with a high stick will not count.
- The ball may only cross the line from the front or side of the net, not behind or if the net has been lifted off the ground.

TIE GAMES:

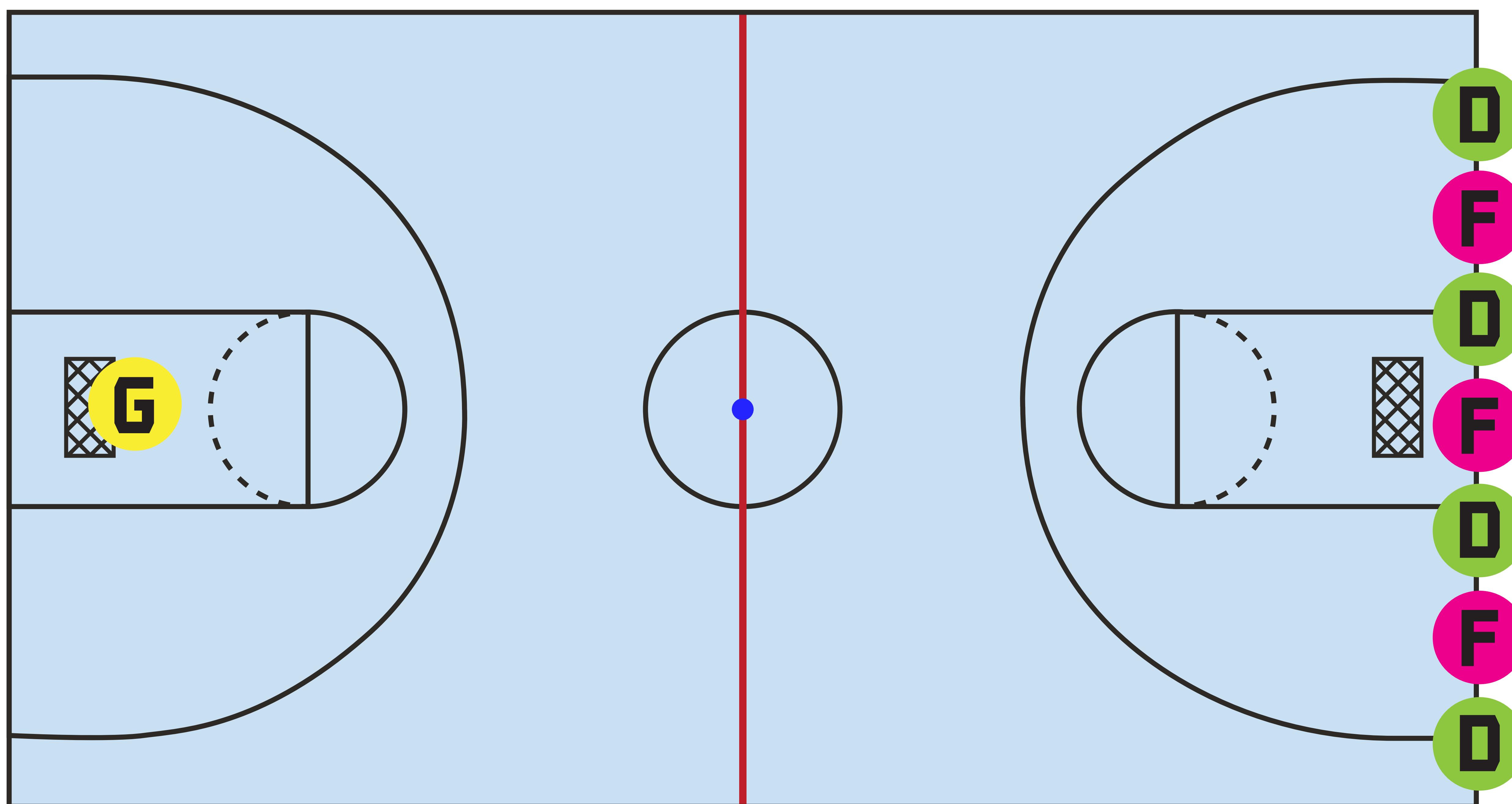
- There will be no overtime for games that end in a tie during the regular season.
- When in playoffs, tie games will be decided by a three-person shootout. Shootouts will continue until a winner is decided. Teams must rotate through their entire roster before a player can shoot again.
- The home team will decide which team will shoot first.
- Shootouts will begin at the center line.

STREET HOCKEY LEAGUE

GAME STRUCTURE

PENALTIES:

- Any penalty infraction will result in a live penalty shot for the non-offending team. The player who drew the penalty will have the ball at center court. The rest of the players will line up on the opposite goal line. Once the player touches the ball for a breakaway, the rest of the players can try to catch up to the ball.



- Severe penalties and/or intent to injure another player may result in ejection from the game and/or expulsion from the league.
- If a player receives three penalties in one game, they must sit out for the remainder of the game.
- Abuse of officials will never be tolerated from players, coaches, family members or friends and may result in expulsion from the game.

STREET HOCKEY LEAGUE

GAME STRUCTURE

PENALTIES THAT WILL RESULT IN A PENALTY SHOT:

- HIGH-STICKING**

- Any time the blade is lifted above a player's knee, including:
 - When shooting
 - Running up the court
 - Behind the play

- ABUSE OF OFFICIAL**

- Any kind of derogatory language or challenging of a call that is directed towards an official from a team's player, coach, or parents.

- BODY CHECK**

- Using your body in any way to intentionally impede the movement of another player

- CROSS CHECK**

- Placing both hands on the shaft of the stick to forcefully push or check an opposing player

- SLASH**

- Swinging the stick towards an opponent or their stick

- HOOK**

- Using the blade as a hook towards an opposing player

- TRIP**

- Using your stick to intentionally trip an opposing player

- HOLDING**

- Using your arms to intentionally hang on to a player to impede movement

- INTERFERENCE**

- Using your stick or body to block the pathway of an opponent who does not have possession of the ball

- TOO MANY PLAYERS**

- There are more players on the playing surface than allowed

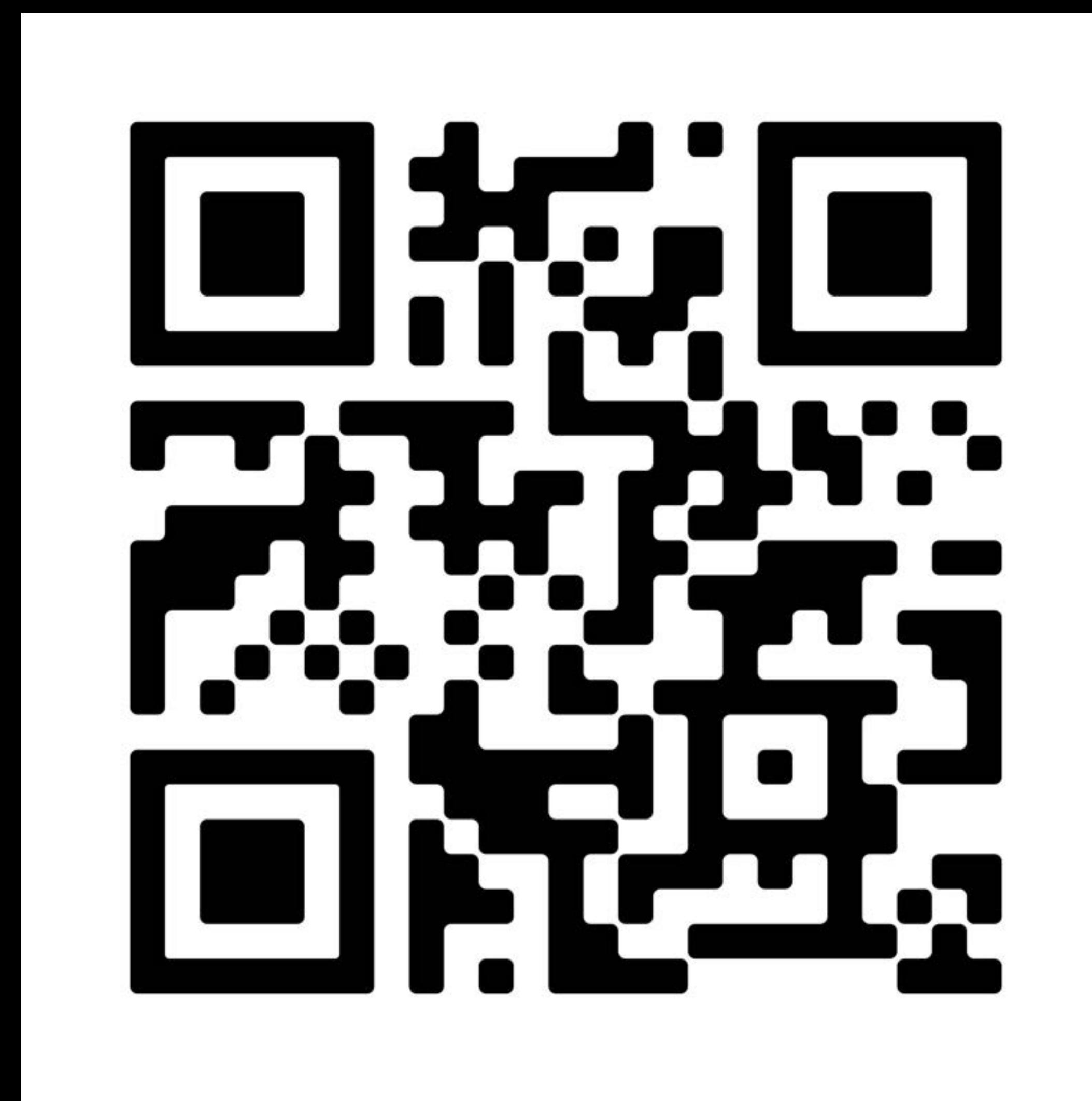
GAME STRUCTURE

INBOUNDING:

- In any situation where a ball is being inbounded, the opposing team must give a clearance of three feet and the inbounding player may not shoot directly on the opposing net. If a shot is made and a goal is scored, it will not count and the ball will now be the goalie's possession.

CHANGE OF POSSESSION:

- When a team causes the ball to go out of bounds, the opposing team will inbound the ball from the point it went out of bounds.
- If the ball is knocked out of bounds behind the net by the defensive team, the ball will be inbounded from the corner.
- If the ball is knocked out of bounds by the offensive team, going out behind the net, the ball will be inbounded by the goalie in front of the goal.
- An offsides infraction will lead to a change of possession.
- If a player commits a hand pass, using their hand to swat the ball to pass to another teammate, possession will be awarded to the opposing team.



**FOR QUESTIONS OR CONCERNS PLEASE CONTACT
YOUTH@UTAHHC.COM**