

**2024 SCAL Street Hockey League Rules  
and Regulations**  
**(Sponsored by Tampa Bay Lightning  
Community Hockey)**



**Mission and Goals:** Our Mission in establishing street hockey as one of the athletic programs offered by SCAL is to introduce our students to the sport of hockey and provide another outlet for them to continue learning, growing, exercising, socializing, and having fun. FUN is our number one goal, and our second goal is to put smiles on young people's faces. To that end we ask all Administrators, Coaches, Players, and Parents to remember those goals at each game. While we do keep score, and we reward the top finishing teams with medals, it is still a GAME being played by impressionable children. PLEASE remember it is our job to be the models of good sportsmanship and fair play. Let's have FUN and put SMILES on their faces!

**Costs:**

Referee cost is \$55 per game.

SCAL team fee is \$75 per elem team and \$100 per MS team.

**Playing Surface:**

For the 2024 season SCAL will be played at the 120 x 60 outdoor hockey rinks.

**Responsibilities of the Home Team**

The Home Team is responsible for providing a minimum of 6-street hockey balls to the Referee for use in the game, with all balls being returned to the Home Team following the game.

In addition, the Home Team shall provide an Official Scorer who shall run the Score Clock, record the Number of the Goal Scorer and the Primary and Secondary Assists, as applicable, along with the Period in which the Goal was scored. The Official Scorer shall also record the Number of any Player assessed a Penalty as well as the type of infraction and whether it was a Minor or a Major Penalty. The official scorer will be shown how to operate the scoreboard by Lightning staff.

At the conclusion of the game it shall be the responsibility of the Home Team to ensure that the Referee signs the official Score Sheet recorded by the Official Scorer. The Home Team and **AWAY TEAM** shall then transmit a copy of the signed official Score Sheet to the SCAL Sports Director via email or text -[ted@suncoastcharterleague.com](mailto:ted@suncoastcharterleague.com) or [casandra@suncoastcharterleague.com](mailto:casandra@suncoastcharterleague.com) or at **813-728-0944 (Ted)/ 309-340-0333 (Casandra)**. Taking a photograph of the official Score Sheet with a cellular phone and e-mailing or texting it to a SCAL Director is also acceptable. The SCAL sports director will then compile and post League standings and leading scorers' statistics on a weekly basis.

#### **Responsibilities of the Visiting Team:**

The Visiting Team will also be responsible for sending a picture of the scoresheet to the SCAL Sports Director. Please see the above details and protocols for sending. The Visiting Team shall plan and ensure their arrival at the Home Team playing area at least 15-minutes prior to the scheduled Game Time. The Visiting Team shall be responsible for providing and ensuring all their players have their own sticks and goalie equipment, and that all players are wearing their team t-shirts for game play.

#### **Responsibilities of Lightning Community Hockey Department:**

The Lightning shall supply the Referees for all SCAL Ball Hockey games during the regular season and the playoffs. The Lightning shall also provide each team with approximately 16-Lightning logo, team-specific t-shirts to wear as the official team uniform shirt for all regular season and playoff games and medals for the 1<sup>st</sup> and 2<sup>nd</sup> place teams in each division.

#### **Responsibilities of the Referee:**

The Referee shall ensure compliance with all rules and regulations, enforce playing rules, call penalties as warranted, confirm all goals, and shall have the final word in any and all disputes arising out of or occurring under the rules and regulations set forth herein. Post-game the Referee shall sign the official Score Sheet as prepared by the Official Scorer and shall remind the Home and Away Team to submit the official Score Sheet to the SCAL sports director.

#### **Roster:**

Rosters will be limited to 15 players for each game. Extra players will be listed as inactive and not travel unless needed to sub in. Each team's playing roster shall consist of the Player's Name, Playing Number, and Class in School (i.e., 5<sup>th</sup> Grade or 7<sup>th</sup> Grade, etc) and Shirt Size. The Playing Roster shall be submitted to SCAL prior to the start of

the season. It is the responsibility of each team to ensure their Roster is correct and up to date prior to every game.

### **Number of Players:**

Each team shall be permitted to play 5-position players plus a Goalie, except when shorthanded due to penalties, injuries, illness, or suspensions to players. Each team shall utilize 3-Forwards (Center, Left Wing, Right Wing), and 2-Defenseemen (Left Defenseman and Right Defenseman).

### **Equipment:**

All Players must wear their official team street hockey t-shirt as provided by the Lightning during play for both regular season and playoff games. Team t-shirts will be provided to each participating team prior to the start of the season, and each team t-shirt will have a Number on the back. When a number is assigned to a Player that Player's Number should not change for the balance of the season, including Playoffs. In the event a change is necessary, the Team must immediately notify the SCAL sports director of the number change and update its playing Roster.

- Players ARE permitted to use a regular hockey stick, i.e., they do not have to use one of the Bauer street hockey sticks provided by the Lightning.
- The blade of any regular hockey stick must be at least 3-inches tall when measured from the bottom of the blade to the top of the blade at its thickest point. If less than 3-inches the stick shall be deemed illegal and may not be used in a Game or Shootout.
- Players are PERMITTED, but are not required, to wear hockey gloves, shin guards, mouthguards, protective eyewear/goggles, knee pads and elbow pads. Shoulder pads, either alone or in combination with elbow pads, are NOT permitted.
- The Goalies are **REQUIRED** to wear the following Ball Hockey approved protective padding including Chest Protector, Leg Pads, Catching Glove, Blocker, and Mask/Helmet always.
  - Goalies are PERMITTED to use their own stick and helmet.
  - Goalies are NOT PERMITTED to wear ice hockey goalie pants, but are PERMITTED to wear hip protectors, i.e., roller hockey hip pads.
  - **NO ICE HOCKEY GOALIE GEAR WILL BE ALLOWED.**

## **RULES/REGULATION OF PLAY**

### **Faceoffs:**

Each game, and each subsequent Period, shall begin with an opening Face Off at Center court. The Referee will blow the whistle prior to the Face Off and ensure that both Goalies are ready before dropping the ball.

- A Face Off shall also occur after a goal has been scored. The Referee shall promptly remove the ball from the net and shall proceed to conduct a Face Off at Center court following the same procedures set forth above.
- A Face Off shall also occur immediately following the assessment of any minor or major penalty, with the Face Off to take place to the left or right side of the goalie in the Defensive Zone of the team committing the penalty.
- There shall also be a Face-Off following the ball being frozen by the Goalie, with the Face Off to take place to the left or right side of the goalie in the Defensive Zone depending on what side the shot was taken.

### **Offsides:**

- Offsides shall be called if a team advances past the center line prior to the ball crossing the center line.
- The penalty for being offside is that the play is blown dead with the Face Off to take place to the left or right side of the goalie in the Defensive Zone depending on what side of the rink the ball was on during the call.
- There is to be a 3-foot “buffer” line on either side of the Center line as it relates to calling Offside. (For reference, the referees use the Tampa Bay Lightning Logo that is in the center of Ball Hockey Rink.)

### **Icing:**

- Players must cross the center line before shooting the ball down the rink. If a player doesn't cross the center line and shoots the ball down the rink the play is blown dead once the ball hits the back boards.
- The faceoff would then be taken in the defensive zone of the team that committed the icing.
- A team is allowed to ice the puck if they are short-handed on a penalty kill.
- A referee can wave off icing for the following:
  - If the opposing player makes a play on the ball that is close to them but misses.
  - If the ball was deemed to be playable but an opposing player does not try to make a play for it.

- If a player purposely slows down while trying to retrieve the ball to force an icing call.

### **Catching the Ball/Hand Pass:**

- Players (other than the Goaltender) are NOT PERMITTED to catch and hold the ball for an extended period. If a Player catches the ball, they MUST drop it immediately at their feet without throwing it. If a Player catches the ball and does not drop it immediately a penalty shall be called for Delay of Game.
- If the ball is in the air and a player uses their hand to advance the ball forward in the offensive zone and their team maintains control, the play shall be blown dead for a hand pass. A face-off will take place in their defensive zone.

### **Line Changes:**

Line Changes shall be made at the discretion of the Head Coach and shall be made on the fly or during a stoppage in play, provided that at NO TIME may a team have more than 5-players and a goalie on the playing surface. Violation of this rule shall result in a TOO MANY PLAYERS penalty.

### **Game Clock:**

An official game shall consist of three (3) FIFTEEN MINUTE (15) running time periods, with no more than a 3-minute break between periods. Teams will switch ends at the end of each period, with the Home team determining which net it will defend to start the game. The scorekeeper shall be aware of the time and call out the LAST MINUTE OF PLAY in each period.

### **Tie Games:**

In the event a game is tied at the end of regulation play there will be a 3-player SHOOTOUT with each team alternating shooters. In the event the game remains tied after the 3- player shootout, there shall be 1-player Sudden Death Shootout to determine the winner. Each team shall receive 2-points in the standings for a Win and 1-point for a Shootout Loss. Teams must use each player on their bench prior to reusing a player. If one team uses all their players, the opposing team may also begin reusing players.

### **Time Outs:**

Each team shall be permitted to take ONE timeout per game, provided the timeout may only be called during a stoppage of play, and provided the timeout shall be not more than 30-seconds in length. The Referee shall notify the other team when a timeout has

been called, and he or she shall also monitor the length of the timeout to ensure compliance with these rules.

### **Illegal Goal**

A Goal may be scored by directing the ball into the opponent's net with the player's stick, or by having the ball unintentionally bounce off the player's body and into the opponent's net. The ball is NOT PERMITTED to be thrown, kicked, or otherwise intentionally batted into the net (except by use of the player's stick).

### **PENALTIES**

The following shall constitute a Penalty:

- **High Sticking**- Sticks are NOT PERMITTED to come above the waist on wind-ups for shots nor for following thru on a shot. **PLEASE WARN YOUR TEAM BEFORE THE GAME TO KEEP THE STICKS DOWN and inform them there WILL BE A STRICT HIGH STICKING STANDARD!** This rule will be taken seriously and every stick coming above the waist will result in a high sticking penalty.
- **Slashing**-Player using the stick to intentionally strike or hit another player's body or stick, provided that stick-on-stick contact when battling for the ball is to be expected, and the Referee will exercise judgment in whether the play constituted a slashing violation.
- **Cross-Checking**-Player placing two hands on the shaft of the stick and using it to strike, hit or push an opponent.
- **Tripping**-Using the stick or feet to knock, push, pull, kick, or otherwise take a player's feet out from under them.
- **Holding**-Player using his or her hands to interfere with or prevent an opponent from moving freely around the court surface.
- **Interference**-Player using his stick or body position to prevent an opponent from moving freely around the court surface when the opponent does not have the ball and is not attempting to make a play on the ball.
- **Checking**-Body checking and hitting an opponent through physical contact is NOT permitted. This is a NON-CHECKING League! Some contact is unavoidable, and Referees will determine what is incidental and what is over the line. The Referees have the discretion to blow their whistle and halt play if there is starting to be too much pushing and shoving in front of the net (for example), or anywhere else on the court. The Referee shall blow the whistle, stop play, and inform the teams WHY the whistle was blown. The face-off will be held at center court. If a Player persists with excessive physical contact a Penalty will be called.

- **Delay of Game-** If a Player catches the ball and does not drop it immediately a penalty shall be called for Delay of Game.
- **Too Many Players-** If a team has more than 5 players not including the goalie on the rink at one time. If the goalie is pulled, the team can have 6 players on the rink.
- **Abuse of Officials-** Any Player, Coach, or PARENT using objectionable or undesirable language including, but not limited to, profanity, or who persists in arguing with the Referee after he or she has been instructed by the Referee to cease, or any Coach who steps onto the playing surface during play or a stoppage in play (other than for a recognized Time Out), or who refuses to leave the playing surface once instructed to do so by the Referee **shall be penalized for Abuse of Officials.**
- **Fighting-** Fighting is NOT permitted! Any Player engaging in, or attempting to engage in, a fight shall be ejected from the game immediately, and shall also be suspended for the next THREE games played by his or her team.

All of these Penalties shall cause the offending Player to be removed from the game for a period of TWO MINUTES, and the offending Team shall play a player SHORT for the entire TWO MINUTE period unless a goal is scored by the team with the Power Play, except in the case of MAJOR which shall in every instance be a FIVE MINUTE MAJOR PENALTY, and the offending Team shall play a player SHORT for the entire FIVE MINUTES. The Scorekeeper shall inform the offending Team and Player when his or her penalty time has expired. In addition, at the Referee's discretion and in his or her judgment, the infractions of High Sticking, Slashing, Cross-Checking, Body Checking, and Abuse of Officials may also be ruled a FIVE-MINUTE MAJOR PENALTY. In the event the Referee calls one of these infractions as a FIVE-MINUTE MAJOR PENALTY the offending Player shall also be removed from the game immediately and shall be suspended from the next game played by his or her team.

- A team shall be permitted to incur a total of 4-penalties in a game for which the remedy shall be a TWO MINUTE shorthanded situation in which the opposition may score at-will. (The 4-penalties per game standard shall reset for each game played.)
- In the event a team incurs a 5<sup>th</sup> penalty in a game, the remedy shall be that the opposing team may designate any player on its team to attempt a one-on-one PENALTY SHOT against the offending team's goaltender. The PENALTY SHOT remedy shall apply to all subsequent penalties taken by a team beyond 4 in a single game.