

Whitewater Pond Hockey Rules

Players must be 18 years or older to participate.

Each team is required to roster 5-10 players.

Players can only be registered with one team during a season.

If a game is cancelled due to weather, the game will be rescheduled at a later date.

Rosters are final at 8:00 a.m. the day before the first game of the season.

Players can check in at the River Center starting 30 minutes before their scheduled gametime. Players must be at the hockey rink at least 5 minutes before game start.

Teams are required to have at least 3 players from their roster present at the start of the game. If a team is unable to field at least 3 players, the game will be ruled a forfeit, and a 3-0 game score will be assigned.

The away team will begin with possession in the first half, the home team will begin with possession in the second half. Teams will switch sides after the first half.

Games will be composed of two 20-minute halves with a 5-minute halftime. Games will utilize a running clock. There is no stoppage of time after a goal is scored or after a penalty is awarded.

All games are running-time and substitutions can be made during play ("on-the-fly") or while the puck is not in play. Substitutions must take place through the designated gate. Each team is responsible for ensuring they do not have more than 3 players on the ice at one time.

A Whitewater employee will be the off-ice scorekeeper and official. They will monitor scoring possessions, puck resets, and penalties.

All players must wear standard hockey helmets with a chin strap, hockey gloves and hockey skates. Other protective equipment is optional. Helmets must have HECC sticker that is not expired.

Goalies are not permitted. Goalie equipment or goalie sticks are not permitted.

All teams must have light and dark jerseys, pinnies or uniforms. Home teams will wear dark and away teams will wear light.

Whitewater Pond Hockey Rules

Penalties

Minor and/or major penalties will be awarded at the discretion of the Whitewater Events Staff. The chart below details the type of penalties and possible consequences.

Minor Penalty	Major Penalty
Change of Possession	Change of Possession
	Penalty Shot
	Ejection from Game

A change in possession will also be awarded to the team taking a penalty shot.

Whitewater Officials reserve the right to award penalties as they see fit.

The following chart describes what penalties may be awarded for each infraction. Any other infraction not listed will be awarded a penalty at the discretion of the Whitewater Official.

Minor Penalty	Major Penalty
Goaltending	Checking
More than 3 players on ice	Intent or actions that could result in injury to yourself or another player
Lifting (elevating the puck to above knee height)	Slapshots
Minor contact	Verbal abuse towards guests, official or opposing Team

Any ejected player must meet with league management prior to being allowed back into the league. In some circumstances the ejected player will not be allowed back into the league.

Players cannot fall or lay on the ice in an effort to protect the goal or make a play on the puck. Such action will be considered a major penalty.

Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. The crease area is defined as an imaginary box extending four feet from the outside corners of the goal. Officials may award a goal if they believe goaltending prevented a imminent goal. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area.

Setting picks in offensive zone is not allowed and will result in a penalty.

Contacting the puck with a stick above the waist will result in a loss of possession.

Whitewater Pond Hockey Rules

Saucer passes (i.e., pucks that are lifted low, below the knee) are acceptable.

There are no off-sides or icing calls.

Goals can be scored from any area of the rink.

The official will call out the score after each goal. This includes goals scored by players and goals awarded from penalties.

Teams must give their opponents 1/2 ice after a goal is scored, an infraction occurs, the puck goes out of bounds or anytime the puck is reset.

The game clock will stop within the final minute of the second half if there is a goal scored or the puck goes out of play.

Overtime/Scoring

There will be no overtime for regular season games

In the event of a tie, during playoff or championship games, play will move to sudden death format with up two 3-minute periods of overtime or until a goal is scored. First possession of the puck will be decided by a coin flip. If no goal is scored in two periods of 3-minute overtime, the game will move to a sudden death shootout. Players will rotate taking penalty shots. If one team scores and the other does not, the game ends and the team who scored during sudden death wins. If both teams miss, or if both teams make the shot, rounds continue until the game is over. A player may not take another penalty shot until all other players on their team have taken a shot.

It is the responsibility of the team captain to ensure the correct game score has been logged on the scorecard, sign the score card and submit it to the official. By signing the scorecard at the conclusion of the game, your team captain is acknowledging that they agree with the final score. Teams cannot contest scores/results after they have signed the scorecard.