

Saturday Hockey Rules

1. **Gentlemen's call...players** call their own goals and infractions.
2. **Teams...sticks** are thrown to determine teams. Teams do not change after the sticks are thrown. In the event of a low turnout of players, on that particular day, the adjudicator for the day may decide on alternative ways to divide the teams to ensure parity and competitive hockey.
3. **Additional players...white** is the first team to always go up by a player. In the event of two or more players showing up at the same time after the sticks have been thrown, their sticks get thrown to a team.
4. **Goalies...their** nets are determined before the stick throw. They can play the ball where ever they want.
5. **Starts...games** start with a faceoff. After a goal, teams must wait until the other team has crossed the center line before putting the ball in play.
6. **Out of bounds...possession** is given to the team who did not knock the ball out of play. The player must stand still and make a pass (cannot shoot the ball directly in the net...similar to an indirect kick in soccer).
7. **Contact...light** 'bumping' is allowed but no physical play that would result in injury to another player is permitted.
8. **Stats...attendance** and wins are recorded each week. Points will then be tallied up semi-regularly (based on what what is allocated for wins/loss/MVP/Hustler) and will be emailed to all players.
9. **26 players...Games** are played with a maximum of 26 players. In the event of more than 26 players on a Saturday, preference is given to the players who replied with a 'yes' to the invitation.
10. **Adjudicator...for** the sake of the game moving forward, in the absence of rule to deal with a situation, I will make a decision so the game can move forward.