

OBJECTIVE

The Carol Stream Park District provides an opportunity for interested persons to play organized floor hockey. Fair play and sportsmanship are the responsibility of every player and captain.

ELIGIBILITY

Players must be at least 17 years of age at the team's first scheduled game. All players must have their names, home addresses, and home phone numbers on the team roster/waiver form BEFORE they can participate in any Carol Stream Park District game.

CAPTAINS' RESPONSIBILITIES

1. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
2. It is the captains' responsibility to make sure all league fees; roster and waivers are in and paid.
3. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.
4. Captains are responsible for notifying the Park District of a change of address and/or phone number and email address.
5. Team captains are responsible for the conduct of their team members and any team spectators. Please note the captain may receive the same suspension as any player on his or her team.
6. Only team captains are to discuss a disagreement with an official.
7. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that captain to call or email the Athletic Supervisor and submit another contact name, if other than the assistant captain.

LEAGUE ROSTER/WAIVER

1. **Rosters are due before the team's first scheduled game!** Any team, which does not turn in a roster before their first game, will **FORFEIT** the game. Rosters will be filled out online on our website. Last minute additions will be able to add during the game on a hard copy roster, but then must fill out online roster. No changes to the roster will be allowed after midseason.
2. All roster information must be complete for a player to be eligible for league play. If any information is incomplete the player will be ineligible until all information is completed on the roster form.
3. There will be random roster checks starting week 3. So please make sure everyone on your team brings their ID. **NO ID, NO PLAY.** Each week will have at least 1 or 2 games roster checked prior to game time. Both teams will be roster checked.
4. All players must have a photo I.D. at all games to verify that they are a rostered player. Teams may request a roster check prior to the game time. If that player does not have a valid ID and the team cannot prove he/she is on the roster, that player will not be allowed to participate. Roster protests must be made prior to the start of the game.
5. A player may only play on one team in his league. If a player is on more than one team's roster, he will be declared ineligible for both teams.
6. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.

7. No nicknames are to be used on the roster. Any player not complying will be declared ineligible.
8. Roster maximum of 15 players. No change to the roster will be allowed after mid season, except in the case of an injury. A doctor's excuse will be required, and the replacement player must be of similar ability to the injured player. **Advanced approval** by the Athletic Supervisor will be required for any change(s).
9. An ineligible player is:
 - ⇒ A player who is not 17 years of age on or before the first scheduled game.
 - ⇒ A player using a false name.
 - ⇒ A player using an improper address.
 - ⇒ A player with no photo I.D., proof of residency, and/or incomplete roster information.
 - ⇒ A player on more than one roster.

SCHEDULES

1. The Carol Stream Park District reserves the right to change and/or adapt all Floor Hockey schedules in any way necessary to operate the league with proper notice to the team captain either in writing or by phone.
2. Anytime there are make-ups, rescheduling, rainouts, playoffs, etc., they will be scheduled at the convenience of the Park District facilities and staff. Re-scheduled games will take place wherever the games will fit (most games, but not all will be put at the end of the season). Schedules will be updated on the web page, and given to captains at the soonest game.

TEAM REQUIREMENTS

1. Teams consist of five players, including 4 floor players and a goalie.
2. Teams will be allowed a minimum of three floor players and a goaltender without forfeit.
3. There are no regulations as to how many males or females must be on a team.
4. All players must be age 17 or older. Proof of age (by valid drivers license or state I.D. may be required at the game).
5. All players must be listed with their signature on the official Carol Stream Park District roster.
6. Up to fifteen players are allowed on the roster and any of these players may be used as subs throughout the league and in the post-season tournament.

EQUIPMENT

1. All equipment (sticks, protective gear, etc.) must be provided by the participants, with the exception of hockey balls/pucks.
2. Participants are eligible to use their own sticks if they have a plastic, fiberglass or taped wooden blade. Shafts should be wood (tape wrap applied), fiberglass or plastic (no aluminum shafts will be allowed). Will not be able to use own stick unless the blade is taped with white tape (reduce scuff marks on floor).
3. Protective goggles are optional.
4. Gloves, shin guards, mouth guards, and knee pads are recommended.
5. Goalies must wear helmets with a mask. Hockey gloves are allowed for the goalies (baseball mitts or catching gloves are also acceptable). Other goalie pads/protective gear is recommended.
6. Team colors have been chosen at the start of the season; please wear your appropriate team color during each game.

7. The official has the right to remove any piece of equipment which he/she deems to be dangerous, including but not limited to: jewelry (this includes earrings, bracelets, necklaces, etc.). Exceptions: medical alert necklaces and bracelets.

PLAYING THE GAME

1. Games will consist of two twenty-five minute periods with a two minute intermission between the periods.
2. There will be a running clock throughout the game, maintained by the referee.
3. The clock will be stopped only for injuries, otherwise it will be a continuously running clock until the final two minutes of the game, at which time it will stop on every whistle unless the point differential is 6 or more goals.
4. Each team will be granted two timeouts per game.
5. To begin the game, the ball will be dropped at center court by the referee for a face-off. The ball is in play when it hits the floor.
6. The puck may be advanced by the blade of the stick or by kicking the puck. However, no goal may be scored by kicking the puck directly into the opponent's net.
7. Floor players may not bat or throw the puck at any time.
8. When the goalie has control of the puck, a short whistle will be blown, and opposing players are required to back up to the free throw line allowing the goalie to play the ball.

SCORING

1. All goals are worth one point. A goal is scored when the puck completely crosses the goal line before time expires.
2. No offensive player may score a goal by kicking or throwing the puck into the net.
3. In cases where the net moves, it is up to the referee to determine if the ball would have gone in the net and thus been a goal. If the defense intentionally moves the goal it is up to the ref to continue play or to declare a delay of game penalty.

SUBSTITUTIONS

1. All substitutions will occur on the fly, while play is ongoing.
2. There is no limit on the amount of substitutions per team.
3. The player entering the game must not enter the game until the player leaving the floor is off and has entered their respective substitution zone.
4. The player entering the field of play cannot touch the ball until the departed player has entered their substitution zone.
5. Substitution may be authorized by the official (i.e. injuries, blood, etc...)
6. Goalies may only be substituted during a time-out, during intermission, due to an injury, or if an equipment change is necessary. The goalie may be pulled at any time to provide an extra attacker.

GOAL TENDERS

1. One player must be designated as the goalie for each team. This player is the only player to have goalie rights.
2. The goalie may use any means possible to stop the puck with their body, glove, or stick. This includes leaving their feet to play a puck.

3. The goalie may leave the goal area at any time, however, once out of the goal area, they must follow all rules that apply to floor players.
4. If a team wishes to pull their goalie and add a floor player, this team relinquishes all of their goalie rights. Defensive players may enter the goal area to stop a shot on goal; they may not however freeze the puck. If a defensive player freezes the puck, the result shall be a two-minute delay of game penalty.

PENALTIES

1. The offending player shall serve the time unless otherwise specified. That player shall go directly off the court and remain there until the referee indicates the penalty time has expired.
2. After a penalty occurs, a face-off will take place at the designated location.
3. Minor Penalties result in a Two-Minute Penalty and the responsible team must play shorthanded during that period.
4. Minor Penalties are completed after two minutes or if the opposing team scores a goal.
5. When a goalie receives a minor penalty, any player (male or female) can serve the penalty.
6. Major Penalties result in a Five-Minute Penalty and the responsible team must play shorthanded during that period.
7. Major Penalties do not terminate when a goal is scored. If the penalty time is unexpired at the end of a period the penalty carries over into the next regular period or sudden death play.
8. When a goalie receives a major penalty, the clock will stop until a sub puts on the necessary equipment to allow the penalized goalie to serve the penalty.
9. Misconduct Penalties result in ejection from the game and possible suspension or ejection from the league, as determined by the official.

NON-PENALTY INFRACTIONS (RESULTING IN A FACEOFF)

1. Hand passing - Passing the puck directly to a teammate with your hand. Catching an airborne puck is considered legal provided the player drops the puck in a straight line down to the floor to his or her stick. If done illegally, a face-off will result.
2. Kicking - The puck may not be intentionally kicked into the offensive goal. However, the puck may be played with the foot to another player.
3. Sliding/Diving – Sliding and diving are illegal by anyone other than the goalie.
4. Off-sides can occur if the ball is thrown by the goaltender beyond the centerline before it's touched by a teammate, without first being touched by an opponent. It is not off-sides if the goalie uses his stick to send it across half court. Off-sides can also occur during a face-off.
5. High Sticking – Raising the stick above the crossbar without hitting a player will result in change of possession.
6. No player, but the goalie may cover the ball intentionally result of this play will be a change of possession.

MINOR PENALTIES (RESULTING IN A TWO-MINUTE PENALTY)

1. Tripping - Using the stick or body to cause a player to trip or fall
2. Elbowing - Using the elbow as the primary contact point
3. Kneeing - Using the knee as the primary contact point
4. Too Many Players on the Floor - Having more than the legal number of players on the floor. Any member of the offending team may serve this penalty.

5. Interference - Making intentional contact with an opponent who is not in possession of the puck in an effort to impede them and should be removed from the playing surface at the next stop in play. Any contact with the goalie that impedes their ability to make a play on the puck will be immediately called interference.
6. Playing with a Broken Stick - When a stick breaks it should be dropped immediately, and should be removed from the playing surface at the next stop in play.
7. Boarding - Ramming an opponent into the boards or walls, whether they have the puck or not.
8. Illegal Use of the Hands - Using hands to gain an advantage over an opponent (such as grabbing the opponent's stick or jersey).
9. Body Checking/Roughing - Excessive body contact with another player.
10. Delay of the Game - Any action that hinders the completion of the game under its normal time. This shall include, but not be limited to, floor players deliberately freezing the puck, discarding goalie equipment onto the playing surface to stop a puck or player, intentionally dislodging the net, intentionally taking a non-penalty infraction to stop play, or deliberately lying on or pulling the puck into your body. If a goalie freezes the puck outside the goal area and no part of the body is in the goal area, a delay of game penalty will be assessed.
11. Hooking - Using your stick to slow an opponent, usually from behind. When only the sticks come in contact, no penalty shall be called.
12. High Sticking - Raising the stick above the goal crossbar and hitting another player with stick.
13. Lifting Sticks - Using the stick to interfere with an opponent's stick or lifting the stick of another player in the air above the goal crossbar.
14. Slashing - Hitting or attempting to hit your opponent with your stick in a chopping or swinging motion. Could also be a major penalty based on impact.

MAJOR PENALTIES (RESULTING IN A FIVE-MINUTE PENALTY)

1. Any of the above Minor Penalties can be given as a Major Penalty at the discretion of the referee.
2. Personal Misconduct - Disrespect to an official, excessive profanity, abuse of facility or equipment, or actions that incite a fight.
3. Charging/Checking from Behind - When a player who runs, jumps into, or charges an opponent.
4. Spearing/Butt-Ending - Stabbing at an opponent with the tip of the blade end or the butt-end of the stick.
5. Cross Checking - Thrusting your stick shaft across an opponent with no part of the stick on the floor.

MISCONDUCT PENALTIES (RESULTING IN EJECTION, AT THE MINIMUM)

1. Any of the above Major Penalties can be given as a Game Misconduct Penalty at the discretion of the official. Will also result in a \$25 fine.
2. Game Misconduct Penalty - Any action that is deliberate with the intent to injure another player or an official. In addition to the ejection of responsible player, the team will be
3. Assessed a five minute major penalty that can be served by any other player on the team. The ejected player must leave the facility before play resumes.

PENALTY SHOTS

1. A penalty shot is a one-on-one opportunity against the goalie resulting from:
2. A player throwing a stick for any reason.

3. A player being illegally defended or roughed when they have a clean break with the puck and are moving towards the opponent's goal in an attempt to score.
4. An intentional foul or penalty that denies a sure goal.
5. Resuming Play after the penalty shot, the game will resume with a center floor face-off. Following the penalty, no penalty time shall be served if the penalty shot was called due to a minor penalty/non-penalty infraction, however, if the penalty shot was called due to a major penalty or game misconduct penalty, the penalty time shall be served.

DISQUALIFICATION FROM GAME

1. An individual player will be ejected from the game by accumulating four minor penalties during a single game and charged a \$25 fine.
2. An individual player will be ejected from the game by accumulating two major penalties during a single game and charged a \$25 fine.
3. An individual player will be ejected from the game by accumulating one major and two minor penalties during a single game and charged a \$25 fine.
4. When any player throws their stick for any reason the other team will receive an automatic penalty shot and that individual will be ejected from the game and possible suspension, as determined by the official and charged a \$25 fine.

OVERTIME

1. If a regular season game ends in a tie, it will go to a 3 man shootout. The teams must state which three players are going to shoot, however, they do not have to state in which order they will be shooting. Shooters will start at mid-court and get one shot on goal. If tied after all players have shot will end in a tie.
2. In the post-season, a five-minute running clock sudden death period will be played. If the score is still tied, the deadlock will be broken by both teams taking three penalty shots to determine the winner. The teams must state which three players are going to shoot, however, they do not have to state in which order they will be shooting. Shooters will start at mid-court and get one shot on goal. If the score is still tied, the same three players must continue to shoot until there is a winner – no substitutions will be allowed.
3. If the goalie, in the eyes of the referee, “takes a player out” in the sudden death round, this will result in a goal.
4. During a post-season sudden death period, a team will not be reduced by time penalties so that it has fewer than two players on the floor.

REFERES

1. A referee will be provided for each game by the Park District.
2. The referee has the power to remove any player(s) from a game or the facility if deemed necessary.
3. The referee may stop the clock at any time if he/she feels that a team is purposefully stalling or intentionally delaying the game, or to prevent a possible injury.

FORFEITS

1. **If a team fails to have at least 4 rostered players by game time**, the clock will start, and if the team fails to show up after 10 minutes has gone by on the clock the game will be awarded to the opposing team. Once an official declares a game forfeited, the game cannot be played. If a team forfeits 2 games, they will not be eligible for the post-season tournament. **Please carry enough rostered players to not forfeit during the season.**
2. The team that forfeits a game will lose 10-0.

STANDINGS

1. Standings will be updated weekly on the website. (www.csparks.org)
2. Tie Breaker Policy for playoff seeding will be the following procedures, in order, until all ties are broken:
 - a. Head to head competition between the tied teams (Team MUST beat all other teams tied in standing to with this tie-breaker).
 - b. Any team with a forfeit during the regular season will automatically lose all ties even for the head to head tie-breaker.
 - c. Least points allowed for the entire season.
 - d. Point differential for the entire regular season.
 - e. Strength of schedule if not all teams have played each other.
 - f. Coin flip.

PROTESTS

1. There will be no protests all referee decisions are final.

PLAYER-TEAM CONDUCT

1. Any unsportsmanlike behavior such as abuse of equipment, taunting, etc. that results in ejection shall automatically disqualify the offending player or captain for the next game on a first offense, and for the rest of the season (including any post-season play) for the second ejection.
2. ***Unsportsmanlike Conduct (USC) Penalties will result in the player sitting on the bench for two minutes.*** No Exceptions. Teams/Players will also be fined **\$25.00** for each player that receives two (2) unsportsmanlike penalties' or ejected from the game for any reason. This fee must be paid in full before the next scheduled game. If this fee is not paid, the player will not be allowed to play, and team will be required to pay the fine for that player. Every 3 unsportsmanlike penalties (no matter when it came, first game, second game, and last game) will also receive at \$25 dollar fine.
3. ***Any player receiving two (2) unsportsmanlike conduct penalties or two (2) major penalties in one game will be removed from the game, and must leave the facility. Also any player that receives two (2) unsportsmanlike conduct penalties or ejected for any reason from the game will sit for at least one (1) game and will be assessed by the athletic supervisor if needs to be longer.***
4. ***Any team receiving Four (4) unsportsmanlike conduct penalties will forfeit the game. Officials or staff may issue unsportsmanlike conduct fouls or remove a player from the game or facility.***
5. ***Any physical conduct / fighting with another player, coach, spectator, official/umpire or Park District employee before, during or after a game will not be tolerated.*** Any player or coach participating in any physical contact or conduct will be automatically suspended for a minimum of one (1) game with possible league suspension and civil action. The team will also be fined \$25.00 per

individual suspended. This fee must be paid prior to the team's next game or a forfeit will be enforced. Teams will not be allowed to replace the suspended player on their roster.

6. Any player who verbally threatens a player, coach, spectator, official or Park District employee before, during or after a game will be suspended a minimum of six (6) games with possible league suspension.
7. Persistent poor behavior, including harassment of officials or other teams, (aka "trash talking") may result in the dismissal of that team from league and loss of returning team status. Teams exhibiting such behavior will receive a written warning from the Athletic Supervisor. Issuance of a second warning for team misbehavior will result in that team is being placed on probationary status with possible individual suspensions to follow.
8. **Teams are responsible for the conduct of their spectators.** Spectators' behavior can result in the same suspensions as stated above.
9. Any drugs (unless prescribed by a physician) and/or alcoholic beverages of any kind are prohibited on Park District property. The following applies to parking lots as well as all Park District facilities.
 - a. Player caught with alcoholic beverages will be suspended from the game and the next game.
 - b. Player caught with alcohol after the game will be suspended for the next game.
 - c. The second time a player has been caught with alcohol; he will be suspended from the league.
 - d. Players caught with drugs will be reported to the Police and suspended as above.
 - e. If the problem continues, the team will forfeit the game.
 - f. Spectators can and will be escorted from the park if caught with alcohol.
 - g. Park District and Village Police are empowered to issue tickets to violators in addition to the penalties listed above.
10. Any player ejected from the game must leave the building or facility immediately.
11. During a player's suspension, the player cannot attend any scheduled games of the Carol Stream Park District recreation floor hockey league. Any player which plays during a suspension will be considered an illegal player and the team will forfeit the game.
12. The Athletic Supervisor has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.
13. Teams will not be able to replace a disqualified player(s) on their roster at any time.

POST SEASON PLAY - TOURNAMENTS/PLAYOFFS

1. A post-season tournament is conducted at the end of the league play. League standings determine the seeding of each team in the tournament.
2. Regular season and post season tournament awards will vary.
3. Several games may be played in succession, which is common in tournament play.
4. Tournament rules will be the same as regular season rules, unless noted.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact the Park District at (630) 784-6100.
2. The Carol Stream Park District and the Village of Carol Stream ordinances prohibit any alcoholic beverages on Park District property. Players and captains are subject to game suspensions and/or team forfeitures. Teams will be held responsible for fans.

3. Any player under the influence of alcohol, or mind-altering substances, will be ejected with a suspension for the next game as well. The captain will also be ejected for the remainder of the game.
4. Teams are reminded that the Carol Stream Park District does not carry insurance covering injuries incurred while participating in the Carol Stream Park District Floor Hockey League.