



DELHI TOWNSHIP PARKS & RECREATION 2016 YOUTH FLOOR HOCKEY PROGRAM

LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis in a low competitive atmosphere. The focus should be on individual development (learning all positions), fundamentals, and teamwork. The main emphasis is on having fun, involving the family and developing a positive self-image. Good sportsmanship is expected at all times from the players, coaches, and parents.

The game of Floor Hockey is designed for maximum activity and continuous play. Emphasis needs to be placed on playing the puck, not the opponents and stick handling. Sticks must be carried below the waist at all times.

GENERAL PROGRAM GUIDELINES

1. PLAYING TIME - All players are given an equal opportunity to participate. Coaches are expected to allow each team member equal playing time in each game. The only exception would be in case of injury, illness or disciplinary action. If a player is not going to receive equal playing time the coach must notify the following:
 - Parents of the player
 - Parks & Recreation Department
 - Opposing coach
 - The officials
2. BEFORE THE GAME - No players, coaches or parents will be allowed in the gym more than 15 minutes before the start of their game. By simply entering the Hope Middle School old gym, you are "in play". So please wait until the conclusion of the previous game before entering the gym.
3. DURING THE GAME - Only the coaches, players, and timekeepers will be allowed on the stage in the Hope Middle School old gym.
4. CANCELLATIONS - When school is canceled during the week all practices are canceled. Coaches do not have the option to cancel games on Saturday.
5. COACHING CONDUCT – Those conflicting with league philosophy may be reprimanded.
6. SPORTSMANSHIP - Shake hands with your opponents at the conclusion of the game!

EQUIPMENT

1. STICKS - The color of sticks (red or yellow) differentiate the teams for game purposes. The centers use the blue stick. The blade of the stick may not be altered in any way.

2. GOALIE EQUIPMENT - Goalies shall wear the following equipment provided by Delhi Parks & Recreation: *Goalie mask* *Chest protector* *Knee pads*

It is the coach's responsibility to see that their goalie is supplied with a goalie glove(s). This can be an ordinary ball glove, regular gloves or mittens.

3. DRESS - All players must wear gym shoes and eye protection. No exceptions! Shin pads and a mouthguard are recommended but not required.

THE PLAYING AREA

1. CENTER LINE - Is the mid-court line of the basketball floor. Play will always begin & resume from this point with the appropriate team in possession.
2. THE GOALIE BOX - The goalie box or "crease" will be clearly marked with tape. Only the goalies are allowed in the goalie box. As soon as the puck enters and stays in the goalie box, the referee will indicate that the puck is in the goalie's possession. Goalies are to remain in the goalie box at all times.

THE TEAM

1. (1) GOALKEEPER - The goalkeeper shall tend goal by stopping the puck with his or her hands, feet, or stick.
2. (1) CENTER - The center (identified by the blue stick) is the only person allowed to move the full distance of the court and specialize in offensive play.
3. (2) DEFENSIVE PLAYERS - The two defensive players cannot go past the centerline into the offensive area. Their responsibility is to keep the puck out of their defensive half of the court. Defensemen are not permitted to play the puck back to their goalie.
4. (2) FORWARDS - Work with the center on offensive plays and are not allowed to go past the centerline into their defensive area.

Coaches **MUST** play their players at as many different positions as possible each game as opposed to having them play a "full time" position each week.

PLAYING THE GAME

1. POSSESSION - There will be no face-offs. A pre-game coin toss at half court shall determine which team gets first possession. The winner of the coin toss may choose to have the puck first or defend a particular goal. The team that is behind at the beginning of the second and third periods will be awarded possession of the puck to start the period. In the event of a tie at quarter's end, a coin toss will determine possession.
 - a) Grades PreK-2nd grade the first pass may not be intercepted by the defense
 - b) Grades 3 – 6 the first pass may be intercepted by the defense.

2. LENGTH OF GAME - The game shall consist of three (3) twelve (12) minute periods with a three (3) minute rest between periods. Clock will stop for the following:
 - A) The mid-point (6-minute mark) of each period. The referee will blow the whistle to indicate mid-period.
 - B) The end of the period
 - C) When a goal is scored
 - D) Injuries

3. OFFICIATING, SCOREKEEPING, & TIMEKEEPING - The home team and the visiting team have the following responsibilities:
 - A) OFFICIAL - Home team, listed first on the schedule is responsible for recruiting one volunteer to officiate in the absence of an official.
 - B) SCOREKEEPER - Visiting team, listed second on the schedule is responsible for recruiting a volunteer to keep score. Games may end in a tie, no overtime.
 - C) TIMEKEEPER - Referee will serve as the timekeeper.

4. JEWELRY - For safety reasons, players are not permitted to wear jewelry during a game. Jewelry is defined as earrings, bracelets, necklaces etc.

5. BEGINNING THE GAME - The game will begin from the center circle with a whistle. The defending team must be 10 feet away from the center circle in order to begin play. The center may not take a shot on goal from the center circle to begin play. They must pass to a forward or back to a person on defense. The penalty is loss of possession.
 - A) Teams will defend the same goal the entire game.

6. PUCK OUT OF PLAY - The referees will carry extra pucks and immediately drop a replacement puck if one goes out of play to maximize continuous play. Shots on goal that go out of play shall be returned to the defending goalie.

7. SUBSTITUTIONS - Free substitutions are allowed. However, coaches are asked to use the mid-period break to substitute players to help facilitate equal playing time rule. If substituting other than the mid-period break, players entering the game must use the stick of the player being replaced. Players wishing to go from offense to defense (or vice-versa) must wait for a stoppage of play.

Because it takes too much time to dress a goalie, coaches are not permitted to switch goalies at the mid-period break of each period. In other words, only one goalie will be allowed to play the entire period.

8. BREAKS - The clock will stop briefly during the mid-point of each quarter for a quick substitution. This brief break does not serve as a timeout for coaches. There will also be a three-minute rest between periods.

9. TIMEOUTS - There are no timeouts.

10. GOALKEEPING - The following guidelines apply to the Goalie:
- A) Goalies must play the entire period. No mid-period substitutions.
 - B) Goalies have 5 seconds to "clear" the puck after making a save.
 - C) Goalies are permitted to clear the puck past mid-court with their hand or stick if it ricochets off the side boards or touches a player before crossing mid-court. A clearing attempt that goes past mid-court without first touching a player or the sideboards will be returned to the goalie for a second opportunity. If this happens a second time, the puck will go to the opposing team at mid-court.
 - D) Goalies who accidentally throw the puck out-of-play on a clearing attempt will get a second clearing opportunity to keep the puck in play. If the second attempt also goes out of play, the puck will go to the opposing team at mid-court.
 - E) Non-goalie players may catch the puck but must drop it immediately. Holding or throwing the puck will result in a change of possession at mid-court.

11. FOLLOWING A SCORE - The non-scoring team will put the puck in play at the mid-court center circle. The defending team must be 10 feet away from the center circle.

The center may not take a shot on goal; they must pass to a forward or back to a person on defense. The penalty for this is loss of possession.

12. PENALTIES – Grades K-2 warn first then penalize. Grades 3-6, officials may penalize the 1st offense. They do not have to issue a warning. A bench player will take the position of the penalized player. Teams will not play shorthanded as a result of a penalty.

****When a player is penalized they must leave the playing floor for at least one (1) minute***

The following are examples of such penalties:

- Entering the goalie box or "crease"
- Leaving your feet (sliding) and/or playing the puck from the floor
- Highsticking
- Pushing, slashing, blocking, or tripping
- Kicking puck into goal
- Delay of game (Blocking an opponent from playing puck)
- Knocking at an opponents stick
- Playing puck back to your goalie while on defense
- Off-sides

- A) Following a penalty, play will start from the spot on the floor where the penalty occurred with the team not penalized in possession. The player must pass the puck they cannot take a shot on goal.

13. SPECTATORS - Coaches please help keep spectators off the playing floor at the beginning and end of a game so dirt/snow/water etc. is kept off the playing floor.