**2025 EBAC Floor Hockey League Rules & Bylaws**  (February 26, 2025)

**League Commissioners**: Jack Williams (860) 867-5551 League Organizer, Scheduler, Budget & Rules Administrator. Michael Long x7-3796, League Officials – Assignor & Training

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# League Structure

1. The 2024 EBAC Floor Hockey League will be one league (i.e., “B” League) with beginner-to-advanced skilled level players. The Commissioner(s) will organize the league format with a goal to keep the games competitive and fun for the league. Final rosters must be submitted to Stat Keeper, League Organizer, and EBAC Office prior the start of the season. Each member of the team must sign Proclamation (last page) and needs to be a member of EBAC prior to participating in the Floor Hockey League.
2. Once published, these rules and bylaws cannot be changed without a 2/3 majority vote by the league committee, see paragraph 7.
3. **Regular Season Format** –B League with 10 teams: Each team will play all teams in the league once in a round robin format for a total of 9 regular season games.
4. **Playoff Format** –B league will have a best of 3 series playoff tournament format of the top six teams at the end of regular season. First round playoff matchups will be as follows:

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| --- | --- | --- |
| #1 | vs | Bye |
| #2 | vs | Bye |
| #3 | vs | #6 |
| #4 | vs | #5 |

The play-off seeds will be based on most regular season points; 2-points for a win, 1 point for a tie, and 0 points for a loss. The 2nd round of the playoffs will re-seed the tournament with #1 (regular season standings) playing the lowest remaining seed in the tournament.

Teams ranked #7, #8, #9, and #10 at the conclusion of the regular season will be eliminated from playoff contention. Each team will receive 2 additional exhibition games at the end of the season. Exhibition games do not count towards season standings.

Standings tiebreakers are as follows: 1. Most wins; 2. Head-to-head win-loss records; 3. Best head-to-head goal differential; 4. Most goals for; and 5. Least goals against.

1. **Playoff Eligibility**

In order to qualify to play in the playoffs, a player (including goalies) must be a roster player for your team. **The deadline to add new players to team’s roster is the date your team plays their 7th regular season game.** If your full-time goalie or team cannot participate in a playoff game scheduled, please contact the Commissioner(s). **If a non-roster player, without prior approval of the opposing team’s captain and Commissioner(s), or a player deemed ineligible by the Commissioner(s) and/or League Committee participates in a playoff game for your team, the team will be forced to forfeit**.

1. The league rules will be governed by the USA Hockey organization (available at <https://www.usahockey.com/rulesandresources>) as amended by these bylaws. It is the responsibility of each league member to read and understand the rules to which they are playing. A player cannot begin play until he/she has signed a notice that he/she understands the rules of the league and will abide by them; see your coach or captain for details. Each player must also have signed an EBAC waiver form prior to being allowed to play. **Additionally, Avery Point requires that each person who plays must sign in at the desk, including any guest, when entering the facility and that each player wear non-marking footwear. Any disagreements with the Avery Point employees should be brought to the attention of the league officials, i.e. do not argue or complain to them as it is a privilege for us to be able to use the facility.**
2. **League Committee** – The League Committee will enforce all rules and bylaws. The League Committee shall comprise of one representative from each team in the league for a single vote and a single vote from each Commissioner. The League Committee shall rule on any appeal presented to them of disciplinary actions against league members, game protests, and/or rules interpretation of these bylaws. Members of the League Committee are listed below, including backup.

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| **B League Committee** |  |
| 1. J. Calverase (C. Martin) | 1. N. Frassenei (W. Pratt)
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| 2. V. Buscemi  | 1. M. D’Agostino
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| 3. J. Gilmore (N. Geary) | 1. D. Bennetts
 |
| 4. M. Impastato (M. Whitman) | 1. D. Newcomb
 |
| 1. Robert Hebert
 | 1. S. Gillman
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To avoid any conflict of interest, any team having a stake in any ruling will not be allowed to vote. Note: It is the responsibility of the protesting team to assemble this League Committee with the guidance of the Commissioner(s). Unless otherwise advised by the Commissioner(s), any protest shall be heard by the League Committee. For a protest to be successful, the protest must win 2/3 majority vote of the League Committee.

A protest of a game, or portion thereof, can be filed by any team that deems a non-discretionary (i.e., not a judgment call) rule of the league has been violated. The protest must be filed with the Commissioner(s) within 24 business hours after the game with a $20.00 fee. The fee is refundable if the protest is upheld.

1. **Team structure**
2. All teams are required to have a minimum of players on their roster to guard against forfeits. Alternates or non-roster players from a different team may play for a team to guard against forfeit and/or to keep games competitive, with the approval of the opposing team captain. Any non-roster players should be made clear to the league officials prior to the start of a game and noted on the score sheet.
3. A team must have enough players on the floor, i.e. not shorthanded, to begin a game. If that team loses a player to injury, penalty, or personal reasons, the team may continue to play shorthanded, but it cannot play with less than 4 players (including the goalie) at any time during the game. The result shall be called a game forfeit with the final score being 3-0. If a team playing with only four players is assessed a minor penalty, it may choose a penalty shot in lieu of serving the penalty time in order to avoid a forfeit, though the penalty will still be recorded.
4. Teams are required to wear a common color shirt, unique to the rest of their league. The goalies are exempt though any color similar to the opposing team should be avoided. These shirts must have a unique number on the back for officials’ identification. This identification is essential for calling penalties and awarding goals and assists.
5. Each team shall appoint a respectable and rational team captain and alternate to communicate with officials during the game. Only these two players can question a call. Officials will not entertain loud or irrational dialog.
6. **Game Structure**
7. Each team will play five players at any given time during a “full-strength” manpower situation. These players are normally made up of one goalie, two defensemen, and two forwards. The goalie, in each league, may be replaced with a forward or defensemen at any time during the game. This may also be necessary when a team goalie is late to a game in order to keep things moving when directed by the officials.
8. Each game will consist of three 15-minute periods, run-time. The time will run continuously except for team time-outs, injuries, officials’ time-outs, the last minute of the 1st and 2nd periods, and the last 3 minutes of the 3rd period for goal differentials of 4 goals or less. The game clock will run continuously when the goal differential reaches **5 goals** (or more), this includes the 1st and 2nd periods. There will be no overtime during the regular season. In the playoffs, overtime play will consist of one 15-minute run-time sudden-death period, except for the last minute, which will be stop-time. If after this overtime period the score is still tied, additional 15-minute run-time sudden-death periods may be played if gym time permits and as agreed to by the team captains and officials, otherwise a shootout will occur. In the event of a shootout, each team will select three shooters for the shootout. Teams will alternate shooters until all 6 players (both teams) have shot or until one team has scored more goals than the other team could score if they made all of their last remaining penalty shots. If the score is still tied after the 3 rounds then a sudden-death shootout will occur. Shooters from each team must alternate until every non-goalie has shot (until then, no shooter may shoot twice). A coin-toss will determine which team shoots first with the team winning the coin toss deciding whether to shoot first or second.
9. Each team may take one 60-second time-out per game. The duration shall be kept by the scorekeeper and the time of the time out recorded on the score sheet.
10. Due to budget constraints, only one hour is allotted per game. Accordingly, teams must be ready to play on-the-hour or be penalized for delaying the game (1.5 minute minor penalty). Officials have the authority to shorten game times if necessary due to a late game start. A team will forfeit the game if it does not have the five players ready to play at 10 minutes past the scheduled start time. A team may utilize its time out at the start of a game for an additional 1-minute delay. Further delay may be allowed with the approval of the opposing team captain and the understanding the period length will be shortened as discussed above. If the team had a prior game forfeited, this team is subject pay a $100 forfeit fee. This team cannot resume league play until the forfeit fee has been paid. Teams should be aware that games may start late during the play-offs due to preceding games that may require overtime.
11. Most games will be officiated by two referees and one timekeeper/scorekeeper. The timekeeper is considered an official of the league and can be consulted by the referees and Commissioner(s) to help make calls/ rulings. During the game, the referees may call upon this official when deemed necessary to resolve a "gray" call, properly assess a safety infraction, or to resolve goal disputes.

#  Rules

1. OFFSIDES – There will be no off-sides enforced.
2. CLEARING (a.k.a. ICING) – There will be icing calls. A team may shoot the ball out of their defending zone, passed the possible reach of an offending team player, and passed the offending team’s goal line. Play will be stopped when the ball crosses the goal line and a face-off will take place. When the ball makes contact with the boards around the volleyball equipment, thus preventing the ball from crossing the goal line, it shall be assumed that the goal line has been crossed and thus icing shall be ruled. The defending zone is defined as the area inside of the nearest yellow line to the defending teams goal.
3. FACE-OFFS – At a minimum, three face-off locations will be utilized. These will be center floor and the 2 end zone spots. All out-of-zone face-offs will be conducted at center floor. The purpose for this rule is to minimize the number of locations that we need to put down a barrier to protect the floor to save both time and league cost.
4. MINOR PENALTIES – Are 1.5-minute long (stop-time) that are assessed for infractions such as tripping, holding, high sticking, roughing, pushing, delay of game, taking a golf shot, bumping near the walls, etc. Three aggressive minor and/or unsportsmanlike penalties in the same game will result in a game misconduct plus an automatic one-game suspension. Second offense will result in an automatic two-game suspension. Third offense will result in an automatic four-game suspension; etc. Note: An aggressive penalty is defined as that which victimizes an opponent such as high-sticking, roughing, pushing, etc. Holding, Interference, delay-of-game, high sticking away from an opponent, uniform penalties, grasping the ball, etc. do not apply). Note: With the exception of Bench penalties, all Unsportsmanlike penalties such as verbal abuse, taunting, deceiving the officials (“diving”) etc. are assessed during play.
5. HIGH STICKING – Sticks, including the blade, above the shoulder are considered a high-sticking penalty and will be strictly enforced to prevent head/face injury. The only exceptions are: (1) calling for a pass but away from traffic, (2) avoiding contact with an opponent, (3) while in the act of shooting and (4) celebrating a goal or perceived goal. Even with these exceptions, if contact is made with an opponent or a negligent high-stick is made near an opponent, a minor or major penalty, depending on the severity of the act, may be assessed and the minor penalty shall be classified as an aggressive penalty. Each player is responsible for the action of their own stick. If a player is considered not to have control of his/her stick, a minor or major penalty shall be assessed. See attached file **REF MEETING MINUTES AND RULES CLARIFICATION** for further details.
6. BATTING or CLOSING THE HAND ON THE BALL (a.k.a. GRASPING) – A team cannot bat the ball in an upward motion more than once; the result is a minor penalty. - A player can close his hand on an airborne ball if he/she immediately puts it down and continues play with the stick or feet. He/she will be assessed a minor penalty for delay-of-game if he/she prolongs the grasp by taking more than one step with the ball-in-hand or fakes the direction of the drop. He/she will also be assessed a minor penalty for delay-of-game if he/she grasps the ball or throws it in an effort to disrupt the flow of the game. The act of a player committing these offenses in his/her goal crease will result in a penalty shot for the non-offending team.
7. COINCIDENTAL PENALTIES – These penalties do not affect the manpower play, thus both teams remain at full strength as defined in section C.1 and both players must wait for the first stoppage of play before re-entering the game or be subject to a too-many-men minor penalty. If a penalty is assessed on a team that is already short-handed and with the minimum allowed number of players on the floor as defined in section B.2, the subsequent penalties will begin serving after the prior penalty has expired. No team may ever be short-handed more than one man, i.e., 4-on-3. The player serving the prior penalty must also wait for a stoppage of play before re-entering the game or be subject to a too-many-men penalty. The scorer shall wait for a stoppage before signaling him back into play.
8. MAJOR PENALTIES – These penalties are 3 minutes long (stop-time) and are assessed for any type of deliberate body checking/ slashing/elbowing/pushing into wall, or other reckless play. Penalized players do not return after a goal. Note: Two major penalties in the same game constitute a game misconduct plus an automatic one-game suspension. Second offense will result in an automatic two-game suspension. Third offense will result in an automatic four-game suspension; etc.
9. MATCH PENALTIES – These penalties are 3 minutes long (stop-time) and are assessed for attempt to injure infractions, gross negligent play, fighting, etc. These penalties will result in an immediate game misconduct, an automatic two-game suspension, and subsequent review by the Committee for further penalty. A player instigating a fight will automatically be suspended for at least three games. Penalty time is served by a teammate who was on the floor at the time of the penalty and this penalty does not terminate after a goal is scored.
10. MISCONDUCT PENALTIES – These penalties are 5 minutes long (stop-time) and are assessed for infractions such as loud swearing, excessive arguing or complaining to officials, throwing an object, threatening/taunting opponents, etc. Also, sarcastic remarks or challenging the integrity of the officials is grounds for unsportsmanlike and misconduct penalties, as well as subsequent review by the league Committee. No player is allowed to argue a penalty or lack of penalty called. Upon receiving any penalty, a player is expected to go directly to the penalty box without argument; failure to do so will result in an additional 5-minute misconduct penalty. Players and other interested parties are expected to **RESPECT THE CALL** even when they **THINK** it is a bad one. A second misconduct penalty in a game, by definition, results in a game misconduct penalty. This penalty does not affect any manpower advantage situation. A player receiving a minor /major followed by a misconduct penalty shall serve the minor/major first followed by the 5-minute misconduct.
11. GAME MISCONDUCT PENALTIES – These penalties are assessed for verbal or physical abuse of officials, etc. Game misconduct penalties constitute immediate dismissal from the game with follow-up review by the Commissioner for possible suspension. This penalty does not affect any man-advantage situation. Two game misconduct penalties constitute an automatic two-game suspension; three accumulated game misconduct penalties or physical abuse of any league official calls for dismissal from all league activities and a report to the EBAC office. Goalies and players playing in both leagues are subjected to disciplinary action from both leagues if their actions warrant such.
12. LOUD SWEARING – Referees will penalize at their discretion with a misconduct penalty for any type of loud swearing. Repeat offenders will be suspended from the league.
13. ABUSE OF THE FACILITIES EQUIPMENT – This is forbidden and will be strictly enforced whenever possible. Kicking and throwing or slamming sticks against the walls, boards, net, floor, etc. will constitute a misconduct penalty and depending on the severity, possibly a game misconduct with subsequent review. If damage has been incurred, the player(s) responsible will be held liable.
14. MISCELLANEOUS – After making an initial call, referees may consult with each other and/or the scorer then reverse the call if collectively they deem a call was not warranted. Conversely, they may increase the penalty if they also deem it. Conferences are meant to get the best call possible.
15. HAND PASSES – Hand passes are allowed only within the defensive zone. Passes must start and end within the defensive zone in order to be legal. See attached file **REF MEETING MINUTES AND RULES CLARIFICATION** for further details.
16. SLIDING – This in an injury potential (aggressive) penalty which shall be enforced as follows:
* B league: Sliding or diving on the floor to block a shot or pass will be penalized with a minor penalty, regardless of vicinity to an opposing player.

**Rules – Miscellaneous**

1. DELAYED PENALTIES – Delayed penalties will be allowed. If a goal is scored during a delayed penalty, that delayed penalty will be nullified. If however during a delayed penalty a goal is scored on the team that is shorthanded, the player already in the penalty box shall terminate his penalty and the player whom the delayed penalty was being called on shall go to the penalty box to serve the full duration penalty.
2. IN THE CREASE - Any offensive player deliberately entering the goal crease and stopping without the ball with their team in possession and control in the attacking zone will be called for a crease violation resulting in a face-off taking place at center floor. An offensive player is allowed to run through the crease provided he does not interfere with the goalie. Note, however, that a goal will be disallowed if a player running through the crease interferes with or screens the goalie. Additionally, a goal will be allowed if an offending player is in the crease without interfering with the goalie and an in-the-crease call has not yet been made. If the crease is not marked, the referees will use an imaginary area of their discretion.
3. STICK DIMENSIONS – No stick rules on length or blade curve will be enforced if they are not deemed excessive.
4. STICK TAPING – All sticks will be taped on the bottom and tip edges with white tape in order to reduce the chance of floor damage (see section G.2). Any player with a stick that is deemed as not being adequately taped by an official shall leave the floor and be replaced. That player may not re-enter the game until the next stoppage of play. If continued, each team shall be warned by the official and any further violation shall also include a misconduct penalty to the offending player. A second offense by the same team shall also include an additional bench minor for delay of game. See attached file **REF MEETING MINUTES AND RULES CLARIFICATION** for further details.
5. FOOTWEAR – Non-marking foot wear is required. Identification of improper footwear will require that individual to be removed for the duration of the game and noted on the score sheet. This player may return to the game if adequate foot wear is obtained and confirmed by the official before returning. A repeated offense by the same player shall require a misconduct penalty. There will be no warnings to teams for the purposes of this rule and repeated offenses in the same game by the same team shall include an additional bench minor for delay of game.

**E. Facilities**

1. All games will be played at the UCONN Avery Point. No hockey playing is permitted in the hallways. Players must sign in at the desk. Discarding of broken sticks is the responsibility of the player who owns the stick. **Players who break their sticks are required to discard them out of the gym, i.e. take them home and do not leave them in the garbage at Avery Point.**
2. Penalized players will serve their penalties at their team bench. Upon termination of a penalty, the timekeeper or official will signal the player into play. It is the responsibility of each penalized player to be alert to the timekeeper/officials signal.
3. The basketball backboard assembly, including the net, and ceiling are considered out of bounds and a play stoppage shall occur upon contact with the ball.
4. Alcohol is not allowed on the gym premises. Violation of this rule or vandalizing any gym property could jeopardize the league's existence. Additionally, at the discretion of the officials, intoxicated players will not be permitted to play in order to preserve the safety of all.
5. EBAC considers it a privilege to use the gym. Accordingly, it is important to treat the gym’s employees and patrons with courtesy and respect. Remember, we are guest and the UCONN Avery Point staff can have you removed from the premises if you do not abide by their rules.
6. Because there is no easy way to secure the nets at the gym, the referees will use liberal discretion in stopping play for a dislodged net. Unlike for USA Hockey rules, the referee has the authority to continue play if the dislodged net does not affect play. If a goal is scored on a dislodged net, the goal shall be allowed provided that the dislodged net was caused by a player on the scored upon team and in the opinion of the official, the goal would still have been scored if the net were not dislodged.
7. Marking of the floor is of great concern and the leagues continued existence at Avery Point is dependent upon our ability as a league to enforce the rules regarding non-marking footwear and the proper taping of sticks.

**F. League Fee**

League fee is $620 per team. Should a team forfeit more than one game, an additional $100 forfeit fee will be collected to pay for the cost of that game prior to playing their next game.

1. **Required Equipment**
2. Individuals are expected to equip themselves with proper gear in order to guard against injury. Sports quality eye protection; shin guards (hockey or soccer); head and hand protection are highly recommended.
3. All hockey sticks must be adequately tapped. See Rule 20.

1. Non-marking footwear is required. See Rule 21. It is also strongly recommended that footwear not be worn outside, i.e. designated for gym use only to preclude against dirt and sand from entering the gym and marking or scuffing the gym floor.

**H. Proclamation**

I have read and understand the aforementioned rules and bylaws. I understand that I am responsible to adhere to them when participating in the EBAC Floor Hockey League.

TEAM NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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