



BLACKTOP STREET HOCKEY

Official Rules and Regulations

(Last updated April 2026)

The BTSH rules are NOT necessarily the USA HOCKEY rules, the NHL rules, or any other hockey rules that you may be familiar with, but they are a collection of rules that have been patched together to suit our needs. Read them, know them, live them!

1) DON'T BE A DICK.

- a) Don't be a dick! This rule is the bedrock on which BTSH was founded.

2) STRUCTURE, OT, PLAYOFFS, WEATHER

2.1 League Structure, schedule, and standings

- a) The league consists of 20 teams divided into four divisions, with five teams in each division. Divisions are ranked from highest to lowest as follows:
- i) Division 1 (highest)
 - ii) Division 2
 - iii) Division 3
 - iv) Division 4 (lowest)
- b) Teams play a set number of games against opponents both within and across divisions, as outlined below:
- i) Division 1 teams play each other 8 times, Division 2 teams 7 times, and Division 3 teams 3 times
 - ii) Division 2 teams play each other 6 times, Division 1 teams 7 times, Division 3 teams 2 times and Division 4 teams 3 times.
 - iii) Division 3 teams play each other 8 times, Division 1 teams 3 times, Division 2 teams 2 times and Division 4 teams 5 times.
 - iv) Division 4 teams play each other 10 times, Division 2 teams 3 times and Division 3 teams 5 times.
- c) Points awarded for a win:
- i) A team receives 2 standard points for a win and 1 standard point for a tie (see more in 2.2e).
 - ii) Teams earn additional "bonus" points based on the division of the opponent they defeat:
 - Defeating a Division 1 team: +1.5 points
 - Defeating a Division 2 team: +1.0 point
 - Defeating a Division 3 team: +0.5 points
 - Defeating a Division 4 team: +0 points
 - iii) Examples of awarding points:
 - A Division 2 team defeats another **Division 2 team**
→ 2 (win) + 1.0 (bonus) = **3.0 total points**
 - A Division 4 team defeats a **Division 3 team**
→ 2 (win) + 0.5 (bonus) = **2.5 total points**
 - A Division 1 team defeats a **Division 3 team**



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→ 2 (win) + 0.5 (bonus) = **2.5 total points**

2.2 Game Structure

- a) Games will start on time or within 5 minutes of the previous game ending. You should arrive before your game is slotted to start. If you have trouble doing this buy a new alarm clock.
- b) Teams play with a max of 6 players on, including a goalie each. There must be 2 or more women or gender-diverse people on the court at all times. For purposes of the BTSH Rules, gender-diverse people include female, non-binary, or genderqueer players. Note: there may be fewer than 3 men on the court at any time, and there may be more than 2 women or gender-diverse players on the court at any time.
- c) Games are played in two 25-minute halves with a running clock. At the half the teams switch sides. Teams always switch defending goals after each half but NOT after the second half and before overtime.
- d) The clock is always stopped during water breaks and timeouts. If there is a 1 or 2 goal differential (not tied, however) during the last two minutes of the second half, the clock is stopped. If the game is tied or if there is a differential of 3 goals or more there is no stoppage.
- e) The clock can also be stopped at the ref's discretion (ex. medical needs).
- f) Each team is permitted to take one 30-second time out per game.
- g) There is a maximum break of 2 minutes between halves, and between regulation and overtime.
- h) If the gap in the score of the game reaches 10 goals, the game will end and will be declared a victory for the team in the lead. This is called the outdated rule.

2.3 Overtime (OT)

- a) If the game is tied at the end of the second half, a 5-minute sudden-death overtime (running clock) will be played, wherein the first team to score wins and ends the game. The teams do not switch sides for overtime. If a winner is not determined in the OT, a shootout commences.
- b) Shootouts: This shootout format will be followed for all regulation and playoff games (EXCEPT the semifinals and the final) if no winner is declared in overtime.
- c) Teams will select 3 players to shoot, and 1 or more of these 3 shooters must be a woman or gender-diverse player.
- d) If no winner is declared after each team's 3 shooters, teams will shoot back and forth in single rounds of sudden death until a total of 7 rounds or until a winner is declared, whichever happens first.
- e) If no winner is declared after the 7th round of shootout, both teams will receive 1 point for the tie.
- f) Shootout format past first 3 shooters:
 - i) For every 3 shooters after the initial 3, 1 or more must be a woman or gender-diverse player.
 - ii) Teams match the roster size and make-up of the smaller team. For example, if a



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team only has 3 women or gender-diverse players and the other team has 6, the team with 6 only has to have 3 of their women or gender-diverse players shoot. If a team has fewer than 7 skaters present, the opposing team may repeat shooters once the smaller team begins to repeat.

- iii) If the shootout starts to repeat shooters, teams will then be forced to ask themselves why they hate winning so badly.

2.4 Playoff Selection/Structure

- a) A player must play 6 regular season games for their team in order to be eligible to play in the playoffs.
 - i) There are ZERO exemptions allowed. If a team wants to use a player that did not qualify, they must receive approval as per section 13c.
 - ii) Commissioners will institute a deadline for captains to raise objections about other teams' post-season rosters. Commissioners will review objections and determine if any of the players objected to are ineligible. For any ineligible players, the captain may still seek the opposing captain's permission to use the player as an approved sub.
 - iii) Commissioners will do their best to catch ineligible players before the playoffs, but it is ultimately the responsibility of the opposing captain to double-check their opponent's roster. If there is a potential conflict of interest, concerns will be resolved by the Board.
- b) Teams are ranked 1 - 20 based on Regular Season Schedule, regardless of division or conference.
- c) Playoff Weeks
 - i) Playoffs Week 1: Bottom 8 teams square off to see which 4 will move on to join Top 12 in the Round of 16.
 - ii) Playoffs Week 2: Round of 16. Top 12 plus the 4 winners from Playoff Week 1
 - iii) Playoffs Week 3: Quarterfinals
 - iv) Playoffs Week 4: Semifinals. Typical bracket system
 - v) Playoffs Week 5: Final. Typical bracket system
- d) There are 5 weeks of playoffs; there will be no double headers for any team except if needed due to a prior playoff game being rained out.
- e) Any playoff game rescheduled within 48 hours of its scheduled start time requires approval from the captains of the involved teams. Any one team may veto the proposed change if it negatively impacts their attendance. Commissioners may instead postpone the game to a later date without captain approval.
- f) Eliminated teams will have the option to play exhibition games with games geared so that they face teams they missed in regular season, if possible.
- g) Reseed every week.
- h) When selecting and ranking teams for playoff berths, teams will be ranked by points. Teams tied for points will be ranked by the following criteria in the following order:



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- i) head-to-head results, determined by total standings points earned in games between the tied teams
 - ii) head-to-head win in overtime shall rank higher than head-to-head win by shootout
 - iii) by total wins in the regular season
 - iv) by greatest goal differential
 - v) by coin toss, in which case the team that is alphabetically first gets to call which side of the coin is in their favor
 - vi) sword fight
- i) If the game is tied after the regulation 50 minutes, then a 10-minute running-clock sudden-death overtime period will occur (unlike the 5-minute clock for regular season). The first team to score in the OT period wins.
 - j) If the game is still tied at the end of the first overtime period, then a shootout will ensue, in accordance with rule 2.3, except that the shootout shall not end until there is a winner.
 - k) In the event of overtime, unlike all other BTSH games, the semifinal games and the final will never go to a shootout. Unlimited sudden-death overtime will occur until one team scores. Overtime will occur in 25-minute periods; teams will switch sides after each overtime period.

2.5 Weather

- a) If bad weather threatens to make playing conditions dangerous, then the League Manager (Commissioner) and Captains will work together to make a decision about calling off games. They will attempt to make the call no later than 2 hours prior to the scheduled start time of the game.
- b) A captain cannot make a unilateral decision to postpone their team's game without the opposing team captain's approval. If the other captain does not agree, both teams are still required to play. Not showing up would result in a forfeit.
 - i) This only applies to postponing games before they start; this does not include the situation where a game begins and then there is inclement weather.
- c) If a game is canceled on game day due to the weather after the Commissioners originally confirmed that the game is on, players who arrive at the court may receive attendance credit for the game.
 - i) To receive credit, a player must check in with a Commissioner or other designated league official at the court to verify that they were present.
 - ii) If the game is later rescheduled and the player attends the rescheduled game, it does not count as additional attendance. The game may only count once toward a player's attendance record.



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3) FACE-OFFS

- a) Face-offs occur at the center of the court/rink at the beginning of each period and after each goal is scored. Refs have the discretion to call face-offs when play is stopped, and such face-offs should occur near where play had stopped, unless otherwise provided for in these rules. Players line up for face-offs behind the ball on the side of the court closest to their own goal (on-sides). All face-offs shall be knock hockey style in which each player taking the face-off must first hit the ground and then each other's stick 3 times before making a play for the ball.

4) BRINGING A BALL INBOUNDS

- a) At any non-rink venue (without "boards" completely containing the playing surface):
 - i) The ball must be on or behind the out of bounds line when being brought in from the sidelines, then you bring it back into bounds. The player inbounding does not have to be behind the out-of-bounds line, only the ball.
 - ii) The ball must be passed or shot into bounds; it cannot be carried in from out of bounds.
 - iii) A player inbounding the ball may shoot the ball anywhere within the playing area, INCLUDING ON GOAL, directly or deflected.
 - iv) Opponents of players bringing a ball into bounds/goalies bringing balls into play are to be no closer than 6 feet from the ball while the ball is being inbounded (that includes the player and his/her stick, of course).
 - v) Players, including goalies, have 5 seconds from the time the ball is set by the referee to bring the ball into bounds or into play; if they do not bring the ball into play within 5 seconds the referee may reverse possession.
 - vi) When the ball comes to rest in an area that is in bounds but in or near an obstruction which the referee considers problematic or potentially dangerous, then the referee may stop play to conduct a faceoff or the referee may give possession over to the first player to contact the ball. When given possession, the ball is to be inbounded from a spot nearest to where it became unplayable.
- b) At a rink venue with continuous boards enclosing the playing surface:
 - i) When possession is given to a team, the ball must be introduced into play no closer to the opponent's goal than the blue line nearest the opponent's goal.
 - ii) Opponents must not be closer than 3 feet from the person inbounding the ball.
 - iii) Once the inbounder touches the ball, it is in play. Thus, shots on goal from inbounding at a rink venue are allowed.
- c) Inbounding after ball leaves rink NOT over the sideline:
 - i) Either door on the west court: if the ball goes out-of-bounds, the possession will change to the team who did not touch it last. The ball shall be inbounded from an area as close as possible to the point at which the ball went out with the inbounding team receiving 6 feet from the defending team in order to play the ball back in. The referee will give the standard 5-second count in which the ball must be played before possession is changed.



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- ii) Turned up fences on any court: if the ball goes out of the court and the referee can clearly determine the team the ball went off of, the opposite team shall in-bound the ball as close as possible to the location the ball went out and shall be afforded 6 feet of room to bring the ball in. The referee will give the standard 5-second count in which the ball must be played before possession is changed.
- iii) Trees: If the ball hits any tree, it is not out of play unless the following scenario occurs: the ball hits the tree above one of the goals, and falls directly into the net without touching another player (other than the goalie -- basically, if it falls off their back), that will not be counted as a goal. Otherwise, the game will not be paused.
- iv) If the referee cannot determine possession, then a faceoff shall occur at the closest safe spot; the faceoff must occur between the two goal lines.

5) GOALIE SAFETY

- a) If an attacking player initiates any contact with a goalkeeper, incidental or otherwise, while the goalkeeper is in the goal crease, and a goal is scored, the goal will be disallowed.
- b) If an attacking player initiates any contact, other than incidental contact, with the goalkeeper, while the goalkeeper is outside of the goal crease, and a goal is scored, the goal will be disallowed.
- c) In all cases in which an attacking player initiates other than incidental contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, this action will be considered a foul by the attacking player.
- d) If the goalie initiates contact outside of the goal crease and a goal is scored, that goal is allowed.
- e) To sum up: no touchee the goalie.
- f) Only goalies can call water breaks. Goalies can only call for water breaks when their team has possession in their own zone or on a goalie ball (for either team).

6) GROUND PLAY

- a) Players may not lie on the ground to defend the goal and may not intentionally cover the ball to prevent play. It's a chump move that causes more injuries than it's worth and is a punishable offense. Any act which endangers other players, such as sliding, is not permitted. If such chump moves occur, the offending player sits out a shift, and the opposing team gains possession from the sidelines.
- b) A player may drop down to 1 or both knees in order to block a shot or an inbound. However, the player must only drop down in a stationary position - again, NO sliding. Going down to the knees is legal in BTSH and in most countries.

7) GOALIES AND BALLS

- a) Goalie throws are restricted to throws to the side or behind the goal line. Goalies cannot throw the ball forward. Just noting this as they used to be able to. Get with the times, people.



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- b) Goalies may not cover, freeze, glove or close their hand on the ball unless they are within their crease (fully or partially). Thus, goalies can't run to mid-court and cover the ball.
 - c) Goalies may not play the ball forward with their hand or glove (see above). If a goalie gloves or grabs the ball, they have roughly 3 seconds to either drop it where they grabbed the ball or drop it behind the goal line. If they hold on to the ball, the ball will be frozen and there will be a whistle.
 - d) The ball is frozen when the goalie covers the ball with their glove or any part of their body and the ref determines that the goalie does not intend to play the ball further. At this point the ref blows the whistle to stop play. After the whistle, the goalie must hand off the ball to their defense behind the goal line. At this point the ref will begin counting down from 5 seconds until the player either passes the ball into play, or stickhandles across the plane of the goal line. When the player does either of these two options, the ball is immediately "live" and in play. The ball will also become "live" once the ref countdown reaches zero and the other team can then cross the goal line to try and get the ball. To be clear: The goalie can no longer play the ball forward; it must be dropped behind the goal line and restarted by a teammate.
 - e) When outside their crease, goalies are subject to all rules governing the play of regular (non-goalie) players and may only play the ball with the stick and feet. This means they cannot slide prone, raise their sticks above their waist, etc. Even while in the crease, the goalie may not shoot/pass the ball above the cross bar or while playing the ball have their stick go above their knee.
- 8) NETS – CREASES
- a) Creases and nets shall be consistent at all playing locations. Goals are regulation 6-foot x 4-foot x 2-foot. Creases have a 6-foot radius from the center of the goal along the goal line.
 - b) A goal shall be disallowed if any body part of a member of the offending team is in or touching the crease when the ball crosses the goal line. If a shoelace is on the tip of the crease the goal will not be allowed. This rule is in effect to protect the goalies. Deal.
 - c) No attacking player can be in or have contact with the goal crease at any time, including their stick, except that a stick is allowed to be inside the crease when the ball enters the crease as long as it is not making contact with the goalie (see rule 5).
 - d) In the case of a pulled goalie, the player in possession of the ball may step in the crease to shoot the ball into the empty net (Rules 8b and 8c are rendered null and void). That said, a player is NOT allowed in the crease without the ball (e.g., to receive a pass to score with an empty net).
- 9) STICK AND BALL PLAY
- a) In the interest of safety (preventing head/face injuries from high balls or sticks being swung at high balls), the ball may not be shot into the air at above crossbar height. Balls that are intentionally kicked or juggled with feet apply to the same high ball rule.



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- If the ball is shot, kicked, or juggled above crossbar height, it is a delayed penalty, except when the ball hits a player and the referee suspects possibility of injury, in which case it is an immediate dead ball. Other exceptions to the rule include a rising shot that travels above the crossbar **beyond the net** and deflected shots. In these exception cases, play continues. In the case of a deflected shot that goes high, the ref should use the deflection signal of one hand swiping over the other hand to indicate play carrying on and yell “deflection” for clarity.
- b) Pinning the ball, standing on it, or any other kind of intentional blocking of the ball with no effort to move it results in a penalty.
 - c) Slap shots are illegal. A slap shot is loosely defined as winding up or lifting your stick (in preparation for a shot) above knee level. (see rule 1 for further clarification). The follow-through must not go above the waist.
 - d) Players are not allowed to run with their stick or play the ball with their stick above their waist. A goal scored by playing the ball with a stick above the waist shall be disallowed.
 - e) Stick checking is NOT allowed. Any play for the ball must be just that: a play for the ball. You cannot lift the stick, hold the stick down, or come down on the stick. A “sweep” for the ball is allowed.
 - f) When a player in control of the ball on a breakaway is tripped or otherwise fouled from behind and thus prevented from having a clear shot on goal, having no other opponent to pass other than the goaltender, a penalty shot shall be awarded to the non-offending team. Nevertheless, the Referee shall not stop play until the attacking team has lost control of the ball to the defending team
- 10) HAND-BODY DEFLECTION (SOME STOLEN FROM A LITTLE LEAGUE CALLED THE NHL)
- a) If a ball is traveling off of the ground, a player shall be permitted to catch the ball out of the air but must immediately place it or knock it down to the ground. They may not catch it and run with it.
 - b) A player shall be permitted to stop or “bat” a ball in the air with his/her open hand unless, in the opinion of the ref, they have directed the puck to a teammate in any zone other than the defending zone
 - c) Play will not be stopped for any hand pass by players in their own defending zone. A hand pass in the defending zone is considered to have occurred when both the player making the pass AND the player receiving the pass have both of their feet inside their defending zone. The defending zone is defined as the area closest to the team’s defending goal up to the mid-court face-off dot.
 - d) Any attacking player who gloves the ball towards the goal keeper or the net/crease area will be whistled for a hand pass. This will result in a goalie ball restart for the defending team.
 - e) A goal cannot be scored by an attacking player who bats or directs the puck with his hand into the net. A goal cannot be scored by an attacking player who bats or directs the puck and it is deflected into the net off any player, goalkeeper or official [or tree]. When the puck enters the net on a clear



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unintentional deflection off a glove, the goal shall be allowed.

- f) A goal cannot be scored by an attacking player who uses a distinct kicking motion to propel the puck into the net. A goal cannot be scored by an attacking player who kicks a puck that deflects into the net off any player, goalkeeper or official [or tree].
- g) Any ball that is directly deflected off or knocked in by a ref and goes into the goal unobstructed shall not be allowed.

11) SUBS

- a) Subs can enter the game at any time, however, no more than 6 players (including the goalie and 5 players) from any team can be playing on the court at any time. Subs may only shift on and off the court when they are on the same half of the court as their team's "bench". If a player or team is caught shifting on/off on the other team's half, it is a delayed call for Too Many Players and possession is given to the non-offending team.

12) REF INTERACTION AND REF SCHEDULING

- a) NO player may speak to the referees during the game, unless the referee initiates communication. If you have something you think a referee should know, tell your captain and they will relay the message to the referee at an opportune time. An opportune time includes after whistles or in between halves, not during play.
- b) Keep in mind that the referee's call stands, so if you have a dispute with a call, suck it up and shut up.
- c) Any attempt to yell, scream, bitch, whine, molest, or otherwise annoy the ref will result in, first a warning to the player and the captain of the players' team, then ejection from the game and possible DC committee action (again, rule number 1).
- d) Ref Schedulers and Ref Managers must not be members of the same team.
- e) If the ref scheduler's team is in the semi-finals or finals they cannot have a role in scheduling refs for those games. If this conflict of interest arises, the ref manager will assign refs. If both have a conflict, then the commissioner will take over, followed by a randomly selected board member.
- f) Referees are expected to follow Rule #1: "Don't be a dick." The Referee Manager may escalate complaints about refereeing to the Disciplinary Committee for review. If the Disciplinary Committee determines that a referee has violated this rule, it may impose disciplinary action, including a warning, a suspension from refereeing, or a ban from refereeing.
- g) See Addendum 1 for 2023 Rule concerning teams providing referees for the league.

13) TEAMS

- a) Teams are gender inclusive and must have at least 2 women, non-binary or genderqueer players playing on the court at all times (not including the goalie) or else they will need to play short.
- b) Rosters will be limited to 20 active players plus 1 goalie and will be locked at the end of Week 15. Captains must submit a playoff roster by this time and certify that all players



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on that roster have played at least 6 regular season games. However, as stated in Section 2.iii.a, it is ultimately the captain's responsibility to double-check the opposing team's playoff roster and raise concerns about ineligible players. Refs will track attendance each week. Injured players who attend games will receive credit for attendance (the Sarah Herr Rule).

- i) Players must be a registered member of a team in order to accrue a game played for that team. This means that Free Agents (FAs) will not receive credit for games played on a team until they formally join that team via their registration.
 - ii) Games will NOT accrue retroactively if a player plays as a Free Agent and later registers with a team for which they played games.
 - iii) In order for a player to accrue a game played, the player must have been present for at least half of the game. Whether that means they show up for the entire second half, only the first half, or half of each half doesn't matter.
- c) If your team elects to use a player from another BTSH team, the captain of the team you are playing that day must agree to this first. If the other team's captain does not agree to this, you will need to either play shorthanded, or forfeit. This goes for both players and goalies from other BTSH teams.
- i) Permission to use substitute players can be revoked up until puck drop. After a game has begun, i.e. once the clock starts, subs cannot be revoked.
 - ii) Your team may use any player who does not play for any BTSH team (except during playoffs) with no questions asked. However, such players should register on the website as an FA before the game for legal/liability reasons. During weeks 1-5, Free Agents can play as many games as they want; afterwards they can only play 1 game max per week (exceptions are possible in the case of goalie, female, non-binary, and/or genderqueer free agents).
- d) A game that is forfeited before it begins or because one team refuses to play results in a score of 0 (zero) for the forfeiting team and at 10 (ten) for the non-forfeiting team. If the game was in progress at the time it is declared forfeited, the score shall be recorded as 0 (zero) for the loser and 1 (one), or such greater number of goals that had been scored by it, for the winner.
- e) If a team does not have a goalie, a player on that team may play in place of the goalie. If goalie equipment is not available, the player may not play as a goalie and will be subject to player rules (6 players and no goalie on the court). A team may ask another member of BTSH to play goal if it is first approved by the opposition's captain.

14) NO STICK THROWING/SMASHING

- a) No one is to ever smash a stick or anything else against the ground with force, and no one is ever to throw a stick, on the court or off, because of the potential for severe injuries. Such infractions may lead to penalties, ejection from the game or both.

15) PENALTIES

- a) GAME RESTARTS AFTER A PENALTY OCCURS



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- i) Should an infraction of the rules be committed by a player of the team in possession and control of the puck, the Referee shall immediately stop play and assess and the ball changes possession and ball is inbounded from sideline across from the point of the foul.
- ii) Should an infraction of the rules be committed by a player of a team NOT in possession and control of the puck the Referee shall signal a delayed penalty. Play will be stopped immediately when the offending team gains possession and control of the ball. The ball changes possession and is placed at the spot of the touchup.
- b) If any infraction of the rules is severe enough, intentional, or repeated, the offending player will be written up by the head ref. A weekly review by the head of officiating/DC director will then, based on the referees' write-ups, determine a penalty that is suitable to the offense. If an offense is severe enough, items marked with a "(DC)" can be brought up to the disciplinary committee (part 16) for further discipline and consequences, including expulsion from the league.
- c) Minor offenses (written warning to 1 game suspension):
 - i) Holding
 - ii) Hooking
 - iii) Lofting
 - iv) stick check
 - v) goalie covering out of crease
 - vi) goalie delay of game
- d) Major offenses (written warning to 3 games suspension):
 - i) high sticking
 - ii) slapshot
 - iii) breaking Rule #1 (DC)
 - iv) sliding (players AND goalies)
- e) Severe offenses (1 game – 5 game suspensions):
 - i) slashing (DC)
 - ii) throwing/smashing stick (DC)
 - iii) tripping (DC)
 - iv) verbal abuse (DC)
- f) Extreme offenses (1 game suspension to season expulsion):
 - i) ref abuse
 - ii) pushing/roughing/fighting
- g) A 5-minute misconduct penalty can be given to any player who breaks Rule #1. This player must leave the game for 5 minutes before they can return to the game, the ref will notify the team when the 5 minutes is up. Infractions warranting a 5-minute misconduct include:
 - i) any infraction which takes away a golden scoring chance from the other team (for example, stick-checking someone from behind while they are on a breakaway or stick-checking someone right in front of the net as they are about to shoot). This infraction also awards a penalty shot to the player the foul was committed against, as outlined in section 9f.



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- ii) To reiterate: If a player commits a penalty against another player on a breakaway, at least a 5-minute misconduct will be awarded. This call will be made in the interest of safety and Rule #1
- iii) verbal abuse of refs or other players
- iv) Refs still have the option to say sit a shift, sit the rest of the half, or sit the rest of the game (a game misconduct) for various infractions. However, if a referee feels a player needs to sit longer than 5 minutes, or the whole game, you do not necessarily need to give a 5-minute misconduct first.

16) DISCIPLINARY COMMITTEE (DC)

- a) If a severe disciplinary infraction is committed and the head of officiating/DC director deems it necessary, then the disciplinary committee (DC) will meet as soon as possible to deliberate on the matter. The DC may also from time to time evaluate players with documented discipline problems.
 - i) Players will be informed on or before Thursday if they are receiving disciplinary action that affects their participation on the upcoming Sunday. If the ruling for a suspension is made after Thursday, the player may choose to start their suspension on the upcoming Sunday or the one after that.
- b) The DC is composed of a DC director who coordinates and initiates the meetings and the representatives of the league teams (generally captains or proxy appointed by the team captain). The DC director only votes to break a tie vote.
- c) The DC will have the authority to sanction players with reprimand, game suspension, probation, or league expulsion. The DC is ultimately responsible for upholding their decisions, and their decisions are final. Expelled players forfeit their fee and must consider their expulsion permanent barring the discovery of new evidence or information involving their expulsion. Only with such information can the player ask the DC to reexamine his/her case and revote on his/her position in the league. Notice there are no jokes in this rule, because we are dead serious.
- d) Best way to avoid the DC? See Rule 1.

17) PROHIBITED ACTIONS

- a) This is a non-contact game where we chase an orange (or sometimes red or pink) ball around the playground. As such, there is no pushing or using physical force against another player. All players are responsible for being in control of their actions at all times on the court and sidelines. Prohibited actions include and are not limited to:
 - i) intentional physical contact with another player with your body or stick
 - ii) checking
 - iii) chopping (bring the stick down on another stick and also holding down a stick)
 - iv) upward stick checking (flipping sticks up from behind and underneath)
 - v) hacking/slashing (shin- slapping)
 - vi) tripping
 - vii) hooking
 - viii) spearing



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- ix) stick end-butting
- x) high sticking (stick above the waist)
- xi) vengeful shots made purely to induce injury
- xii) verbal taunts and abuse
- xiii) fighting
- xiv) any infraction covered by the rules of USA Hockey, not stated above, and at the discretion of the refs
- xv) basically doing anything that would embarrass your loved ones. If you feel your temper getting the best of you, take yourself out of the game before someone else does it for you.

18) WARNINGS

- a) If you are repeatedly seen by or are reported to the referee as doing any of the above violent no-nos, you will be given a warning and possibly sat down for a shift, 5 minutes, a half, or ejected from the game
- b) If the behavior continues, you may be suspended; you will have to appear in front of the DC and possibly be ejected from the league.

19) FALLS/INJURIES

- a) If someone falls or trips or there is any safety issue, any player can ask the referee to call an emergency time out until the situation is rectified.

20) CHAIN OF COMMAND

- a) **Officials provide the final say in terms of goals and behavior on the court or rink**, but the players and captains are responsible for regulating themselves and those around them, and are expected to do so in an adult manner. All decisions and behavior should keep player safety and Rule #1 in mind!!!!
- b) If a player feels that they are being maliciously targeted by another player, that player may bring the matter to the attention of their captain and the referee, but may not retaliate.

21) THE BOTTOM LINE

- a) These rules have been annually updated since the league's founding in 2000, and are tailored for a low-key, fun, friendly, non-aggressive, social hockey league. Every player must know and follow these rules. BTSH strives to be less than a "sports league" and more than a "social club," if that makes any sense. It's not all about the wins, it's not all about the trophy, it IS all about getting together with some friends and having FUN. Abiding by the rules in a strict manner will help you accomplish that goal!



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ADDENDUM 1: Addition of the Referee Rule (effective as of 2023 Season)

Note that the policy refers to “providing” referees. This means that your team communicated with the ref scheduler what refs you had available that week. It does not mean they were scheduled (ideally we have a surplus of refs such that all provided refs are not needed each week). Shadowing a game is also considered providing a referee. Simply attending training is not, the ref/trainee needs to be available for an entire game. If a game is rained out, individuals/teams who have signed up to ref that day will still count as providing refs for that 3-week window.

The every-3-week requirement

*If a team does not provide at least 2 refs across a window of 3 consecutive BTSH Sundays (total, not 2 refs per week), the team will enter bad standing with regards to this policy. A team can leave bad standing by providing 3 or more refs across any subsequent 3-week window. Nothing happens to a team in bad standing, it is simply a probationary status. If, while in bad standing, a team provides 2 refs for each subsequent 3-week window, nothing will happen to them (they also will not leave bad standing). **However, if during any 3-week window, a team in bad standing does not provide 2 refs, a captain of that team will be suspended for the first half of the team’s next game.** This means that a team can enter bad standing, stay there for multiple weeks, and end up having their captain suspended in the future if they do not provide 2 refs in a 3-week window. It also means that once a team is in bad standing, their captain can be suspended multiple times if they continue to not provide refs for subsequent 3-week windows. The only way a team in bad standing avoids this risk is by providing enough refs to leave bad standing (or never entering bad standing to begin with). **Based on the above, the earliest a captain could be suspended would be week 9 of a season.***

The tracking windows for this policy are as follows (note that these are weeks of play, not calendar weeks):

Weeks 6-8

Weeks 9-11

Weeks 12-14

Weeks 15-17

**Note that week 18 will not be within this time period as of now due to the number of weeks remaining. Based on rainouts, updates will be provided accordingly.*



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Decisions for if a team enters bad standing, if a captain is suspended, etc., will be made after weeks 8, 11, 14, 17. Suspensions will be served weeks 9, 12, 15, 18.

Questions:

Q: Will I be notified that I am at risk of entering bad standing or being suspended?

A: Yes. Any team that has not provided a total of 2 refs in the first 2 weeks of a tracking window will be notified prior to the third week's game that they are either about to enter bad standing or that their captain is at risk of a suspension.

Q: My team has more than one captain, who gets the suspension?

A: The team can select which captain sits, but must let the ref scheduler know prior to the game who is serving the suspension.

Q: Who is responsible for tracking this?

A: This will be part of the ref scheduler's responsibilities going forward. If, at any point, you want to know your team's status you can reach out to the ref scheduler. You will be able to find out who was provided to ref from your team, when your team last provided a ref, how many refs you need to provide to leave bad standing, etc.

Q: What happens if I end the season in bad standing?

A: The status will carry over to the following season until you provide the refs required to leave it.

Q: Does this affect ref pay at all?

A: No, refs will still be paid the same amount. This policy is just being established to ensure we have enough refs. Refs can still request to ref multiple games per day to make more money as well.

Q: Are playoffs included in this?

A: As of now, no, this is only for the regular season. Teams that have been eliminated from playoffs should not be required to ref later rounds (unless someone from the team requests to).