



WSCC POWER PLAY

RULES

1. Each team must have a minimum of 5 but may have a maximum of 9 players on its roster.
2. Teams will be placed in divisions based on information provided at time of registration. You are be placed in the appropriate division based age.
3. Player changes may be made after initial registration is complete and prior to the close of the registration deadline. Some roster changes may be permitted after the registration deadline but prior to the team's first scheduled game. No roster substitutions are allowed after a team's first scheduled game.
4. All players must carry ID during Check-in and throughout the event (birth certificates for players 15 and under). WSCC has the right to check ID at any time and to disqualify players and/or their entire team for submission of false information, use of non- registered players, unauthorized substitutions, and/or bad sportsmanship.
5. Games are 4-on-4, including the goaltender (i.e. 3 out players plus one goalie in play at all times). You can sit your goaltender, if wanted, at any time during the match.
6. Face-offs occur at the start of game and at half.
7. The ball will change possession after every goal scored.
8. During play, alternates can substitute as teams deem necessary and/or "on the fly". No stoppage in play is necessary to make substitutions. However, a team needs to be especially careful not to get penalized for too many men on the street when making on the fly changes. Changes must always be made from the team's defensive end of the street rink.
9. There can be no goal changes made during games, except in the case of injury. If a goalie leaves a game due to injury, he/she cannot return to the game in an "out" position.
10. When the ball is covered by the goaltender, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 3 metres of space to make a play. The team with possession is allowed 5 seconds to put the ball in play.

11. When a ball leaves play:

If the ball out of play

OFF THE OFFENSIVE TEAM

The defending team gets the ball behind their own net. The opposing team must give the team with the ball 3 metres of space to make a play. The team with possession is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

OFF THE DEFENSIVE TEAM

The team on offense receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team 3 metres of space to make a play. The team on offense is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

If the ball leaves play at either side of the rink, the team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. Again that team is given 3 metres of space and 5 seconds of time to make a play.

Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)

12. After a goal is scored:

There is no face-off. The team that was scored on gets possession and may execute play immediately. They also must execute play (i.e. cross the center line) within 10 seconds. If they fail to do so, the other team may encroach aggressively.

The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player, crosses that line (or the 10- second rule expires).

However, during the final 5 minutes of play, the team that just scored must still (in its entirety) clear half - but after so doing may then encroach immediately. The purpose of this rule is to avoid stalling by the team who was scored on and to intensify the final minutes of each game.

13. Teams can have a 3 minute warm up but the game must start on schedule.

14. If a team is late more than 10 minutes, the game is forfeited and the other team wins!

15. Games are 30 minutes (Two - 15 minute halves, straight time)

16. The mercy Rule will be in effect. If one team leads by a 10 goal margin at any time during the first half, play continues. If the team is still up by 10 after half, or at any point during the second half the mercy rule will apply. The score is recorded as a 10 goal margin.
17. The games have a 15 goal max. First team to score 15 goals wins.
18. One time out (30 seconds) per game is allowed per team.
19. NO slashing, hooking tripping, crosschecking, high sticking, or inappropriate stick work of any kind. This will result in a penalty shot. If a player does, including, but not limited to, spearing and/or butt-ending, the player will be immediately removed from the game or tournament.
20. Absolutely NO Fighting! It is unacceptable and the player(s) will be re removed from the tournament. WSCC sees fighting as even one punch.
21. NO pushing, shoving, checking, roughhousing, or unsportsmanlike conduct of any kind. This will result in a penalty shot for the other team. Depending on what happened it could also result in the player being removed from the game or tournament.
22. If a team stalls the puck it can/will result in a penalty shot for the other team.
23. If a player gets the same penalty two times for the above offenses, the player can be asked to leave for the remainder of the game. The team would then play the remainder of the game short-handed (i.e. 3-on-4. It's like a red card in soccer
24. If there are too many players on the road, and that team touches the ball, it would be a "too many players" penalty and the other team will get a penalty shot. Too many players penalties are do not count for two penalties and you are out rule.
25. NO SLAPSHOTS! Slap shots are defined as any shot that involves a wind up that begins above the shooter's waist. If a player deliberately takes a slap shot, the other team will get a penalty shot. For slap shots being taken do not count against the two penalties and you are out rule.
26. If contact is made with the ball when the stick is above the crossbar, it will be considered high sticking and the other team will get a penalty shot. High sticking does not count against the two penalties and you are out rule.
27. All penalties result in the other team receiving a penalty shot. Penalty shots are taken immediately after they are given, the ball being placed at center ice and uses the breakaway format.
28. After a penalty shot the ball is given to the defending team regardless of the outcome of the shot. After the shot, the ball is immediately live to the defending team. Any player can take all

penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed or a player that was on the rink at the time of the penalty).

29. If the game is tied after 39 minutes of play, the teams will go into a shootout to determine the winner. Each team will choose 3 players from their own team to participate in the shootout. Each of these shooters will be given one breakaway on the opposing goaltender. The team with the most goals at the end of the shootout will be declared the winner. If the score remains tied after the initial shootout round, the shootout will move to sudden death format. In the sudden death shootout, the same 3 players must shoot in the same order as they did during the initial shootout round. Sudden death shoot out rounds continue until a winner is declared

30. Goaltenders are required bring their own goaltender equipment.

31. Sticks and running shoes are required for all players

32. All players **MUST** wear a **HELMET** with a facemask!

33. Gloves, jocks, mouth guards and shin guards are **STRONGLY ENCOURAGED FOR ALL PARTICIPANTS**, but are not mandatory.

34. WSCC Power Play will happen rain or shine except under conditions of severe weather conditions. Play will be stopped immediately in the case of such weather, including lightning.

35. Should inclement weather lead to tournament delays, and games are able to be played again, games will then be played until 10 goals or 20 minutes, without halftime or any significant warm-up. At the end of the 20-minute period, the team that is ahead is declared the winner. If a game reaches the time limit in a tie, the teams will go into a shootout to determine the winner. You must check in for game times as they will change in this situation and not arriving on time or being late by 10 minutes can result in a forfeit.

36. Please be prepared for any kind of weather!

37. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.

38. **NO** Drug, Alcohol or smoking is allowed on site. Any player or spectator who does not follow this rule will be asked to leave the site immediately.

