



Rules:Light The Lamp

RULES:

Referee discretion is an important part of any sporting event. At *#LightTheLamp* tournaments, the **Referee's decision is FINAL**. There should be no arguing of calls by participants or spectators. Arguing calls by either of these parties can result in a penalty shot being awarded to the other team on the first offense, and a team being disqualified from a game as a result of the second offense. Calls may be questioned, but only by a team captain, who is the sole representative of the team. These policies shall be strictly enforced with a zero-tolerance approach. Penalties awarded as a result of excessive arguing are made at the sole discretion of the Referee.

PLAY:

1. Each team must have a minimum of five (5) but may have a maximum of nine (9) players on its roster.
2. Male division – male or male/female combination. Female Division – female only
3. Games must be started 4 players. May be finished with 3 players but not with 2 players (result is an automatic forfeit).
4. Teams are
5. Team roster changes are permitted until **May 31st**. After the deadline, requests will be accepted for illness or injury and will be at the Light the Lamp staff discretion. No roster substitutions are allowed after a team's first scheduled game.
6. A Parent/Team Representative/Player will be required to have access to proof of birthdate for all players.
8. All games will be played 4-on-4, including the goaltender (i.e., 3 out players plus one goalie on the street at all times). A team may play without a goaltender, if it chooses to do so, at any time during the match.
9. Games and halves will begin with a face-off.
10. The ball will change possession after every goal scored.
11. During play, players can be substituted when necessary and/or "on the fly". No stoppage in play is necessary to make substitutions. Changes must always be made from the team's defensive end of the street rink. Trying to change in the offensive end may result in a penalty shot (if an advantage is created, and according to the referee's discretion).



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12. Hand passes are permitted, unless the official deems that a hand pass created an unfair advantage. Under such circumstances, the play is stopped immediately, and ball awarded to the opposing team.

13. Goalie changes can be made on the fly (or halftime) and are subject to the same rules of all other on the fly player changes. **Time will NOT stop to replace a goalie.** If a goal is scored while a team is attempting to make an on-the-fly goaltender change, the goal will stand. Teams must identify and use only one goaltender prior to any shootout.

14. 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. The goalie may cover the ball anywhere in their defensive end to stop the play.

15. When a ball leaves play:

If the ball goes over the backdrop OF THE OFFENSIVE TEAM: The defending team receives possession of the ball behind its 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).

If the ball goes over the backdrop OF 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 last team who touches the ball gives up possession. The referee will determine which team should have possession. That team is given 3 metres of space and 5 seconds of time to make a play

16. 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.



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TIME:

1. Teams will be given a 3-minute warm-up before each game.
2. A 10-minute forfeit allowance will be strictly enforced.
3. Games will be 30 minutes in length (Two – 12-minute halves, running time, separated by a one-minute half-time break). The last minute of the game will be stop time administered by the Referee.
4. A mercy rule will be in effect if one team leads the other by a **10-goal margin** at any point during the second half of the game. If a team goes up by 10 goals in the first half, play continues. If they are still up by 10 goals when the first half is over, the mercy rule goes into effect. The score is then recorded as a 10-goal margin of victory (even if they were up by more than 10 goals). This is for seeding purposes. The games are also capped at 15 goals. The first team to score 15 goals in a game wins.
5. Each team will be allowed one (1), 30-second time out per game.

PENALTIES:

1. If a player receives 2 penalties the player will be ejected from the game, but the team **WILL NOT** play short-handed for the remainder of game as compared to previous years. The committee decided that it was a rule that was not fair to the team
2. There shall be NO slashing, hooking, tripping, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. More serious offenses, including, but not limited to, spearing and/or butt-ending, shall result in an individual being immediately removed from a tournament.
3. Fighting is unacceptable and will always result in the individual being removed from tournament. From an organizer's standpoint, **fighting is defined as one punch.** The public setting of these events means that fighting may also have legal ramifications.
4. There shall be NO pushing, shoving, checking, roughhousing, or unsportsmanlike conduct of any kind. Doing so shall result in at least a penalty shot for the other team but may be punished more severely according to the discretion of the referee and/or tournament supervisor.
5. There shall be NO stalling. Delay of Game is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.
6. Any player that gets **penalized two times during one game** for incidents mentioned above will be **disqualified from participating in the remainder of that game.** The player in question may be



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subject to more serious punishment (i.e., ejection from the tournament), if the Tournament Supervisor deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.

7. If any player touches the ball while his/her team has too many players on the street, it shall be ruled a "too many players" penalty and the opposing team shall be awarded a penalty shot. This penalty is not applied against the two penalties and you are out rule.

8. **NO slapshots** are allowed during *#LightTheLamp* games. Slapshots are defined as any shot that extends above the shooter's waist. This penalty does not count against the two penalties and you are out rule.

9. Any contact made with the ball when the stick is above the crossbar will be penalized with a penalty shot. A high stick penalty does not count against the two penalties and you are out rule.

10. The result of all penalties is a penalty shot awarded to the other team. Penalty shots are taken immediately after an infraction and are taken with the ball being placed at center ice according to breakaway type format.

11. For penalty shots, the ball is dead after the shot or at the conclusion of forward progress. Possession is always 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 individual 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 infraction).

SHOOTOUTS:

If the game reaches the 30-Minute time limit in a tie, the teams will go into a shootout to determine the winner. Each team will nominate 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 with coaches discretion of shooters. Sudden death shoot-out rounds continue until a winner is declared.

EQUIPMENT:

1. Teams/Goaltenders are responsible for their own goaltender equipment. The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team. Pads may be no wider than 13". Challenges on the width of a goalies' pads made by an opposing team must be done before the game starts. If the challenge is correct, the goalie is no longer



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allowed to use the pads and the team must either borrow equipment or play without a goalie (4 out players). If the goalie chooses to borrow pads, the game will not wait for the goalie to be ready and will start on schedule. The challenging team will also be awarded a goal. If the challenge is incorrect, the challenging team must forfeit a goal.

2. Sticks and running shoes are required by all participants. All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed. **Floorball sticks are not permitted.**

3. Gloves, helmets, eye protection are mandatory. Jocks, mouth guards and shin guards are STRONGLY ENCOURAGED FOR ALL PARTICIPANTS.

RAIN PLAN:

1. *#LightTheLamp* will proceed rain or shine except under conditions of severe weather systems. Play will be stopped immediately in the case of such weather systems, including lightning, with all players asked to leave the street.

OTHER:

1. Always report to your rink. Should inclement weather lead to tournament delays, 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. All teams must stay near their rink at all times, as games will be played in rotation and will progress quickly. If a team is not present at the time an official call for the game, the absent team(s) will risk forfeiture. **Be sure to come to the event prepared for any kind of weather!**

2. Each team is advised to check **the Master Scoreboard** for all schedules, times, rinks, revisions, and other important information. We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances. Be aware that if you choose to leave the event site, you might miss out on important event related/scheduling information.

3. 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. We suggest that a team rep have bandaids on hand. A first Aid team will be on site.



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4. Drug and alcohol use is prohibited on site. Any player or spectator who violates this rule will be escorted off site by event security. The rest of the player or spectator's team may be eliminated from the competition.

5. No pets are permitted on the Wilbur Sparkes Complex/Light the Lamp site

6. No Smoking/vaping permitted on the Wilbur Sparkes Complex/Light the Lamp site.

Please be respectful of our Community event, staff and volunteers.