

# SWISS POND HOCKEY CHAMPIONSHIP

## Informationen und Regeln



### Tournament Organization

- Each team has at least 5 games. We play 4 against 4 without a goalkeeper.
- Each preliminary round game lasts 30 minutes, 2 halves of 15 minutes each with 3-5 minutes break.
- The games in the final round last 20 minutes, 2 halves of 10 minutes each with 3-5 minutes break.
- In the final round, the winners are determined in a single elimination bracket.
- The courts measure approx. 40x20m. The goals are smaller, they are 180cm wide / 20cm high.
- There are no referees → There are court monitors on each pitch. They accompany the game, count the goals and report the result to the tournament organization.
- **The maximum goal difference for a game is +/- 10 goals. No matter how high a team wins, a maximum of +10 goals will be credited.**
- Only players who have reached the age of 18 are eligible to participate.
- If a team does not turn up for a scheduled game, it loses its guaranteed starting spot in next year's tournament and must enter the draw.

### Face offs/Specials

- Face offs by the court monitors are only carried out if requested (start of the game / after the break).
- After goals or penalties, the puck is put back into play by passing or dribbling the puck over half court. The initiating team must bring the puck into play quickly and over half court without delaying the game.
- The defending team may only intervene once the puck or a player of the attacking team has crossed half court.
- There are no offsides or icings.
- **Goals can only be scored from the attacking half → after the half court line.**
- Pucks that leave the field of play are put back into play with a pass from the team that did not touch the puck last. The defending team must keep a distance of at least one stick length. The court monitors have extra pucks so that the game can continue without delay.
- Saucer passes are generally permitted → see detailed explanation of minor penalties.

### Equipment

- All players must wear ice hockey skates (no figure skates, goalie skates or speed skates are allowed).
- We recommend wearing a helmet and hockey gloves. Knee pads and elbow pads are permitted. No other equipment is permitted.
- **The equipment is for protection only and is not intended to enable a more aggressive style of play!**
- Goalie sticks or other goalie equipment are not permitted.

### Draws

- Draws are possible in the preliminary round. As soon as the signal sounds, the game stops.
- In the final round (single elimination bracket), in the event of a draw, an extra time of 5 minutes is added after a short break. These 5 minutes are played in full (no sudden death).
- If the game has not yet been decided after the first extra time, further 5 minutes of extra time WITH sudden death is added.

### Important notice

- The organizing committee has the possibility to adapt the rules where necessary. These changes will be communicated to the teams immediately.

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### Team composition

- The number of players per team is not limited. However, only one substitution is permitted per game. This substitution can only take place at half-time. No substitutions are allowed during the game.
- Any team who chooses to make substitutions during the game will be penalized with a 10-goal forfeit.
- From the quarterfinal onwards, the composition of the team may no longer change. The 4 players who played in the quarterfinal must also be used in the semifinal and the final. The tournament head quarter must be informed in the event of an injury.
- If a team does not have enough players and therefore uses a player from another team, this must be communicated to the opponents before the game. They can decide whether they accept this. If so, the game will be scored as a normal game. If the opponents do not agree, the substitute players cannot play or the team accepts a 10-goal forfeit.
- After the game, both teams help clean the playing surface and free it from snow and ice chips. Shovels and "shovel boards" are available at each pitch.
- The organizing committee has the right to exclude players from the tournament if they pose a danger to themselves or other participants.

### Penalties

- In the event of an offence, the opponents are credited with a goal and are also awarded possession of the puck. They bring the puck back into play → see face-off/specials.
- Minor/major penalties are imposed for rule violations.
- All minor penalties can be converted into major penalties in extreme cases of repeated offences.

### Minor penalties

- Physical contact and body checks of any kind are prohibited. The use of equipment - helmet, elbow pads, shin guards - in close 1on1 situations is prohibited.
- Fundamental offences such as tripping, hooking, slashing or obstruction are considered "minor penalties"
- The same rules apply to stick handling as in ice hockey.
- High sticking - contact with the puck above hip height results in a minor penalty
- Safety first → high shots are prohibited.
- Slap shots are not allowed, the sticks must remain on the ice → minor penalty
- Deliberate lifting of the puck is not allowed. Exceptions are "saucer passes". However, if the "saucer pass" endangers players or spectators, this will result in a minor penalty.
- No player may lie down in front of the goal, slide on the ice in front of the goal or throw or place the stick in front of the goal with the intention of preventing a goal → minor penalty.

### Major penalties

- Any insult or attack against court monitors or the tournament management are immediately considered a "major penalty", including excessive swearing, and arguing about a decision.
- Major penalties or actions that seriously jeopardize the safety of players, staff or spectators will result in the exclusion of the guilty players for the entire tournament.
- In the event of extreme incidents or if several team members are involved, the entire team may be excluded from the tournament. This team may be banned from participating in future tournaments.