



## Adult 4 on 4 Pond Hockey Info/Rules

*This is pond hockey, the way nature intended it to be, which is meant to be fun, safe and played in a fair and courteous manner.*

**Location:** Bane Park & Memorial Park, Brainerd

**Cost:** \$80/team

**Season:** 6 league games, guaranteed 2 playoff games. January 3 – March 7 (weather permitting)

**League:** 4 on 4, minimum 3 players, maximum 10 players. Teams can consist of any number of male or female players.

**Goals:** 12" high, regulation width with a screen blocking much of the goal mouth. 3" "mouse holes" are in the screen to allow goals.

**Game Length:** Three 10-minute periods, 5-minute intermission between periods 1 and 2, and 2 and 3. Players can change "on the fly".

**Game Times:** Tuesdays @ 6pm, 7pm, or 8pm

1. **Team Manager:** Each team must have a team manager who will be responsible for their team's actions and resolutions. Players on the team must be 16 years old or older.
2. **Score/Time keeper:** Home team turns in the score to warming house attendant and provides time keeper throughout the game.
3. **Rosters:** Must be turned in to the Brainerd Parks and Recreation Department and team registration payments must be made prior to the first game. Rosters can be emailed to [kkaufman@ci.brainerd.mn.us](mailto:kkaufman@ci.brainerd.mn.us). We keep a copy at each rink location.
4. **Equipment:** All players must have a hockey stick, and wear a helmet & skates. Other protective equipment is optional but highly recommended. No goaltending and/or goalie sticks or equipment is allowed.
5. **Jerseys:** Teams may have matching jerseys, but it is not required. Ideally home would wear light and away team would wear dark.
6. **Subs:** Please put any subs you may use throughout the season on your roster. The players on your roster are allowed to play in playoffs. You may not use a player from another team's roster at any time without forfeiting the game.
7. **Possession of the puck:** The team which started the game on defense will have possession of the puck to start next period. Teams will also switch goals each period
  - a. Teams must give their opponents ½ ice after a goal is scored or an infraction takes place. The defense must allow offense to cross center ice following a goal or infraction before initiating play. The puck must cross center ice ahead of any offensive players.
  - b. If a puck leaves the rink, the last team to touch it loses possession. During restart, the defender must give his opponent 2-stick lengths of space from the point where the puck left the rink.
8. **Officials:** There are no officials. Keep your stick on the ice!
  - a. There are no offsides or icing calls, but please call it if your team accidentally does it.
9. **Ejection:** Any purposeful major penalty determined by team managers, which includes any action that could possibly injure another player, will result in the ejection of the offending player. The team that received the player ejection will play the remainder of the game short-handed.
10. **Disqualification:** Any fighting will result in the game being called and disqualification of both teams.
  - a. Players ejected or teams disqualified may not resume play until after meeting with the Brainerd Parks and Recreation Department's Sportsmanship Committee and cleared to resume play by the committee.
11. **Checking:** No checking is allowed. Such action will result in a major penalty. Team w/ penalty will play 5 minutes short-handed.
12. **Slap Shots:** No slap shots. Sticks must remain on the ice during play. Players are not allowed to lift pucks more than 12" off the ice. Such action will result in the other team gaining possession of the puck.
13. **Goals:** Must be scored from the attacking side of center ice, from inside the blue line.
  - a. Goaltending is not allowed. However, a player may be positioned in the area of the goal, but players cannot lay their sticks or body down to protect the goal area. Such action will result in a minor penalty and 2 minutes short-handed.
14. **Ties:** In a regular season game, ties will be recorded. **In playoffs**, games that end in a tie, the win will be decided by a "sudden-death" overtime where the first team to score wins. Possession of the puck in a tie-breaker will be determined by rock, paper, scissors.