

Bermuda Ball Hockey Association (BBHA)

Official Rules of Play

Updated: October 2001

ARTICLE A - Rules of Play (General)

- I. BBHA games are governed by gentlemanly style of play. Friendly competition is the ultimate objective and final authority during games rests with all players from both sides as a collective group.
- II. During tournament play, a referee will be appointed to determine final authority over matters involving interpretation of these rules.
- III. Style of play and rules will closely follow that of traditional ice hockey rules unless otherwise stated in these rules.
- IV. Games are not restricted by a time element; instead, a total amount of goals scored will determine length of game.
- V. Referee will decide on penalties and course of action - either warning, forfeiture of ball from one team to another, penalty shot, or immediate ejection from game and/or tournament. There are no man advantage situations with a time element.
- VI. Each team will field a total of 4 players plus a goaltender during play.
- VII. In a “too many men” situation, the referee shall consider leniency only for those teams making shift changes that do not affect the play or action of the ball nor gives a team an unfair advantage.
- VIII. There are no off-side or icing infractions.
- IX. To begin play, a face-off will occur at centre ice.
- X. After a goal is scored, the scored upon team will take possession and play will begin again when the team scoring the goal retreats back to their zone. The retreating team cannot move forward past the centre line again until the ball or a player on the team who was scored upon moves past the centre line.
- XI. Slap shots are not allowed – zero tolerance rule. Any shot that involves a wind up and/or follow through in order to increase velocity of ball is considered a slap shot. Ball will be forfeited to opposite team in such cases.
- XII. Hard shots are not allowed. The referee has the discretion to call back play if he deems that a shot is hard enough to cause injury to the goaltender. Goals can be called back in such cases.
- XIII. The decision of the referee is final and cannot be appealed.
- XIV. The goaltender cannot:
 - (a) take possession of ball with his glove when outside the outer crease zone or behind the net (semi-circle drawn on surface with chalk to indicate crease zone)
 - (a) move ball forward with his glove or hand
 - (b) move past the blue line with possession of the ball
 - (c) intentionally move the net to prevent scoring opportunities by opposing teamThe ball will be forfeited to the opposite team when aforementioned infractions occur
- XV. Should the ball be shot or deflected out of play, outside the playing surface, the team who last made contact with the ball shall forfeit possession of the ball and play will begin again at the same spot where it left the playing surface by the opposing team, unless:
 - (b) the ball was shot high and/or hard and was deflected out of play by the defending team (eg. off the goalie's head, shoulder), in which case, the defending team takes possession of the ball behind their net.
- XVI. When there is a stoppage in play, the team who has forfeited the ball must give the player beginning play again at least three feet in distance to replay the ball, unless the play begins again from behind the net in the defensive zone. In that case, the offensive player must allow time for the goalie to give ball to player behind the net, but ball is in play as soon as it is placed on the surface again.

XVII. A high stick infraction occurs when a player makes contact with the ball when the blade of his stick is above waist level of that player. Gentlemanly play rules allow the opposing team to make the call at the time of contact, and possession of ball will be forfeited to the opposing team at the spot where the infraction occurred. If neither team makes the call, play continues. If in question, the final authority on the matter rests with the appointed referee.

XVIII. In certain game situations, the ball will be placed high into the air, but still in play. To prevent high sticking in those situations, players can make direct contact with the ball with their hands in order to prevent injury and to keep the ball in play, provided that:

- (a) the ball is not batted forward or backward
- (b) the ball is immediately dropped back in play to the playing surface
- (c) the player making contact with the ball is the same intended player who takes possession of the ball when it is dropped back in to play
- (d) the same player does not place or move the ball in a manner that gives him a significant advantage over the opposition

XIX. If a ball inadvertently lands on the back of the net, play stops immediately and the defensive zone team will take possession of the ball behind their net and begin play again, unless it was intentionally placed there by the same defensive team, in which case the ball will be forfeited to the offensive team in the corner area in the end-zone where the infraction took place.

XX. When a goalie covers up the ball to stop play within the designated crease area, the goalie can begin play again immediately from the same location or retreat back to his net and pass the ball behind the net to a teammate to begin play again.

XXI. During evening play, with the assistance of additional lighting, the ball must be played in the offensive zone past the blue line before a goal can be scored, so as to give proper visibility to the goaltender and to avoid unnecessary injury. Also known as, the 'blue line' rule.

XXII. If and when a player falls to injury during play, the game shall immediately stop and the referee will assess and determine course of action, either infraction, or forfeit of ball.

XXIII. Should a player fall to the surface by his own volition however, play shall continue, even if that player has possession of the ball. But should that same fallen player be subject to injury, play will immediately stop. Referee will use judgement on this rule.

XXIV. In regular play,

- (a) all games will be played until a team scores a total of ten goals, the team that scores ten goals first will be declared the winner
- (b) abbreviated games may be played in which case, the first team to score a total of 5 goals will be declared the winner

XXV. In tournament play,

- (a) all round robin games will be played until a team scores a total of six goals; the team that scores six goals first will be declared the winner.
- (b) both semi-final round games will be played until a team scores a total of eight goals; the team that scores eight goals first will be declared the winner.
- (c) the championship game will be played until a team scores a total of ten goals; the team that scores ten goals first will be declared the winner.

XXVI. Competing teams are asked to decide on which end zones they will assume prior to each game. If a mutual decision cannot be reached among captains, the referee will flip a coin. If no referee is present, the default rule appoints the north end of the rink to the team wearing dark-colored jerseys and the south end of the rink to the team wearing light-colored jerseys.

XXVII. Any team may wish to change end zones at the midway point during a game; If the game is determined by an odd number of goals scored by the winning team, a change in end zones will take place only after the midway point in the game is achieved, but not before. (eg. In a game that is scheduled to 5, teams can only change end zones after the 3rd goal by a team has been scored). If the request to change end-zone is not made, the game will continue on as is.

ARTICLE B – Tournament Format and Rules

- I. Quarter Final Round Robin
 - a) In a five-team tournament format, each team will play each other. Games to 6. The top four teams will advance to the Semi-Final Round Robin. The team with the worst record, or the fifth place team, will be eliminated from tournament play.
 - b) In a six-team tournament format, each team will play every team in the opposite division. Games to 6. The team with the worst record, in each division, will be eliminated from the tournament.
- II. Semi-Final Round Robin
 - a) In a five-team tournament format, the first place team will play the fourth place team. The second place team will play the third place team. Games to 8. The first place team will have the choice of playing either the first or second scheduled semi-final match. The winners of each semi-final game will meet in the championship game.
 - b) In a six-team tournament format, the top two teams in each division will play each other. Games to 8. The winning teams in both divisional play-off games will advance to meet each other in the championship. The team with the best overall record after quarter-final round-robin play will have the choice of playing either the first or second scheduled semi-final game.
- III. Championship Match
 - a) In both a five-team and a six-team tournament format, the two winning teams from the semi-final games will play each other. The first team to score 10 goals wins the tournament.
- IV. Round Robin Tie-Breakers will be in the order as follows, until a winner is determined:
 - a) Record Team vs. Team
 - b) Plus/Minus goal differential of each team
 - c) Shootout until a winner is determined
- V. Shootout format: Each team will appoint five different players to be shooters for their respective teams. After each of the five players for each team has shot, the team with the most goals wins. If still a tie, each team will play a sudden death round and continue until a winner has been determined. In the sudden death round, teams cannot re-appoint a player who has already shot, until all of the other remaining players have taken their turn. After all players have shot, the appointment of shooters will continue on a rotating basis.
- VI. To resolve a three-way shootout, the same aforementioned format will apply and will continue until one team is declared a winner. Process of elimination format will apply if one of the three teams scores less goals than the other two teams.
- VII. Between games in the quarter-final round robin, there will be a break, maximum of five minutes.
- VIII. Between games in the semi-final round, there will be a break, maximum of ten minutes.
- IX. Between the last semi-final round game and the championship game, there will be a break, maximum fifteen minutes.

ARTICLE C – Player Draft (Format and Rules)

- I. An appointed draft official will coordinate, monitor and referee the player draft. Preferably, this person will also be the appointed referee on tournament day.
- II. Draft Official/Referee will be appointed by Tournament Coordinator and/or Tournament Planning Committee, who are all, in turn, appointed by the BBHA Commissioner.
- III. The tournament schedule and the selection order of the player draft will be determined by the order by which captains names are drawn out of the tournament cup. First name drawn receives first pick, second name drawn, will get second pick, and so forth.
- IV. Captains are permitted to trade or exchange draft selection positions before the draft starts at the approval of the draft official.
- V. The draft will commence following a reverse order format (eg. 1st pick in 1st round will be last pick in 2nd round, and conversely, last pick in the 1st round will have 1st pick in the 2nd round)
- VI. Captains may only consult with their first overall draft pick when selecting further players.
- VII. There shall be sufficient time given to each captain to decide on picks, however, the appointed official may impose a time limit at his discretion in order to expedite the draft process.
- VIII. Captains may trade players only at the completion of the player draft. Trades are subject to the approval of the appointed draft official or referee.
- IX. On tournament day, cancellation/rescheduling of games due to inclement weather will be at the discretion of the appointed referee in consultation with the BBHA Commissioner, the tournament planning committee, and the team captains.
- X. Captains are responsible for informing their players of any cancellations/rescheduling and should keep a phone list of all players on their team.
- XI. Captains shall ensure that their players are outfitted with matching shirts to wear during tournament play; and ensure that the chosen team color is different from any other competing team.

Appendix A

5 Team Format

Team A
Team B
Team C
Team D
Team E

Quarter Final Round Robin (Games to 6)

Game 1	8:30 am	Team Avs.	Team B
Game 2	9:15 am	Team Cvs.	Team D
Game 3	10:00 am	Team Evs.	Team A
Game 4	10:45 am	Team Bvs.	Team C
Game 5	11:30 am	Team Dvs.	Team E
Game 6	12:15 pm	Team Avs.	Team C
Game 7	1:00 pm	Team Bvs.	Team D
Game 8	1:45 pm	Team Cvs.	Team E
Game 9	2:30 pm	Team Dvs.	Team A
Game 10	3:15 pm	Team Evs.	Team B

Semi-Final Round Robin (Games to 8)

Game 11	4:00 pm	1 st place	vs.	4 th place
Game 12	4:45 pm	2 nd place	vs.	3 rd place
<i>(1st place gets choice to play Game 11 or Game 12)</i>				

Championship Game (Game to 10)

Game 13	5:30 pm	top two teams from Semi-Final Round Robin
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***scheduled time for each game approximate only

Appendix B

6 Team Format

Division A

Team A1
Team A2
Team A3

Division B

Team B1
Team B2
Team B3

Quarter Final Round Robin (Games to 6)

Game 1	8:30 am	Team A1	vs.	Team B1
Game 2	9:15 am	Team A2	vs.	Team B2
Game 3	10:00 am	Team A3	vs.	Team B3
Game 4	10:45 am	Team A1	vs.	Team B2
Game 5	11:30 am	Team A2	vs.	Team B3
Game 6	12:15 pm	Team A3	vs.	Team B1
Game 7	1:00 pm	Team A1	vs.	Team B3
Game 8	1:45 pm	Team A2	vs.	Team B1
Game 9	2:30 pm	Team A3	vs.	Team B2

Semi-Final Round Robin (Games to 8)

Game 10	3:30 pm	1 st place Div A	vs.	2 nd place Div A
Game 11	4:30 pm	1 st place Div B	vs.	2 nd place Div B

(1st place overall gets choice to play Game 10 or Game 11)

Championship Game (Game to 10)

Game 12 5:30 pm Winner game 10 vs. Winner Game 11

***scheduled time for each game approximate only