



RULES

PLAY

1. Each team must have a minimum of 5 and may have a maximum of 8 players on its roster. Games may be started with only 3 players (including a goaltender), but not with 2 players (or less).
2. Teams will be playing in two courts.
3. No roster changes are allowed after the first scheduled round robin game. Some roster changes may be permitted prior to the team's first scheduled round robin game. It is up to the discretion of the BC Breakout staff to approve any player changes and/or additions since the new (or additional) player cannot result in a change in the tournament draw. All players must carry ID (photo ID for adults, birth certificates and Go-Cards for minors) during Check-In and throughout the event. Officials reserve the right to check ID at any time throughout the event and to disqualify players and/or their team for not carrying ID, submission of false information, use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind.
4. All players must individually sign the score sheet before each game.
5. All games will be played 4-on-4, including the goaltender. A team may play without a goaltender, if it chooses to do so, at any time during the match.
6. Each Team is Guaranteed seven (7) games.
7. Games and halves will begin with a face-off.
8. The ball will change possession after every goal scored.
9. During play, alternates can substitute as they 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 court" when making "on the fly" changes while on offence (see Penalties)
10. 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.
11. When the ball is covered by the goaltender, the defending team gets possession of the ball behind their goal. The offensive team must give the team with the ball 8 ft. of space with which to make a play. The team with possession is allowed 5 seconds to put the ball in play. If the ball is not in play within 5 seconds the opposing team may go after the ball.
12. When a ball leaves play:
If the ball goes out over the backdrop off the offensive team: The defending team receives possession of the ball behind their own net. The opposing team must give the team with the ball 8 ft. 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 out over the backdrop off the defensive team: The offensive team receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team 8ft. of space to make a play. The offensive team 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 court, 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 8 ft. of space and 5 seconds of time to make a play. Sidewalks may or may not be considered in play depending on the discretion of the referee and as explained prior to each game.
13. After a goal is scored:
There is no face-off. The defending team gets possession and 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 defending team must clear and cannot cross the "court" centerline until the ball crosses that line or a player whose teammate has the ball crosses the line. However, this rule is not in effect during the final 5 minutes of play. 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. After a goal is scored in the final 5 minutes of play, the team that was scored on gets possession of the ball behind their net, but is subject to immediate fore-checking (i.e. the team without possession may cross the center line immediately). However, the fore checking team must still give the team with possession 8 ft. of space and 5 seconds to make a play!
14. If a team is late to a game they will be deducted goals. If your team is late 5 minutes your team will start the game 3 goals down and play the remaining 10 minutes of the game. If your team is 10 minutes late they will start the game 7 goals down. Anything after 10 minutes late will be a disqualification.
15. Game Durations:
Round Robin – 15 minutes running time. No Intermission. No Switching Ends.
Playoff Pool - Two ten (10) minute halves with a one (1) minute intermission. Teams must switch ends at half.
Quarter Finals – Two ten (10) minute halves with a two (2) minute intermission. Teams must switch ends at half.
Semi Finals - Two ten (10) minute halves with a five (5) minute intermission. Teams must switch ends at half.
Finals - Two ten (10) minute halves with a five (5) minute intermission. Teams must switch ends at half.
16. Each team will be allowed one (1) 30-second time out the entire game, even if it goes to overtime.

PENALTIES

17. There shall be no slashing, hooking, tripping, crosschecking, high-sticking, or inappropriate stick work of any kind allowed. 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 the tournament. Given the location of the BC Breakout events (in a school parking lot) participants may also face legal consequences for any inappropriate actions.
18. Fighting is unacceptable and will always result in the individual being removed from the tournament. The public setting of these events means that fighting may also result in legal ramifications.
19. There shall be no pushing, shoving, checking, or roughhousing 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.
20. There shall be no stalling. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.
21. Any player that gets penalized two (2) times during one game for incidents mentioned above must sit out for the remainder of that game. The team will be forced to play the remainder of the game short-handed (i.e. 3-on-4). The player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Referee or "Street Court Supervisor" deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.
22. If any player touches the ball while his/her team has 5 players on the street, it shall be ruled a "too-many-players-on-the-street" penalty, and the opposing team shall be awarded a penalty shot. In other words, "on the fly" changes should be made when a team is *defending*. If a team chooses to make changes while on offense, a player entering play must wait until the player leaving play has completely left the "court" before entering (i.e. there is no 10 yard 'grace' given!).
23. Penalty shots are taken immediately after an infraction. There are no "man advantage" situations created as a result of a penalty. Penalty shots are taken with the ball being placed at center ice according to breakaway-type format. Any player can take all penalty shots in a game if the team so chooses.
24. No slap shots are allowed. Slap shots are defined as any shot that involves a wind up that begins above the shooter's waist. If a participant intentionally and knowingly takes a slap shot, the opposing team will be awarded a penalty shot. Penalties awarded as a result of slap shots being taken do not count against the "two penalties and you are out" rule.
25. Any contact made with the ball when the stick is above the crossbar will be penalized with a penalty shot. Penalties awarded as a result of making contact with the ball with a high stick also do not count against the "two penalties and you are out" rule.

SUDDEN DEATH

26. If a game reaches the time limit in a tie, the teams will go into a sudden death shootout to determine the winner. Each team will nominate three (3) players from their own team to participate in the shootout. Each of these nominees will be given one (1) breakaway on the opposing goaltender. The team with the most number of goals at the end of the shootout will be declared the winner. If the score remains tied after the shootout round, the same three (3) players will then participate in a second shootout round. Shootout rounds continue until one team emerges as the winner. The Only time the game will not go directly into a shootout is the Semi-finals and Finals. They will play a 10 minute overtime where whoever scores first wins the game. If still tied the teams will go to a shootout.

EQUIPMENT REQUIREMENTS

27. Goaltenders are strongly encouraged to bring their own GOALTENDER equipment. The referee has the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team. WE WILL NOT SUPPLY goaltender equipment during the tournament.
28. Sticks and running shoes are required by all participants and will NOT be provided. All sticks are subject to examination by the referee prior to each game. If they are chipped, sharp, or deemed potentially dangerous at any time before or during a game, their use will not be allowed.
29. Some form of eye protection (either masks or goggles) is REQUIRED for all participants age 13. Gloves, helmets, eye protection, jocks and mouth guards are STRONGLY ENCOURAGED for all participants, but are not mandatory.

OTHER RULES

30. Unless otherwise notified, all printed schedules are operative only through the first game for all teams. After that, each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions, and other important information. We reserve the right to reduce the number of games or to shorten games in the case of inclement weather or any other unforeseen circumstances.
31. Warm-up time is the time before the game starts. (Example: if a team finishes at 10:30 and your game starts 10:40 your warm up time will be 10 minutes)
32. You may warm up on the out side of the courts as long as no shots are being taken.
33. 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.
34. The ball that will be played will be an orange hockey ball.
35. You must be at least 13 years of age to enter the BC Breakout tournament.

RAIN PLAN

36. Games will proceed rain or shine, except under conditions of severe weather.
37. Under such circumstances, all teams should report to the street court on which their games are scheduled. Games will be played until 10 points or 10 minutes. At the end of the 10-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 sudden-death shootout to determine the winner (see Sudden Death). All teams must stay near their court at all times, as games will be played in rotation and will progress quickly. Teams that are absent when an official calls for their game will risk forfeiture.

