

## START OF GAME

26. Team rosters must be submitted on the gamesheet 10 minutes prior to the scheduled game time or a warning will be given to the team by management. If the roster isn't filled out after a warning, a delay of game penalty will be assessed. Team captains are responsible for filling out the gamesheets, they are not to be filled out by individual players! All players names and numbers must be filled out legibly to enable us to keep accurate records of a team's individual statistics.

27. Teams must have a minimum of 11 and a maximum of 20 players on their rosters and are required to have 6 players to play a game, however you "MAY START" a game with 5 players. If a team has 5 players at game time, the game **MUST START** (taking a delay of game penalty is not an option). If a team does not have 5 players at game time, they will be awarded a delay of game penalty. At 5 minutes after the game time, the team will be awarded a second delay of game penalty. At 10 minutes after the scheduled game time, failure to have 5 players ready will result in forfeiture of the game to the opposing team. If a team starts a game with only 5 players, they have until the end of the first period to obtain a sixth player. If at the horn signifying the end of the first period, a sixth player is not on the rink the game will be ruled a forfeit. If a sixth player arrives prior to the end of the first period, the team can continue the game and must serve their delay of game penalties at the start of the second period. (Only when starting a game with less than 6 players do the delay of game penalties transfer to the second period). If neither team has 5 players by ten minutes after the scheduled game time, the game will be ruled a double forfeit by the score (0-1). If the games are running behind by more than ten minutes, a team will have until the previous game ends to provide their 5 players, however, you do NOT get an additional ten minutes beyond that.

28. If a team is awarded a forfeit win, they will receive the rink to practice on until five minutes prior to the next scheduled game time. (You may get a full hour or you may only get a half an hour.)

29. a) When a team wins the first game of the season by forfeit, they will be awarded a 1-0 win. When a team wins any other game by forfeit, the score that will be recorded will be decided by the goals per game average of the non-forfeiting team up to that game of the season. (ie. If a team scored 12 goals in their first 3 games of the seasons, (4 goals per game) and wins their 4th game by forfeit, they would be awarded a 4-0 win.

b) If the players of the forfeiting team are not willing to scrimmage the non-forfeiting team, they will be forced to leave the rink. The non-forfeiting team will then have full possession of the rink to practice.

30. Each team must supply 3 balls of the proper color for each game. The color of the balls is determined by the referee prior to the start of each game. If more balls are needed during the course of a game, the teams must supply and equal amount of balls needed to complete the game. It is the responsibility of the captain to retrieve unused balls from the references or timekeepers.

## ONCE IN PLAY

31. Play shall be governed by the Mylec Rulebook as published. Any official additions or clarifications of the rules shall be posted and considered part of the official rules. It is suggested each team acquire a Mylec rulebook and become familiar with game rules.

32. Nassau-Suffolk Dekhockey house rules listed on these pages take precedence over Mylec rules if a conflict exists between the two sets of rules.

33. Once the game is in progress, each team must have 4 players available to continue the game. If a team is unable to place 4 players on the surface due to penalties, the team would forfeit the game regardless of the present score.

34. When play has been stopped by the referee due to an injured player, such player must be substituted for immediately (except goaltender).

35. If a game is in progress and is called due to weather conditions, the conclusion of the game shall be scheduled for a later date and shall be continued from the point at which it was called.

36. Only the individuals listed on the scoresheet are legal to play in a game and only one coach as listed on the official team roster is permitted on the team bench.

37. Each team may use one 30 second time-out during each game. No additional time-outs are awarded if a playoff game should go into overtime.