

Gameplay Rule Adjustments

Closed hand:

-Player is allowed to close hand on Ball and drop within 1 step. If the Ball is "carried" more than 1 step, the play will be blown dead and faceoff will be taken to the defensive neutral zone dot that is closest. If Play occurs in the defensive zone, faceoff will be dropped in that zone at the closest dot.

High Stick:

-You are allowed to call for a pass with a stick above your shoulders

-A minor penalty will be assessed if there is contact made with the ball or another player with your stick above the shoulders.

-Any attempt to play the ball with your stick above the shoulder will also warrant a minor penalty for High Sticking

Hand Pass:

-Hand pass will be allowed in the defensive zone. Play must be made with an open hand, you may not catch the ball from the air and roll it to another player. The defensive zone ends at your team's clearing line.

Offside:

-Floating blue offside will be used

-If there is a pass made before the center line that results in a player being offside, the faceoff will be brought to the defensive neutral zone closest dot.

-If there is a pass made before your team's clearing line that results in a player being offside, the faceoff will be brought back to the defensive zone closest dot.

- If there is a shot on net while a player from the shooting team is offside, the play will be blown dead and the faceoff will be at the dot on the closest side of the shot in the shooting team's defensive neutral zone.

- If the shot is taken before their clearing line, the faceoff will be deep in their zone.

-If a player intentionally stops the play while offside, the faceoff will be taken deep in that teams defensive zone

Lob:

There will be no "lob" rule enforced