

Sports Monster Floor Hockey Bible

SAMPLE OF GAME RULES TO LIVE BY:

- 1. Starting the Game:** Please try to arrive early so that we can start on time. Games are to be started no later than 10 minutes after the scheduled start time or forfeit goals shall be assessed as outlined below against the team unable to field a squad. The schedule will show home/visitor for that week.

Warm-up Time: In general, there is little time to warm-up due to cost of court rental. However, once the preceding match has concluded, please feel free to practice until such time as the referee is ready to start the match.

- 2. Method of Scoring:** Single point goals score all games. Games are won by a one goal advantage. The referee prior to the second half and should announce the score following each goal scored.

Goals are scored when the ball has completely crossed the plane of the goal line. All goals will be called at referee's discretion.

Tie games will be scored as such during the regular season. There will be **5-minute** sudden death overtime periods in the playoffs, in which each team drops one male player from the playing area. The first team to score will be the winner. **If after 5 minutes, the game will go to penalty shots. Each team will get three attempts with the following format: Male, Female, and Male.**

Scoring discrepancies in the standings? Contact your SMC local office for clarification.

- 3. Game Length:** All SMC Floor hockey matches are played with three (3) fifteen (15) minute periods. Teams will switch sides each period if they need to. Depending on when match starts, there may or may not be up to a one minute break between periods but that is up to the discretion of the referee. The clock runs throughout the match, unless it's a **ONE** goal game with 2 minutes left, and there is a person running the clock. The clock stops for every whistle.

Special Note: Should extreme weather or other factors limit normal scheduled game duration, SMC shall consider a 30 minute game played as officially recorded.

Slaughter Rule: Ouch! It hurts to get slaughtered so we have a rule in place that a match is stopped once a team reaches a 12 goal lead over their opponent. Teams may opt to continue play for fun if time permits but the official scoring shall cease once a slaughter has been reached.

- 4. Time-out:** You have one (1) one minute time out per game. Otherwise, you can rest your butt on the pine. Time outs can only be called when your team has clear control of the puck.
- 5. Playing Area:** The court surface, anywhere inside of the rink, is considered within play. All walls are considered in play including the net wall.

If a ball goes out of the arena or gets stuck in the net wall, the referee shall declare the ball “Out of Play” and that ball is dead.

Any ball that is sent out-of-play will be played in as a face-off at the nearest face-off point. Exception: If ball is hit out while being untouched by an opponent, face-off will be at center court.

Each court should have two hockey nets in place.

Goalie Crease (box) – Offensive players may not enter the crease until after the ball enters it. Goals scored while an offensive player is in the crease prior to the ball's arrival will be discounted. **Play will resume with a face-off from center court.** If a Player violates this rule a second time, goalie interference will be called. Goalie interference will also be called if an offensive player is in the crease prior to the ball's arrival and there is goalie contact. Both infractions are a 2-minute minor penalty.

Goals scored while a defensive player is in the crease before the ball will be counted.

The goalie is free to move outside of the goalie’s box, but they are not permitted to create contact with players. Any contact (malicious or incidental) will be placed on the goalie and a 2-minute penalty will be called.

- 6. Substitutions:** Each team is allowed unlimited substitutions while the game is live, “line changes,” and while the game is dead. Players on the court should leave the arena before the substitutes come onto the court, but if this does not happen, it is up to the referee’s discretion to determine if mal practice was involved. If a substitute touches the puck or gets involved in the play before the person they are replacing leaves the arena, then a 2-minute penalty will be called. The team will decide which player on the court will get the penalty.

It is advised that coed leagues sub male/male, female/female to help keep better track of who is on court.

- 7. Gender Ratio:** DSM floor hockey leagues are set-up for 5 players on the court at all times. Men may not participate in SMC leagues designated for women. Women may not participate in SMC leagues designated for men unless expressly granted by the local office with notification provided to all teams. Please do NOT bring a woman to play in a men’s match without receiving local approval first as she will not be allowed to play.

DSM 5 person coed leagues are set-up for 3 men/2 women on the court. If male players are missing, a team may opt to field more than 2 women. If female players are missing, it is up to the discretion of the opposing team whether more than the set amount of men will be allowed during the regular season. Once agreed upon by the opposing captain to allow extra male player(s), the decision is binding through the remainder of the game. However, upon the late arrival of extra female player(s), that team MUST remove corresponding extra male players and substitute in the newly arrived female players. SMC outlined gender ratio must be followed during the playoffs.

8. **Face-Offs:** Face-Offs will start any half or overtime period (playoffs). Play commences at center court with one representative of each opposing team. Any indeterminable situations will also result in a face-off.

The two players, who are involved in a faceoff, must have their hockey sticks facing forward. This is to allow the referee to get in proper position to drop the puck. The penalty for having the hockey stick face another direction besides forward will be a 2-Minute Minor penalty for the first infraction. There will be a 5 minute Major penalty for a second infraction.

Opposing team players must be at least 1 stick length (approx. five (5) feet) away from center court and behind their team's face-off representative (on their side of the court). Goals may be scored on a face-off. Upon the scoring of any goal, a new face-off will recommence play.

9. **Goalies:** Goalies are permitted. Goalies must wear a protective eye wear and a mouth guard. You can bring your own helmet/face guard if you like. Ice hockey leg padding is allowed. Goalies may wear hockey or soccer shin-pads. Baseball or hockey goalie style gloves are allowed. Goalies may use a hockey goalie style blocker on one (1) arm/hand.

The designated goalie is the only player who may use their hands to control and stop the ball. Upon gaining control of the ball, the goalie can either freeze the ball and force a face-off near that net, or roll the ball underhand to a teammate. **He should release the ball within 3 seconds. (Referees discretion.) Only underhand throws are allowed.** Any overhand throws will result in a in an area near the goal where the illegal throw occurred. Goalies can freeze the ball from anywhere on the court.

Continuous play is the league priority. Goalies that repeatedly freeze the ball and call for a face-off will be warned. If they continue to call for face-offs, they will be called for delay of game, a 2 minute minor penalty. This is at the referee's discretion. Goalies need to put the ball into play as soon as reasonably possible after freezing. Teams must make line changes within the 3 seconds allotted; the ball will become live, regardless of whether the change is complete or not.

Goalies may be switched throughout the game during dead balls and after goals. The referee must be notified of all goaltending changes, so they can keep track of who the real goalie is.

10. Contact: Contact with opposing players is not allowed. This must be tempered with the fact that fast movement in a restricted area will result in some physical contact. However, pushing, shoving, checking, etc, are not allowed and players will be penalized. If you violate this rule you will be given a 2 minute minor penalty for Roughing.

Flopping: If you exaggerate a shove to draw a penalty, you will be called for delay of game, again a 2 minute minor penalty.

It is the referee's discretion when a foul should be called and is not subject to an open forum discussion during the match.

11. Stick Checking: Stick checking is permitted. Stick checking is defined as using your stick to lift an opponent's stick by placing your stick under his and snapping your stick up, briefly. **The defender must have both hands on the stick in order to stick check.** Players may stick check when: you have the ball and are trying to maneuver around opposing players, when you are trying to take the ball from an opposing player, when a pass is made or about to be made to a player to keep him/her from getting the pass.

Stick checking must occur as close to the blade of the sticks as possible. If there is a stick check, high up the shaft, near an opponent's hands, whether intentional or by accident, the offending player will be given a minor penalty for slashing.

You may not stick check away from the play. You also may not use your stick to hold another player's stick in the air for an extended period of time. Both of the described last two instances result in minor penalties. If you lift an opponent's stick above their waist, **YOU** are in violation of the high stick rule and you will be given a minor penalty (2 minutes). Note: If the offended player exaggerates a player lifting their stick to draw a high stick penalty, the penalty will be on them. All called infractions are at the referee's discretion.

12. Hand/Foot Play: Players may use their hands and feet to stop and control the ball. **You may not hand-pass or kick the ball to a teammate.**

You may use your hands above your shoulders (not your stick!) to control the ball. If a player uses his/her hands or feet to control the ball, that same player must be the next to play the ball for his/her team to avoid a violation.

Any intentional kicking or throwing of the floor hockey ball is prohibited and a faceoff from the spot of the kick/throw will result in addition to a warning – followed by a delay of game penalty for the next infraction.

13. Misconduct Penalties: Here's a ton of stuff you need to know NOT to do—otherwise known as Trouble:

- a) Checking an opponent
- b) Tripping an opponent (either with a stick or by feet); **this is an automatic call if the defender is behind the offensive player and the offensive player steps on the stick head, resulting in the offensive player falling to the floor.**
- c) Spearing an opponent with butt of stick;
- d) Hooking-using your stick to hold an opponent or throwing your stick in their path;
- e) Charging an opponent from behind unless the latter is obstructing;
- f) Slashing-striking or attempting to strike an opponent, or spitting at him/her;
- g) Sliding – Absolutely no sliding is allowed! (**Legal for goalies inside of the crease.**) This is extremely dangerous, and can result in injuries for numerous players. Dropping to your knees to block passes/shots is allowed. However, the player must drop straight down to their knees, with no sliding motion;
- h) Holding an opponent (in other than a loving fashion);
- i) Roughing another player – especially in close proximity of the wall
- j) High-sticking (sticking) – raising the head of the stick above the shoulders is an automatic penalty, regardless if players are not around and there is no play on the ball. Raising the head of the stick above the mid-torso (belly button) on a shot/follow-through is not allowed. This includes when you are all alone with a free shot. This is a major safety issue, and will be enforced! Try to keep your stick as low as possible on follow-throughs. If you are trying to hit the ball out of mid-air, the stick must be parallel to the ground or pointing to the ground and below the shoulders. Please look out for the safety of other players;
- k) Using foul language;
- l) Delay of game (referee discretion)

All of the above offenses will result in a two-minute minor misconduct penalty.

14. Major Misconduct Penalties: Here's what is known as Big Trouble:

- a)** Verbally taunting the opposing team or individual players;
- b)** Any physical action which the referee feels is done for the purpose of causing injury and/or is not in the spirit of the game;
- c)** Arguing with the referee regarding called penalties/goals or any aspect of the game.

All of the above offenses will result in a five-minute major misconduct penalty. An offensive penalty will be whistled immediately and the infraction enforced. A defensive penalty will be signaled by the referee's upraised arm to be enforced upon the conclusion of an offensive possession.

15. Penalty Enforcement – serving your time: Any player(s) called for a misconduct penalty will mark their time in the out of bounds area indicated by the referee. The referee will maintain assessed penalty time. Teams are to play at a maximum one player short regardless of the amount of penalized players.

For example, A1 gets assessed a penalty-A1 leaves the court and the 2-minute clock is started. A moment later, A2 gets assessed a penalty-he or she will leave the court but another player can come in to keep the team's player count at three. The 2-minute penalty will start immediately following the end of A1's time. Once A1's time is up, then he or she can come back in but his or her team will still be playing down a player. Once A2's time is over, A2 can come back in and the team will be at full force.

Should the penalized player(s) enter play prior to the referee's okay; a major misconduct penalty will be enforced. A second offense will result in that player's ejection from the game.

A minor misconduct penalty will be nullified by an opposing team's goal. If two people are serving penalties, the oldest penalty will be nullified by an opposing goal and the remaining player will continue to serve out their sentence or until another opposing goal is scored. His or her two-minute clock will start immediately following the goal.

If the penalized team scores shorthanded, penalty time remains as is.

A major misconduct penalty will not be nullified by an opposing team's goal. The offending player must serve all major misconduct penalties. However, upon an opposing team's goal, we will allow a substitution for the penalized player to be brought onto the court. Should there be two or more major misconduct penalized players, only one player may be substituted no matter how many goals are scored against their team.

Goalies penalized may have their penalty served by a team member but the team will play shorthanded.

Minor penalties will be 2 minutes in duration and major penalties will be 5 minutes in duration. The clock for the penalty will start once the offending player has left the court. Please make sure penalized players leave the court as soon as possible. Failure to leave the court in an appropriate amount of time may result in another penalty (delay-of-game).

16. Penalty Shots: A penalty shot will be awarded if the defending team commits a **misconduct foul**, that occurs as an **indirect or direct** attempt to stop a breakaway or solid drive towards the goal. A breakaway is defined as when a player has possession of the puck and there are no other defenders other than the goalie between him and the opposing goal. A penalty shot will also be awarded should a defending player illegally use their hands or commit a foul within the goal crease (3 feet in front of the goal) to stop a goal.

Fighting (see below) is also a penalty shot situation.

Penalty shots will start from mid-court with one offensive player versus the goalie. One shot is allowed – meaning no shots off of a goalie/goal post deflection.

If a penalty shot is attempted, the misconduct penalty will be voided.

17. Fighting: Not tolerated. Any player involved in a physical altercation will be expelled immediately from the game and that team will play down a player for the remainder of the game.

Involved player(s) faces possible suspension to be determined by Sports Monster. A penalty shot will be awarded to the offended team. A second offense by any player will automatically result in league expulsion.

18. Uniforms/Attire: Sports Monster requires each team to wear same colored shirts. Players not in the same color will not be allowed to play. Numbers are not required. We recommend teams bring both their jersey/shirts as well as a light or dark shirt (whichever is opposite) in case the other team matches too closely.

Athletic shoes are to be worn.

19. Protective gear: SMC recommends all players wear mouth guards at all times. Sports Monster recommends players to wear protective eye wear at all times. If a player wears glasses, they should be secured with a strap, be shatterproof and have side protection.

We strongly recommend that you wear whatever protection you feel is necessary including:

- a)** Shin guards
- b)** Gloves

- c) Helmet
- d) Face mask
- e) Knee and/or elbow pads
- f) Gentlemen – cup, Ladies – sports bra

20. Other Rules: Unless otherwise noted, SMC Floor hockey leagues follow US floor hockey rules as a guideline.

21. Have Fun: This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you, a Sports Monster.

Here are some handy regulations for SMC Floor Hockey leagues:

1. Season Ranking: Teams will be ranked on overall won-loss record. Teams with the same won-loss record will be ranked based on plus point differential. The point differential is the total number of points scored AGAINST each team subtracted by the total number of points scored FOR that team. Head to head scores are ONLY considered if there remains a tie for W/L and point differential.

2. Forfeits: All around bad news. This is a big no-no and all will be subject to a caning when they show up next week. Because there can be legitimate reasons for running late, Sports Monster does permit late starts BUT the offending/late teams shall start the match with the following point deficits:

1 points loss 11 minutes into the hour

3 points lost 16 minutes into the hour

Game lost 21 minutes into the hour

The referee should get a scrimmage playing 10 minutes into the hour. Upon late arrival/ready to play, the referee will commence the match and confirm what the starting score is for a late match. Games will start as noted above for late starts.

If a team has at least four out of six or two out of four registered players but less than a full person complement, a legal game may be played with or without substitutes.

Heaven help your team should you forfeit three times. A lynching party will be sent out and your team will be expelled from the league with no refunds provided. No forfeit fees have been built into league fees as forfeits have been extremely rare. A match forfeit will automatically be scored 0-10 (goals) and 0-1 (games)

3. Minimum Age: All SMC participants must be at least 19 years old. Valid picture id may be requested. Failure to provide a valid picture ID shall void participation until such time as proof of ID can be provided.

4. Substitution Policy: THIS IS IMPORTANT INFORMATION FOR YOUR TEAM!

A new player filling in for your team during regular season is permitted. Even if they are only going to play once, they have to sign the team waiver prior to play.

Teams may add new players throughout the season up through week 6 of a 7 week league. All new players MUST sign the team waiver and be posted on that team's online roster to be eligible for playoff participation. Registered/rostered players are those that have signed that teams waiver by the 6th week, are posted on the team's online roster and have played at least two matches for that team during the regular season.

Game day substitutes picked up from other SMC teams are allowed as long as team has minimum number of rostered players and only enough players may be picked up to court a full team (meaning no players on bench). Opposing team may not challenge a same league Sports Monster substitutes. Referee is to confirm eligibility.

Individual Teams ONLY: All outside substitutes MUST be approved by SMC to play. Please do not bring new players as they will NOT be allowed to play.

Playoffs: ONLY 1 INTRA-LEAGUE SUBSTITUTION IS ALLOWED IN THE PLAYOFFS! Teams must play with your registered/rostered players in the playoffs. Substitutes are to be used only for the purposes of fielding a complete team. Should additional rostered players arrive and are ready to play; intra-league substitute MUST discontinue play at the end of THAT top/bottom of the inning being played.

Roster substitution exceptions:

- a)** If you know that you will be unable to complete the season, please notify SMC at least two weeks prior to playoffs. Upon approval, your substitute may take your place and remain eligible through playoffs.
- b)** A last minute injury that prevents a player to participate will permit an outside substitution. Notification to SMC is required.

5. Team Rosters: Please keep in mind that each team has paid for league play. Each team determines their own roster and who will be playing and how much per person owes the captain. SMC does not dictate any team's roster unless there is a disciplinary issue. If players have been added to your team's roster without the team captain's knowledge or permission, please contact your SMC office. ALL players MUST sign the team waiver AND be posted on that team's online roster to be considered eligible for playoff matches. Failure to sign the

team waiver shall void participation in that round. Failure to be posted with the online roster shall void participation in that round until roster is amended.

Sports Monster **does** permit players to play for more than one team. We look at the big picture and if any team wants to sign up players from other teams to play with them so everyone has more fun, so be it. If teams pick up a player from another team during the season, then that player must sign each team's waiver and be added to that online roster on/by Week 6. Such multiple team players will be permitted to play for those teams through the playoffs BUT must select only one team to play with if both teams play each other in any round.

Individual Teams ONLY: All outside roster additions and substitutes MUST be approved by SMC for new players to play. Please do not bring new players as they will NOT be allowed to play.

6. GOOD SPORTSMANSHIP:

Please observe standards of good sportsmanship during your time with us. Most people are great but there are some sour apples out there who try to ruin everyone's experience.

We understand that competition can generate strong emotions; however your emotions and actions must not negatively affect the enjoyment, comfort or safety of any of our other participants!

Foul language is not acceptable. Learn new words such as "sugar" or "fudge."

Taunting opponents is not acceptable. Tantrums (throwing objects and/or yelling) are not acceptable. You are not a two year old or teething, so calm it down. Opposing team may call a time out and address the referee for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.

At the discretion of the SMC ref, any displays of bad sportsmanship will result in the following penalties:

For individuals:

1 = verbal warning

2 = Player expelled from match and point/side-out awarded to opposing team

If an individual is expelled from the match, that team shall play down. If that player is required to leave, play will only commence upon departure. Should player not leave facility that player's team will lose all points or the full match following point of infraction. Team penalties may also be imposed at this time.

At the discretion of the SMC refs, in consultation with the league office, a determination shall be made whether a red carded player shall be suspended or shall be expelled from league play.

For team:

1 = verbal warning

2 = final warning: game lost

3 = Game called (match forfeiture)

We are serious about penalizing the flagrant use of foul language. Aside from being offensive, you are playing in schools, church or park facilities that have young children around at all times. If your referee does not actively pursue infractions, notify SMC.

7. Taunting: If a player blatantly taunts an opponent, a team warning shall be assessed. The opponent WILL NOT, automatically, be assessed a technical foul. His/her behavior will be the determining factor. Simultaneous taunting is a verbal altercation.

A PLAYER(S) GUILTY OF TAUNTING MUST BE SINGLED OUT AND PENALIZED. If a previous unsportsmanlike act has been committed and if this situation is BLATANT, a called out must be assessed and the guilty player(s) must be ejected.

8. Playoffs: Unless otherwise noted in the specific league or tournament outline overview or rules, all teams will make the playoffs. Overall 1st place team is determined by regular season won/loss record. If there are tied teams, it will be broken by the higher plus point differential. If a tie still exists, overall head to head match scores will be compared. Playoff format will be single game elimination.

Playoff matches will be bracketed in a standard bracket based on a 16 team pool of teams. Most SMC leagues have less than 16 teams but the first round will still be predicated on the larger bracket - meaning for a 10 team league, the first round would have 8th vs 9th, 7th vs 10th before 1st and 2nd place teams would play, etc.

For any league of more than 8 teams, please be aware that you may have to play 2 or more matches in one week to finish playoffs. Smaller (4 or 5 team divisions) leagues may be completed in one week of playoffs.

Player eligibility may be challenged by opposing team captains or referees prior to the start of a playoff match or at half time. NO NEW PLAYERS will be allowed to play once the second half commences. A player who has not signed that team's waiver form (and is not the one intra-league substitute allowed for teams not fielding a full complement) is not eligible for play in that match. As long as the referees are in agreement that the player has played at

least 2 matches, that player would be eligible for the next match, should their team progress but ONLY if they have signed the team waiver when originally challenged.

9. Referees and Monitors: All SMC leagues are organized for one paid referee or monitor to be on site. Referees should be in place for all Floor Hockey leagues.

Referee is paid BY THE LEAGUE as part of your registration fees. So if they ask for money, please notify the local office. There may be a rare occasion that there is no referee present. In such a case, teams are to play a regular match, keep score and make courtesy calls. We apologize in advance should a no referee situation occur in one of your matches. However, the largest single expense in your league is for facility rental and it is important that you play your match as there will not be a rescheduled game time. Match results will count towards final standings. Only in cases where a no referee match occurs more than once in a season to any one team will there be future credit consideration.

SMC referees are provided to make the match go as smoothly and error-free as possible. Obviously, no one is perfect and there may be occasion to question an individual call if the referee hasn't already offered an explanation. The only person permitted to question a referee's call is that team's captain. Should any other person other than the captain approach the referee during a game, a ruling of bad sportsmanship may be applied (see #6).

SMC referees sometimes will offer an explanation of calls as they are made, but this is not required and should not be expected. Signals should be clear and known to players. If no explanation has been offered, it is at that time that a captain's inquiry would be appropriate. Please keep in mind your tone of voice and to form a question. Scathing sarcasm and/or a demonstrative proclamation demanding a response usually will not be viewed favorably and a warning or penalty may be imposed.

Whether you agree or not, the referee's judgment is the final word during the game. A challenge (see #10) may be filed with the SMC office following the game and a final determination/ruling will be made prior to the next weeks match.

Any foul or abusive language directed at the referee or within earshot will result in an automatic individual or team warning. Contrary to what you may think, no, you do not pay us enough to put up with abusive crap. A second warning will quickly be applied resulting in match expulsion. Possible suspension or league expulsion penalties may result as well.

Any physical action taken by any individual against a referee will be met with full prosecution by SMC against that individual including involvement by law enforcement. That individual will be banned from SMC league play and full team forfeiture may be imposed.

Please realize that referees can oversee hundreds of matches each year and really do not care who wins. They do care about running a cleanly played match and that people enjoy their playing experience.

Any questions or concerns specific to your league's referees should be addressed to your local SMC office during regular business hours and we encourage you to communicate with us while the season is underway so we can quickly address your concerns.

10. Challenges: SMC will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a referee pertaining to called plays/kept time.

SMC does offer a two level challenge format available following a match regarding strong disagreement regarding a referee's ruling resulting in specific sanction(s) or player eligibility or failure to abide by written league rules as provided herein:

- a)** Contact your local SMC office's manager for your Sport to address your challenge. In some cases, this person may be the local market manager. Any verbal challenge must be accompanied with a written challenge outlining the team/player's position and circumstances to be formally considered. This written challenge may be sent via e-mail for expedience. However, SMC confirmation of receipt is required for e-mail challenges. Please allow 2-3 business days for information from all parties to be processed and a ruling to be determined.
- b)** If you are not satisfied with the challenged ruling, you may contact that office's general manager or SMC headquarters and re-submit your challenge. You will again need to allow 2-3 business days for information from all parties to be processed and a final ruling to be determined.

As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one week suspension ruling and the next week's match has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

In cases where a general ruling is challenged solely for clarification, there is not deadline for submission.

11. GUIDELINES FOR INFECTION CONTROL: If a player suffers a laceration or a wound where bleeding occurs, the referee shall suspend the game at the earliest appropriate time. Upon suspension of play, the captain shall be informed that he/she has the option to, immediately, substitute for the player or call a timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The injured player may return to the game when they have the appropriate bandage.

If the player returns to the game, the referee should make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage.

ONLY the injured player may be removed from the game under these circumstances. That player's team may make a substitution as necessary to replace the injured player even if it is in the middle of an inning.

12. Alcohol: It is strictly forbidden to bring alcoholic beverages onto/into any Sports Monster league site. Regardless of local guidelines, we do not allow open containers in any of our matches - specifically in the bench area and playing court. If spotted, you will be asked to remove your stash. Failure to do so will result in an automatic suspension in addition to possible police involvement. Note that this restriction includes fans in attendance also.

If a player, in the judgment of an SMC referee or scorekeeper, is intoxicated, they will be removed from the game and receive a warning. A second offense shall result in league expulsion. We are not your mothers - unless she is a fabulous referee and then have her call us because we always need good umps - so common sense and personal responsibility are expected.

13. Equipment: Sports Monster will provide hockey balls, nets, referees and facilities for match play.

14. Attire: Athletic shoes are required. Court only athletic footwear is recommended. No bare or stocking feet are allowed.

15. Prizes: There will be prizes for the winning team. Future registration coupons, sponsored bar tabs, championship t-shirts, or trophies.

16. Have Fun: This is your leisure time, enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of area residents wishing they were you: a Sports Monster champion.

These rules have been updated as of 04/04/19 and shall remain in effect until such time as another update is required.

Thank you for choosing Sports Monster! We appreciate your business very much. Please let us know what we are doing well that you like and what we can do to improve for next season because as a fellow Sports Monster, this is your league and we want to see a lot more of you in the future. Please call or e-mail us with any questions, comments or suggestions. Enjoy your season with us! E-mail us at info@sportsmonster.net – be sure to include your name and league location with any feedback.