



WINNIPEG TABLE HOCKEY

GAME RULES

1. Players Code of Conduct

1.1. All players shall conduct themselves in a fair and sporting manner at all times. Table hockey is a sport to be played with proper consideration for fairness, ethics and respect.

2. Game Models

2.1. Various models of the game can be used. Current models include Coleco, Super Chexx, Stiga, Munro, Carleco, Benej, Aristospel, Irwin Power Play 2, NHL Ice FX, Gretzky's Overtime, Cresta, Perma and Eagle.

3. Matches

3.1. Matches last five (5) minutes. If the score is tied after (5) minutes the game will remain in a tie.

3.2. Time runs even if the puck is out of play but stops if the puck cannot be found within (5) seconds.

3.3. An audio timer should be used for all matches.

3.4. When play resumes after an interruption, both players keep all goals they scored during the interrupted match.

3.5. If any player retires during a tournament, he/she automatically loses all his/her remaining games, while the opponents add a win of 3-0 to his/her score.

3.6. During the playoff matches, in the event of a draw at the end of the five (5) minutes, there is an overtime. The overtime starts with a new faceoff at center ice. The winner is the one who scores the first goal (sudden death).

4. Faceoffs

4.1. All matches begin with a faceoff at center ice. Players of the match will determine who will drop the puck to begin the match if no referee is available. Subsequent faceoffs will have the player who was scored on dropping the puck.

4.2. If the puck falls out of play, all other faceoffs are made by dropping the puck at center ice.

4.3. Players must be sure that their opponent is ready before releasing the puck. If the faceoff is not made correctly the opponent is allowed to ask for a new faceoff.

4.4. All faceoff goals count.

4.5. If the puck is stuck in the “dead zone” behind the net where the defending player cannot reach the puck the puck shall be moved to the defending player’s defenceman of choice.

4.6. If the puck is in full rest behind the goalie and has not completely crossed the goal line, the defending player may call “faceoff” and a faceoff is made at center ice.

5. Scoring

5.1. The puck must stay in the goalie net for the goal to count. “In and outs” do not count. If the puck comes out from the goalie net the match continues without interruption.

5.2. In the case when the puck rests on the goalie rod completely behind the goal line, a goal is awarded.

5.3. A player may not “shove or tilt” the game causing the puck to move forward in order to score a goal. If that is the case a faceoff will occur with the player making the infraction dropping the puck.

6. Possession Rule

6.1. It is not permitted to retain possession of the puck without making any recognizable attempt to score a goal. This is regarded as passive play.

6.2 If a player determines that their opponent is retaining possession of the puck without making any recognizable attempt to score a goal they can say “delay of game” which means the player with the puck has (5) seconds and must make a shot on goal or a pass to the center player allowing the defender a chance to get the puck. If they do not follow this protocol a faceoff will occur at center ice with the player who made the infraction dropping the puck.

7. Interference

7.1. If a player notices that any of his/her opponent’s figures are raised up on the peg, he/she may stop playing and tap down his/her figures or ask the opponent to tap the figure back down on the peg.

7.2. Rough playing that result in shaking of the game and causing the puck to move is forbidden.

7.3. If any figure loses possession of the puck due to shaking of the game, then the puck must be returned back to this figure.

8. Interruption

8.1. If any major disturbance happens that is clearly evident to both players or makes normal play impossible for one of the players (e.g. broken gear, rod, figure or game support, lights go out, somebody/something clearly interrupts a player), the match must be immediately suspended. Any goal

scored in such an instance does not count. If a minor disturbance occurs that is only evident to one player or only slightly impairs one player (e.g. rubber grip slips off rod, displaced goal cage, bent rod, slightly displaced game support), a player must suspend the game by saying “stop”, otherwise any goal scored will count. The match resumes when both players are ready again.

8.2. If a match is interrupted and significant time is lost then the lost time must be added to remaining time and the match continues.

8.3. Goals scored during an interruption do not count.

8.4. If a player had indisputable control of the puck before the interruption, the match continues with the puck in the place where it was, otherwise a new faceoff is made.

8.5. If the timer malfunctions, play must be suspended. It is then necessary to determine how much time (if any) still has to be played, so the total match length is as close to (5) minutes as possible, and to ensure that no goals scored after (5) minutes count.

9. Tiebreaker

9.1. Tie-Breaking Procedure for end of season standings - If (2) or more players are tied in percentage points, the standings of the players are determined in the following order:

1. The greater number of games won.
2. The greater number of tournaments won.
3. The greater number of points earned in games between the tied players.
4. The greater differential between goals for and against.

9.2. Tie-Breaking Procedure for end of tournament standings - If (2) or more players are tied in percentage points, the standings of the players are determined in the following order:

1. The greater number of games won.
2. The greater number of points earned in games between the tied players.
3. The greater differential between goals for and against.

10. WTHL Cup

10.1. Various tournaments are played on the WTHL Tour throughout the year. Since not all the teams play the same number of games, the champion is determined by the player who has the highest winning percentage at the end of the season.