

AMERICAN TABLE HOCKEY ASSOCIATION
OFFICIAL RULES 2008



1. A game is 9 minutes with 3 minute periods.
2. Clock stops on goals, pucks out of play, pucks frozen or delayed in play, penalty shots and game mechanicals.
3. Players switch ends between periods.
4. Each player has a 1 minute **timeout**, called at a stop.
5. Player has 4 seconds to move puck to contested ice.
6. Goalie has 4 seconds to move puck from crease into play.
7. Goalie can **freeze** puck only when stopped below slot arc.
8. Game ends by mercy at a 5 goal lead.
9. A handshake is customary at game's end.

10. Ties in league & round robin play; overtime in playoffs.
11. 2 points for a win; 1 point for a tie or OT loss.
12. Standings by points; tiebreaks: wins, head/head, goals +/-.
13. Playoff if tied in points at a cup or elimination rung.

14. Puck must stay in net to be a goal.
15. A puck put into own net is a goal.
16. A fair faceoff shot and score is a goal.
17. A puck off boards into net is a penalty shot, not a goal.
18. A puck saved by backward goalie is a penalty shot against.
19. Penalty shot center has 4 seconds to take a shot and score, starting from the center line and referee call of **go**.

20. A puck shot out becomes a faceoff at shooter's end.
21. A puck battled out becomes a faceoff in same zone.
22. A 4 second **delay** call becomes a faceoff at offender's end.
23. A mechanical stop becomes a faceoff where last played.
24. Puck is centered on the faceoff spot by the referee. Forwards line up for faceoff outside the offensive blueline except when faceoff is in the offensive zone.
25. Faceoff with round bases inside circle and sticks pointed still at the puck. Players say **ready**, then referee calls **go** to start, and **jump** to stop the faceoff.

26. Referee controls time and play and can warn players and call penalty shots for rules or game abuse. Confusion on a faceoff calls for a **recheck** or **reface**. Confusion in play calls for a **stop** or **play on**. Delay tactics call for a **move the puck** or **make a play**. Attention, the game situation and common sense should guide the referee.
27. Scorer records goals, penalty attempts (P), period and game totals, and can help the referee make decisions.
28. Players should compete with good energy and thus be a credit to our Sport. Players also can help the referee.

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