

Table Hockey®

WAYS & RULES OF PLAY

A. The classic game consists of 3 minute periods with the clock stopping on goals or pucks out of play and starting on faceoffs. The 9 minute game is a true test of stamina and skill. 2 minute period games are an option in leagues, allowing more games per session. A 5 goal lead ends a match.

B. The 3 goal game is easy, exciting and great for upsets, series play and new players. First to 3 goals wins the match, with a 2-2 score an option for ties in league play.

C. The 1 goal game (King of the Hill) is party fun when a crowd gathers. The scorer switches ends and plays until beaten or wins a set max of games. The lineup rotates with a point for each goal. Best total points wins the evening.

1. The puck must remain in the net to be a goal.
2. A fair faceoff direct shot and score is a goal.
3. A direct off the boards score is a penalty shot.
4. When the puck is shot out, the faceoff goes to the shooter's end circle, to the side of the out.
5. When the puck is battled out or defended out, the faceoff goes to the circle nearest the out.
6. Competent players have 4 seconds in sole possession to move the puck into or through contested ice.
7. Goaler may call a faceoff on any puck stopped inside goal crease. Goaler is meant to be played facing forward.
8. A handshake is customary at the end of a match.

FACEOFFS

A faceoff occurs after a play stoppage. The puck is put on the appropriate dot of the 5 on the ice. The 2 facing players point their stickblades at the puck with their round bases in contact with the faceoff circle. Players announce "ready", referee calls "go" to start faceoff.

PENALTY SHOTS

All direct or deflected pucks into net are goals except when the puck goes into net directly off the rink boards. For the penalty shot, the team scored on plays goal with defensemen pulled behind net. The team scoring plays the centerman, puts the puck on the center line and pulls the center's base back to contact the center circle. Players announce "ready", referee calls "go" to start penalty. Centerman has 4 seconds and one try to score.

SCORESHEETS

Scoresheets become instant league memories, and the 12 game page is a full hockey chapter. Pencil wedge for goal and dot wedge for assists. Example: goal/left wing, assist/left defense.



GREAT GAMES & PUCKLUCK!

10/07 Rick Benej
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