

Table Hockey Rules

USTHA and International Events

1. STIGA's PLAY OFF OR STANLEY CUP boards must be used for the official competitions. The games should be fastened or stuck to the tables.
2. Games last 5 minutes. The clock keeps running when a goal is scored or the puck leaves the table.
3. Games begin with the puck placed in the centre of the middle circle, the 2 centre forwards being on their own side and outside the centre circle.
4. After a goal or after the puck leaves the ice surface a face off is made by releasing the puck in the centre of the middle circle, the two centre men being on their own side and outside the centre circle. Before releasing the puck, be sure opponent is ready.
5. Three seconds must elapse after each face off (or after the beginning of a game), before scoring a goal. If not, the goal is not valid and a (new) face off must be made. The centre man is not allowed to score directly. The puck has to go out of reach of the centre man before it is possible to score.
6. For a goal to count the puck must remain in the net. A goal does not count if the puck bounces out. When a goal is scored then the puck must be removed from the net.
7. If a player presses the puck against the goal cage and makes a shot, the goal is not allowed. A goal is also not allowed if a player makes a shot by pressing the puck with his left or right defenseman against the goaltender.
8. If a puck is standing still a player can only score with his stick or his right foot. However, a player may use any part of his body to score a goal, only if that player doesn't corral and tee up the shot. If a puck deflects off a player, of the same team, into the opponent's goal, then the original shot can be taken by any part of the player's body. A player can also use any part of the body to score a goal if he one times a moving puck.
9. When the puck is staying still between your goaltender and the goal line you can ask for "blocking", take the puck and make a new face off in the centre circle.
10. It's not allowed to retain the puck for more than five seconds without passing or shooting the puck.
11. Players are not permitted to pass the puck from one defenseman to another, behind the goalie, as this pass is not defensible.
12. In case of any doubt, any goal that is scored as time expires will not be allowed. It is expected that players be sportsmanlike and honest at all times during league games.
13. Should a game be stopped due to "game breakage" then the timekeeper will take note of the remaining time left in the game. Then, continue the game on a table that isn't in use after the current round of games has completed. The game will be continued with a face off at centre ice with only the remaining time left the moment the game breakage occurred and the same score the moment the game breakage occurred. The next round of games can only begin after all games from the prior round have concluded.
14. Players are not allowed to slam, tilt or jolt the game in a manner that puts the puck into the opponents goal. All players are expected to play the game without excessive force.
15. Occasionally player figures will rise from the playing surface during game play. When this occurs players are allowed to push any such player figures back down on the studs only when in possession of the puck.

Other Considerations

A CD timer preferably will be used for all matches with voice, music and tones at designated minute intervals with final buzzer to end game.

Extra pucks will be at game side as well as extra players to replace any broken ones quickly during play. Players may use either NHL or International teams.

Tie breakers to determining division standings after rounds will be 1) pts, 2) wins, 3) head to head, 4) +/-, and if still tied, a 90 sec period, total goals and if still tied after that, a sudden death overtime.

- USTHA Specific-

During the play-off matches, in the event of a draw at the end of the 5 minutes, the winner is the one who scores the first goal (sudden death), following a face-off.

If a broken rod interrupts a game or another problem that cannot be quickly fixed, players agree on time remaining and complete the match on an alternate table. A face-off continues the remaining match time.

When a goal is scored as the final buzzer is sounding, it will not be awarded. In case of any doubt, the goal is not valid.

If a competitor is not in front of the board and ready to play through the first 30 seconds after the beginning of the match, he automatically loses this match by 10-0.

For play-offs top rank player gets choice of game and side. Play two games, switch sides, play two games then switch back and play one, one and one.

