

## HOCKEY JOUSTING RULES

*WARNING: This is a dangerous sport. Do not play at full speed until you are ready.*

*This is an experimental sport. The author of these rules waives any liability for any damages caused by participating in any activities described in these rules, in whole or in part, including but not limited to injury, illness, death, property damage, and fines or imprisonment.*

General: A hockey jousting match is contested by two players on ice with a hockey puck. The objective of each player is to win.

Equipment: Each player must wear skates and hold a hockey stick. Protective hockey equipment is recommended to be worn. Both players must be wearing the same amount of protective equipment.

Match Structure: A match consists of 3x regulation runs, followed by as many overtime runs as needed for a winner to be declared. For each run, the referee awards one of the players 1 point, 2 points, or 3 points, and the other player no points.

Winning Conditions: A player wins if, at the end of the third regulation run or an overtime run, he is the player awarded points in the run and he has more points than the opponent after receiving these points.

Run: At the beginning of each run, each player starts equidistant from the puck on a line connecting the two players and the puck. The referee blows a whistle or otherwise signals to start the run. Upon the referee's signal, both players skates towards the puck and then past each other. Each player attempts to have control of the puck after he skates past the opponent.

3 Points: 3 points are awarded to a player under the following circumstances:

- The player takes control of the puck, either directly or from the opponent, and gets around the opponent in continuous possession of the puck; or
- The opponent incurs a minor penalty according to hockey rules.

2 Points: 2 points are awarded to a player under the following circumstances:

- The player takes control of the puck, either directly or from the opponent's stick, and chips it past the opponent then quickly regains control; or
- The player knocks the puck off of the opponent's stick and then quickly gains control of it behind the opponent.

1 Point: 1 point is awarded to a player under the following circumstances:

- The opponent commits an infraction, and the player has not met the requirements for 2 points or 3 points.

Infractions: If a player does any of the following, except as the result of a penalized action by the opponent, he is deemed to commit an infraction:

- Cowardice: The player stops or greatly decreases his forward momentum or fails to initiate it.
- Falling: The player falls to the ground.
- Dumping: The player knocks the puck beyond a point in which he could keep up with it if he is unobstructed and the puck does not decelerate.
- Misdirection: The player knocks the puck in any direction other than past the opponent, except when he is stick-handling it.
- Loss of Control: The player has control of the puck, but then loses it before getting past the opponent.
- Lost Stick: The player loses his stick.

Forfeit: If a player receives a major penalty according to hockey rules or he is unable to finish the match, the other player wins by default.

Replay: If it is inconclusive as to which player should be awarded points in a run, the run is replayed.

False Start: If one player moves before the referee blows his whistle, the run is immediately stopped, and replayed. If one player does this twice for the same run, without a replay in between, the player is assessed a minor penalty for delay of game.

Penalty Carryover: If a player receives a minor penalty outside of a run or receives more than one minor penalty during a run, the penalty is carried over and applied to the next run. In this case, the opponent automatically receives 3 points and the run is not played. If more than one penalty is carried over, it is applied to the following run(s) instead. A double-minor penalty is treated as 2x minor penalties.

Charging: If a player deliberately body-checks his opponent, he is assessed a minor penalty for charging. If the referee considers that this recklessly endangers the opponent, it is upgraded to a major penalty.

Responsibility to Avoid: Both players have a responsibility to avoid collision to the extent reasonably possible. Once one player has touched the puck, the other player has a greater responsibility to avoid collision. Failure to exercise this responsibility is considered to be charging.

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