

W6277 Softee Polo Instructions

Another type of hockey using straight sticks with foam heads. The game may be played indoors or out. For boys and girls of all ages.

This Softee Polo set includes twelve sticks (6 yellow, 6 blue) with foam heads and strong black hand grips; two 7" vinyl coated foam balls and instructions.

Rules of Play

The object of the game is to score goals against the opposing team.

Playing Field

Softee Polo may be played indoors and out. The recommended boundaries should be the size of a small gymnasium (length being twice width). Any floor hockey goals available would be acceptable as long as both are of equal size.

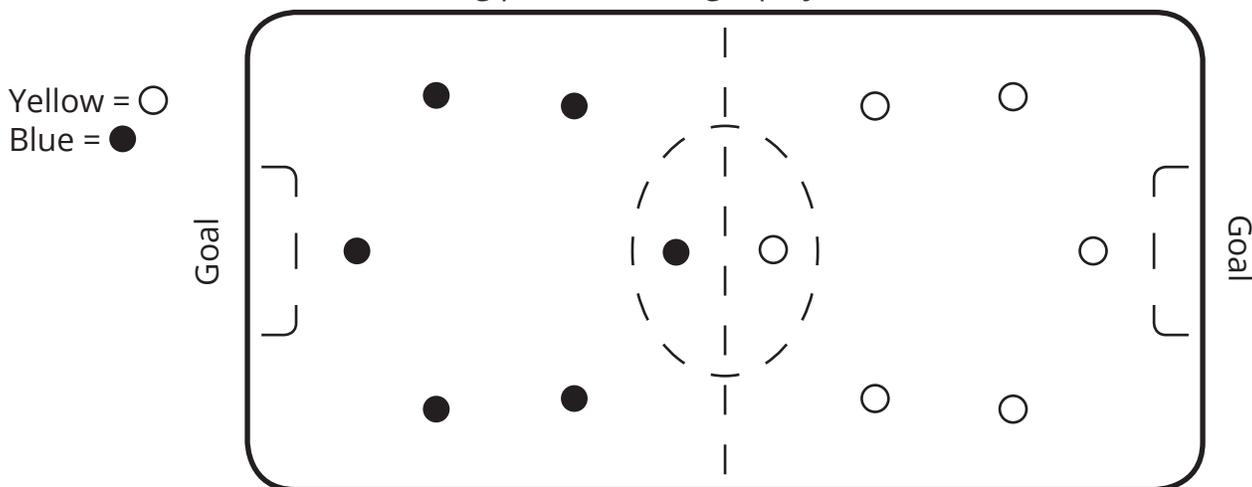
Twelve players forming two teams of 6 persons each.

Each team will consist of:

- One goalie who may stop the ball with stick or hands (No other players may kick or touch the ball with their hands). Goalie is responsible for tending the goal.
- One center who moves full court and leads offensive play. Center is responsible for scoring goals.
- Two wings working with the center who cannot cross into the defensive side of the playing field. They are responsible for scoring goals.
- Two defensive players responsible for defending their team's goal and cannot cross into the offensive side of the playing field.

Playing the Game

Teams assemble in the following position to begin play.



Face-Off

Clock starts and game begins when the ball is dropped by the referee between opposing centers in the face-off area (center of field).

Competition

Once the ball is in play, the wings move to their respective offensive sides of the field. Defensive players and goalie stay on defensive sides of playing area.

Play is continuous until a foul is committed or a goal is scored. Any time the ball goes out of bounds, the last team touching it loses possession (as in basketball). The team now in possession will throw the ball back into play.

If the ball crosses the center line on a throw, it is considered a foul. In the event the ball becomes stuck behind the net, a face-off is made to the forward side of the goal and play continues as normal.

The playing time will be divided into three periods (8 minutes in length) with a rest time between each period. In the event of a tie, overtime periods (5 minutes each) can be played until one team scores.

Fouls

A foul is committed when:

- A player touches the ball with hands or kicks the ball
- Players push, hold or trip one another
- Players swing stick above the knee or throw sticks (high sticking)
- Players make physical contact with goalie inside the goal
- Players hold ball to delay the game
- Players kick or grab sticks from opponent
- Players are unnecessarily rough or fight
- Wings & defensive players cross over the center line (accept at each face-off)
- Goalie throws or shoots ball across center line
- Goalie holds ball for more than 3 seconds in clearing it from the goal
- Ball crosses center line on the throw in (after going out of bounds)

Penalties for fouls

Any player guilty of a foul will sit out of the game for 2 minutes. Each player may only accumulate five fouls before being dismissed from the game. If the goalie commits a foul, another player from the same team must serve the penalty. Goalies will remain in the game at all times.

Penalty shots with only the goalie on defense will be made for the following in addition to the guilty player sitting out of the game.

- High sticking
- Tripping
- Throwing stick

A penalty shot consists of one free shot by a player from 20 feet in front of the goal. No rebounds are allowed. Game will resume when goalie throws ball back into play.

Scoring Goals

Goals are scored when the ball touches or crosses the goal line of the opposing team. The ball must be shot into the goal with the stick and cannot deflect off another player's body. No goals will be counted if fouls are committed at the time of scoring.

Goal Tending

The goalie may use hands or stick (no feet) to clear the ball from the goal. The ball may not be thrown out of play by the goalie. The goalie stands in front of the goal and may not travel more than a few feet from the goal.