

Mega Hockey

Item #4044

Rules: Mega Hockey is a fast-paced floor hockey game that may be played with as many as 36 players at one time: 1 to 6 teams with 1 to 6 players per team. Played almost like regular floor hockey, the multiple teams attempt to score on one another. The first team to score upon every other team is the winner.

The set comes with 36 hockey sticks, (6 each of red, blue, green, orange, fuchsia, and yellow). 12 game balls (2 of each color), 24 goal cones (4 of each color) to delineate the goal areas, and 30 score flags (5 of each color) to surrender when scored upon.

To Start Play: All players with sticks and team ball begin in front of their own goal. At the referee's whistle, each team tries to score its ball into the other team's goals. The object is for each team to score one ball into each of opponent's goals while at the same time, protecting their own goal.

To score a goal, the ball must be shot from the hockey stick. A shot passing through the goals using any other means will not be counted as a goal. On a shot, the ball must pass through the front 2 cones and be lower than the waist height of the goalie when standing. Any ball passing through the goal by any other than a legal shot, or any ball that rolls out of bounds, will be put into play by that ball's team via a pass-in. (A pass-in means putting the ball down on the sideline and passing the ball to a teammate to restart play for that ball).

When a team scores, the scored upon goalkeeper surrenders one "score flag" to the scoring team. It is possible for two teams to attempt to score upon the same goal at the same time—that is just part of the game. When a ball is scored on a goal, no one else may shoot on that goal until the flag is surrendered and the goalkeeper is back in position. Therefore, if two teams shoot on a given goal, at the same time, and both score, it is up to the referee to decide who scored first. The second shot is NOT considered a goal, it is just a ball that has gone out of bounds.

The team that collects one each of all the other team's flags first, wins the game. Any game may last only 5-10 minutes or take as long as 25-30 minutes depending upon the skill of the players and the strategy used during play.

Some Strategy Suggestions: Each team should provide a goalkeeper and at least one defender to protect its goal. Since multiple teams attempt to score on a given goal at any time, normal strategy is to play with 3 offensive and 3 defensive players (including the goalie). It is just as important to stop the other teams from scoring as it is to collect "score flags".

All positions are interchangeable; no player should play any one position the entire game.

The game may be played in 5 minute periods to allow substitutions, otherwise, there is no time restriction and the game continues until one team collects one of each of the other team's "score flags".

The game is fast-paced with no off-sides. All the playing surface may be used by any of the other players.

Rules:

1. Both hands must be on the hockey stick at all times.
2. No lifting the blade above the waist.
3. No hitting of any player with the stick.
4. No checking with the body or pushing.
5. No touching the ball with your hands.
6. No kicking the ball with your feet.

Penalty for the above: The offending player is whistled off the playing surface for one minute and his/her team must continue with one player short. For blatant fouls, the player should be removed for the duration of the game with a substitution allowed.

The game may be played with only one referee, but it is best when two people can observe the action to determine fouls and goals.

To Set Up: The cones are set up as goals equidistant around the perimeter of the playing surface. Each player has a stick and each team uses one of its own colored balls. Each goalie is given 5 flags matching his/her team's colors which are kept out of bounds next to the goal.



Some sample floor layouts:



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