

## Dek Hockey Glossary

**Assist** - Awarded to the last and next to last players on the scoring team to touch the ball prior to a goal being scored.

**Back Checking** - When a forward returns to his own defensive zone to help out.

**Ball Hockey** - The Canadian term for dek hockey.

**Bench Minor** - A minor penalty officially assessed to the team, as opposed to an individual player. Any player who was on the rink at the time the bench minor can serve the penalty in the penalty box. Bench minors are most often assessed for abuse of the official by a player or coach who is not on the rink, and also for stick violations, such as an illegal curve.

**Boards** - The walls that surround the inside of the rink.

**Body Check** - A hit thrown by a player at their opponent using his shoulder. In most dek hockey leagues, mild to moderate body checks are permissible provided the player does not use his elbows and does not hit his opponent from behind.

**Blade** - The curved end of a hockey stick that a player uses to stickhandle, pass, and shoot the ball. The blade has three sections: the heel, the mid-curve, and the toe.

**Breakaway** - Occurs when a player who is carrying the ball breaks in alone on the opposing goaltender. A breakaway always results in a scoring chance.

**Breakout** - The process of leaving one's own defensive zone while maintaining possession of the ball. In most cases, breakouts are initiated by defensemen who make an "outlet pass", which is usually a long vertical pass from the defensive zone into the neutral zone.

**Butt-End** - The top of a hockey stick where right-handed players place their left hands, and left-handed players place their right hands.

**Butterfly** - A style of goaltending where the goaltender goes to his knees and then spreads out his legs, essentially taking away the bottom half of the net from the shooter.

**Changing on the Fly** - When a team changes the personnel it has on the rink during play.

**Crashing the Net** - When a team uses one or more of its forwards to go to the front of the opposing goal, and aggressively goes after any rebounds.

**Crease** - The semi-circle outlined in red directly in front of the goal. No attacking player may make contact with the goaltender while he is in his crease.

**Crossbar** - The horizontal metal bar on the outside frame of the goal.

**Dasher** - The shelf at the top of the boards where the glass begins.

**Delayed Offsides** - Usually occurs after the ball has cleared the attack zone and then abruptly re-enters, catching one or more of the attackers still inside. If the attackers do not touch the ball, they are allowed to "touch up" (see Touching Up) and then re-enter the zone without the play being whistled dead.

**Delayed Penalty** - When play is allowed to continue after a penalty has occurred. The referee allows play to continue until the offending team gains control of the ball. Teams against whom the infraction is committed will usually pull their goaltender for an extra attacker (see Pulling the Goaltender), since there is no chance the offending can score before the play is whistled dead. Any extra time that occurs during a delayed penalty does not count against the ensuing power play. However, if the attacking team scores during a delayed penalty, the ensuing power play is negated.

**Dek Hockey** - A form of hockey similar to ice hockey, but played in sneakers rather than on ice skates. Played indoors on a smooth plastic tiled surface, using a hard plastic ball on a rink similar in size to an ice hockey rink.

**Deke** - To fake out an opponent while carrying the ball.

**Double Minor** - A four minute penalty assessed to a player for one of the following infractions:

1. A high Stick which causes an opposing player to draw blood.
2. A roughing penalty the referee feels warrants more than a two minute minor, but less than a fighting major.
3. Any other minor penalty a referee believes warrants more than a two minute minor, but less than a major.

**Draw** – A synonym for Face-off.

**Drop Pass** - This pass is made by a player who is positioned in the front a teammate. He then "drops", or slightly touches, the ball backwards to the teammate behind him.

**Dropping the Gloves** - An expression used when a player removes his gloves in order to fight an opponent. It is the hockey equivalent of throwing down the gauntlet. Dropping one's gloves even without fighting is usually accompanied by a penalty, which varies from league to league.

**Dump & Chase** - A style of play in which the attacking team shoots the ball into their opponent's end of rink. Then, one or more of the forwards race in and attempt to regain possession of the ball.

**Elbow** - The upper corner of the outside frame of the goal where the crossbar meets the post.

**Empty Net Goal** - A goal that is scored when the opposing goalie is not on the rink.

**End Boards** - Refers to the boards at either end of the rink, behind the two goal lines.

**Face-off** (aka. Draw) - When an official drops the ball between two opposing centers, whose job is usually to pull the ball backwards to their teammates. A face-off occurs at the beginning of each period and after every whistle in order to restart play.

**Far Side** - The area between the goalie and the farthest post, from the perspective of the shooter.

**Finisher** - A player who is proficient at scoring goals. Usually has more goals than assists in a given season.

**Five-Hole** - The area in-between a goalie's legs.

**Floating Blue Line Offsides** - When the blue line is used as the offsides line, and then once gained, the offensive zone expands to include one half of the entire rink up to the red line. Used almost exclusively in dek hockey.

**Floor Hockey** - A form of dek hockey played in a gymnasium played on a wooden floor, using a plastic puck.

**Forechecking** - Pressuring the opposing team in their own end while they have the ball.

**Goal (1)** - Awarded to a team when the ball legally and completely crosses the goal line of one of the two nets. Individually, a goal is awarded to the last player on the scoring team to legally touch the ball.

**Goal (2)** - The metal cage at each end of the rink into which the teams are trying to score.

**Goals Against Average** - The average number of goals a goaltender gives up per game.

**Goal Hanging** - Occurs when a forward ignores his defense responsibility in his own zone, and waits by his opponent's blue line in order to create a breakaway for himself.

**Goon** - A player who plays dirty, is overly physical, or simply just fights either because that is his role on his team, or because he is compensating for a lack of skill.

**Gordie Howe Hat Trick** - When a player scores a goal, records an assist, and gets into a fight all in the same game. Since fighting is far less prevalent in most amateur leagues than at the professional levels of ice hockey, a goal, assist, and any penalty is often referred to as a Gordie Howe Hat Trick in dek hockey.

**Half Boards** (*aka half wall*) - The area along the boards, halfway into either the offensive or defensive zone.

**Hand Pass** - When player directs the ball with his glove to teammate. Results in a face-off, and no penalty is assessed. A player is permitted to play the ball with his glove to himself anywhere on the rink, provided he does not close his hand on the ball for more than a second (otherwise it would result in a delay of game penalty). Hand passes to teammates are permitted in a team's own defensive zone.

**Hat Trick** - When the same player scores three goals in the same game.

**Helper** - Slang term for an assist.

**High Slot** - The area just above the slot, from which most goals are scored.

**High Stick** - When a player plays the ball with his stick blade raised above the cross bar (if he is near the goal), or above his shoulders (if he is not). Results in a face-off, and no penalty is assessed. Any ball that enters the goal as a result of high stick does not count, and results in a face-off outside of the defensive zone. Often confused with high sticking, which involves striking an opposing player in the head with one's stick.

**Hip Check** - When a player hits an opponent by leading with his hip.

**Holding the Point** - The duty of a defenseman to keep the ball in his team's offensive zone.

**Icing** - When the ball is cleared out by the defensive team from behind a predetermined point, and all the way down the rink across the opposing team's goal line. Icing can be nullified, or "waived off," if the official feels the ball could have been played by the opposing team. In most dek leagues, the icing line is a team's own blue line.

**Intentional Offsides** - Usually occurs during a delayed offsides, after an attacking player intentionally plays the ball knowing he is already offsides. The result of an intentional offsides is a face-off inside the zone of the offending team.

**Kick-Plate** - The three inches of molding that runs along the bottom of the boards.

**Line Change** - When a team replaces its forwards with three fresh forwards from the bench. Can also refer to replacing the all five of the players at once.

**Lumber** - A slang term for a hockey stick.

**Major Penalty** - A five minute penalty assessed to a player for one of the following infractions:

*Butt-Ending* - When a player jabs the butt-end of their stick into an opposing player.

*Fighting* - In many dek hockey leagues, one punch constitutes a fight. In addition to the five minute penalty which is served by another member of the offending team, fighting majors usually result in ejection from the game, and a possible suspension.

*Intent to Injure* - Also usually results in ejection from the game, and a possible suspension. Again, if the players was ejected from the game, their penalty is served by another member of the team.

*Spearing* - When a player thrusts the blade of his stick into an opposing player.

**Minor Penalty** - A two minute penalty assessed to a player for one of the following infractions:

*Boarding* - Checking an opponent into the boards while his back is turned. Boarding can also be called if the player initiating the check leaves his feet, regardless of direction his opponent is facing.

*Charging* - Taking more than two and half steps towards an opposing player before checking him. Very rarely called at any level of hockey.

*Crosschecking* - When a player strikes or pushes an opposing player with the portion of his stick shaft that is between his two hands.

*Delay of Game* - Can be called by the referee for any of the following reasons:

1. When a player closes his hand on the ball for more than two seconds.
2. When a defensive player intentionally dislodges the net to stop play.
3. When a player, in the opinion of the referee, intentionally shoots the ball out of the playing surface to stop play.
4. When a goaltender shoots the ball over the glass and out of play. (Automatic, not discretionary).

*Elbowing* - Throwing an elbow at an opponent either during a check, or while battling for the ball.

*Goaltender Interference* - Occurs when an offensive player makes contact with the goaltender while he is in his crease.

*High Sticking* - When a player's stick makes contact with an opponent's head.

*Holding* - Occurs when a player uses his hands to grab another player and impede his progress.

*Holding the Stick* - Occurs when a player uses his hands to grab an opponent's stick.

*Hooking* - When a player wraps his blade around his opponent, or on or between his opponent's hands.

Interference - Checking or impeding a player without the ball.

*Kneeing* - When a player intentionally uses his knee to trip, or impede his opponent.

*Roughing* - When a player pushes, shoves, or even punches an opposing player in a manner that the referee deems excessive, but not excessive enough to warrant a fighting major.

*Slashing* - Occurs when a player chops at his opponent or the upper half of his opponent's stick.

*Too Many Men* - When a team has more than six players on the rink at one time.

*Tripping* - Occurs when a player uses either his stick or his legs to trip an opposing player.

*Unsportsmanlike Conduct* - Usually assessed when a player verbally abuses an official. Can also be called if a player dives after being fouled, in order to embellish the incident.

**Natural Hat Trick** - When a player scores three consecutive goals in the same game, with no other player scoring a goal in-between his goals.

**Neutral Zone** - The area on the rink in-between the two blue lines.

**Odd Man Rush** - Occurs when two or more attacking players break into the attacking zone against an inferior number of defenders.

**Offsides** - When a player enters his attacking zone prior to the ball. The result is a stop in play and a face-off, just outside of that attacking zone.

**Off-Wing** - The right wing for left-handed shooters, and the left wing for right handed shooters. Shooting forwards typically play the off-wing so their forehand is closer to the middle of the rink, and thus the opposing goal.

**One-Timer** - A shot that is taken directly off of a pass, without stopping the ball.

**Outlet Pass** - A pass usually initiated by a defenseman which goes from his own defensive zone into the neutral zone or beyond to a waiting teammate.

**Penalty Box** - The area just off of the rink where a penalized players sits until his penalty expires, or his opponent's score (if he has been assessed a minor penalty).

**Penalty Shot** - When a team is awarded a breakaway against the opposing goaltender. Called by an official in one of the following cases:

1. If a player hooks or trips an opposing players from behind, preventing a scoring opportunity, after that player had a clear and unobstructed path to the goal.
2. When player or goaltender intentionally throws their stick in their defensive zone.
3. When a players intentionally dislodges the net in his own defensive zone to prevent a scoring opportunity.

**Pipes** - A slang term for the goal posts.

**Playmaker** - A player who predominantly sets up goals by passing to a finisher. Usually has more assists than goals at the end of a given season.

**Plus/Minus Rating** - When a player is on the rink while a goal is scored by his team, he receives a plus. Whenever a player is on the rink while a goal is scored against his team, he receives a minus. The difference between the two is the player's plus/minus rating. Goals that occur when either team is on the power play or shorthanded, do not count towards a player's plus/minus rating.

**Point(s)** - The area at the very top of the attacking zone.

**Poke Check** - When a defending player pokes or jabs at the ball in an attempt to knock it off of an attacking player's stick. Poke checks are usually performed one-handed in order to increase a player's reach.

**Posts** - The vertical metal poles on the outside frame of the goal.

**Power Play** - Occurs after one team takes a penalty and is forced to remove its penalized player from the rink. Most power plays result in a manpower differential of 5 on 4. However, 5 on 3's are not uncommon.

**Pulling the Goaltender** - Occurs when a team removes its goaltender from the rink at the end of the game, and replaces him with an extra attacker. Teams usually employ this tactic when they are trailing by one or two goals with only a few minutes remaining in the game in order to increase their likelihood of scoring.

**Roofing the Ball** - When a player shoots the ball in the goal at such an extreme angle that the ball hits the inside, upper portion, or roof, of the net.

**Save Percentage** - The percentage of shots that a goaltender stops out of the total number of shots he faces.

**Scoring Chance** - A good opportunity for one team to score a goal. Not all shots on goal are scoring chances, nor are all scoring chances shots on goal.

**Screen** - When the goaltenders view of the ball is blocked either by an opponent or by one of his own defensemen.

**Shadow** - A player who is assigned to follow a particular opponent for an entire game or portion of a game in the hopes of limiting that player's involvement in his team's offense.

**Shaft** - The main body of a hockey stick which can be made of either wood, aluminum, or a composite material.

**Shoot-Out** - Occurs at the end of regulation in some leagues, or the end of overtime in others, in order to break a tie. Each team provides three shooters who each take a penalty shot on the opposing goaltender. The team with the most goals at the conclusion of the shoot-out is awarded one goal on the scoreboard, and the victory.

**Short Bench** - When a team has very few subs.

**Shortening the Bench** - When a team intentionally plays fewer of its players in order to maximize the amount of time that other specific players are on the rink.

**Shorthanded** - When a team is forced to play one or two players short due to penalty. A team cannot play down three players at once. A penalty which occurs on a shorthanded team on a 5 on 3 is assessed at the expiration of the first penalty. If a goal is scored on the power play, the penalized player is released from the penalty box.

**Short Side** (*aka near side*) - The area between the goalie and the closest post, from the perspective of the shooter.

**Shot on Goal** - Any shot that would have otherwise gone into the net had the goaltender not been present. Shots that hit the posts or crossbar do not count as shots on goal.

**Sin Bin** - A slang term for the penalty box.

**Slot** - The area directly in front of the goaltender's crease.

**Stick Check** - When a player slashes, lifts, or pin downs an opposing player's stick with their own in order to gain possession of the ball.

**Street Hockey** - The outdoor version of ice hockey usually played on asphalt, or a slickly coated concrete surface.

**Top Shelf** (*aka. Upper Ninety*) - The very top portion of the goal, over the goalie's shoulders.

**Touching Up** - Occurs during a delayed offside, when an attacking player who is caught in the offensive zone, exits and then re-enters that zone.

**Traffic** - Refers to the presence of several players in front of the net. Traffic is used by a team's offense to screen the opposing goaltender.

**Trap** - A style of play in which a team forechecks with only one player, and then clogs the neutral zone with its remaining players in order to force its opponent to turnover the ball.

**Turtling** - When a player covers his head and does not fight back during an altercation in order to draw a penalty against his opponent.

**Wrap-Around** - A goal that is scored when an attacking player circles from behind the net around towards the front, and wraps the ball in-between the near post and the goaltender.