

# Power Glide Hockey

## Rules of Play

### **The Object of the Game**

The object of Power Glide Hockey is to be the first player to score 10 goals against the opposing player.

### **Beginning the Game**

A coin toss is used to determine which player starts with the puck ("serve"). The player winning the coin toss gets the puck and begins play by striking the puck with his/her pusher onto the opponent's side.

### **During Play**

Players can strike the puck anywhere on their half of the playing surface. Players cannot cross the centerline to strike the puck. If a goal is scored when a player strikes the puck over the centerline, it does not count.

A player may stand anywhere around the table on his/her side of the centerline. Players may not stand past that line.

When the puck contacts any part of the centerline, either player may strike the puck to score.

### **Scoring**

A goal is scored when the puck enters and drops inside the opponent's goal.

The player scored upon receives possession of the puck for the next serve.

### **What Counts as a Goal?**

If the puck stops in the goal and has tilted into the goal drop, it counts as a goal.

If the puck stops in the goal and has not tilted into the goal, it does not count as a goal. Player can move the puck out of the goal area with his/her hand or pusher.

If the puck rebounds out of the goal, the point does not count.

### **Winning**

The first player to score 10 points is declared the winner.

