

**GAME TIME IS FORFEIT TIME!**

**PLAYERS:**

Each team must have a minimum of four (4) players to start the game. However, if a team falls less than four players at any time, the game will be a forfeit.

Team members **must** be listed on the team roster in the Intramural Office before playing. As a captain, you have **up until 24 hours prior to your first game to add players** and make sure your roster is legitimate! To add a player, their waiver must be submitted at least one business day prior to the first contest (*example: if your next game is on Sunday, the waiver must be received by 5:00 PM on Friday.*)

**ALL PLAYERS MUST PRESENT NP ID TO PARTICIPATE!!**

Free substitution is permitted without stoppage of play. However, the player entering the game during live action must not gain an advantage or become part of the play prior to the player leaving the game. If a team wishes to pull their goalie, the goalie must go to the bench and obtain a regular hockey stick. Either that player or a substitute will reenter the game without gaining an advantage in the play occurring on the floor.

**EQUIPMENT:**

All players on a team should wear similar colored shirts or jerseys. Pinnies are available at the court for each team.

Appropriate gym footwear must be worn.

No participants may wear caps while playing.

Jewelry, casts, or any items deemed dangerous by the official MAY NOT BE WORN during the game. There are no courtesy warnings.

Hockey sticks will be available for checkout, as well as goalie equipment. Goalie equipment consists of leg pads, chest protector, gloves and a helmet. Goalies may wear a baseball glove on one hand. Goalies must wear long pants under the leg pads. Sweat pants or wind pants are acceptable.

A player whose stick is broken may not participate in the game until the broken portions are dropped and a new stick obtained. A minor penalty shall be imposed for an infraction of this rule. A goalkeeper may continue to play with a broken stick until stoppage of play provided the broken stick is placed in the back of the goal until stoppage of play. A goalkeeper whose stick is broken may not go to the bench for a replacement until stoppage of play. If the goalkeeper goes to the players' bench or receives another stick in any way while play is in action the goalkeeper will receive a minor penalty for delay of game.

**GAME TIME & LENGTH**

Game time is forfeit time. A team needs at least 4 legal players to begin the game. Any team that forfeits a game will not be eligible for the playoffs. If the forfeiting team wishes to play the rest of its regular season games, the team captain must come into the Intramural Sports Office by noon on the next working day to present their case.

The game will consist of three (3) periods of ten (10) minutes each. The game time is running time. There will be a two minute break between periods. The clock will only stop for injuries and timeouts.

Each team will be permitted to have two (2) timeouts per game. The length of each timeout shall be one (1) minute. The running clock will stop during timeouts. The team who calls the timeout must be in possession of the puck.

When a team is winning by seven (7) or more goals, with five minutes left on the game clock, the game will end by mercy rule.

Regular season games can end in a tie. No overtime period will be played.

A. During the playoffs, games tied at the end of regulation will enter a three-minute sudden-victory overtime period. If additional overtime periods are needed, a 1-minute intermission will be observed between overtime periods. Teams do not receive additional timeouts for the overtime period.

## **GAME PLAY**

**Faceoffs:** A face-off will be utilized to begin each period and to resume play after any stoppages. All face-offs shall occur at designated locations. At the beginning of each period, and following scores and penalties, the face-off shall be at center court. During a face-off there shall be NO movement until the puck has been dropped. All players must be on their defensive side of the floor during face-offs. An imaginary line that bisects the face-off area determines the defensive side. The blades of the players facing off must be perpendicular to the line bisecting the face-off area.

**Disallowed Goals:** Goals will not be counted if the stick is held and/or brought above waist level. Goals will not be counted if the puck is intentionally kicked into the goal. Goals will not be counted if the puck is batted into the goal with the hand. Goals will not be counted if a player from the offensive team is in the goal crease.

**Crease Rule:** At no time is a player of the offensive team permitted to enter the goalie's crease with any portion of the body. If a goal is scored while the player is illegally in the crease, it shall be disallowed. A face-off occurring at the nearest face-off area will resume play. However, if the official determines that the goalie was interfered with, an interference penalty will be assessed. An offensive player's stick is not allowed to enter the crease at any time. If an offensive player places the stick in the crease area, they will be penalized for interference. This includes breaking the plane of the crease with the follow through of a shot. If this occurs, the goal will not be permitted. If the official determines that the goalie was interfered with, an interference penalty will be assessed. Goalies are permitted to leave the crease area to establish a better angle of defense or to play the puck. However, the goalie may not leave the crease for purposes of freezing the puck outside the crease area. The player will promptly be penalized for delay of game.

**Holding the Stick:** The carrying of a stick above the normal standing height of the waist is prohibited and a minor penalty will be assessed. This includes the process of a shot, including the follow through, and the goal will be disallowed.

**Hand Passes:** If a player closes his hand on the puck, play will be stopped and will be awarded to the opposing team at the nearest free shot location. Players may bat the puck straight down with their hand, but such action may not result in the puck being directed towards a teammate.

**Kicking the Puck:** Players may stop the puck with their feet, but may not use their feet to guide the ball to a teammate. A violation results in the puck being awarded to the opposing team at the nearest free shot location.

**Running fouls (without penalty minutes)** including high sticking, hand passing, kicking the puck, player/stick in the goal crease, and dangerous play or sliding by any players and goalie freezing the puck outside of the crease area.

## **PENALTIES**

### **Delay of Game (Minor Penalty)**

- Delay of game shall be called if any player falls on the puck. A Minor Penalty shall be assessed on the player other than a goalkeeper who deliberately fall on or gathers a puck into his/her body. Any player who drops to his/her knees to block shots should not be penalized if the puck is shot under them or becomes lodged in their clothing or equipment. Any use of the hand to make the puck unplayable will be penalized promptly.
- Shall be called on a goalkeeper who (when his/her body is entirely outside the boundaries of his/her own crease line) deliberately falls on or gathers the puck into his/her body, which is not a shot on the goal.
- Shall be called on any players (including goalkeeper) who delays the game by deliberately displacing a goal from its normal position. The official shall stop play immediately when a goal has been displaced.
- Shall be called on any player, including the goalkeeper, who holds or freezes the puck with his/her stick, feet, or body along the wall in such a manner as to cause a stoppage of play.

### **Elbowing and/or Kneeing (Major Penalty)**

- Shall be called on any player who uses his/her elbow or knee in such a manner as to foul an opponent in any way. Floor Hockey in a Non-Contact Activity --- No Intentional Contact!

### **Slashing (Major Penalty)**

- Shall be called on any player who impedes or seeks to impede the progress of an opponent by slashing with the stick.

- Flagrant slashing will constitute a Misconduct Penalty. Any player who swings his/her stick at another player in the course of any altercation shall be subject to a game Misconduct Penalty.

#### Spearing (Major Penalty)

- Shall be called on any player who spears or attempts to spear an opponent. Spearing shall be defined as stabbing at an opponent with the point of the stick blade while the stick is being carried with one hand or both hands.

#### Tripping (Major Penalty)

- Shall be called on any player who shall place his/her stick, knee, foot, arm, hand, or elbow in such a manner that it shall cause an opponent to trip or fall.

#### Hooking (Minor Penalty)

- Shall be called on any player who impedes or seeks to impede the progress of an opponent by hooking with his stick.

#### Interference (Minor Penalty)

- Shall be called on any player who interferes with or impeded the progress on an opponent who is not in the possession of the puck.
- Shall be called on any player who deliberately knocks a stick out of an opponent's hand.
- Shall be called on any player who prevents an opponent from regaining his/her stick once it has been dropped.
- Shall be called on any player who throws the stick towards an opposing player with the puck in a manner that would distract said opponent. A Misconduct Penalty will also be assessed in this instance.
- Shall be called on any player who intentionally fouls form behind thus preventing a reasonable scoring opportunity. The violating player shall be automatically ejected with a designated player from the floor serving a five-minute Major Penalty. There are no penalty shots.

#### Holding (Minor Penalty)

- Shall be called on any player who holds an opponent with hands or stick or in any other manner.

#### Butt Ending and Cross Checking (Major Penalty)

- Shall be called on any player who "cross checks or butt-ends" or attempts to "butt-end" an opponent. NOTE: Attempts to butt end shall include all cases where a "butt end" gesture is made regardless whether body contact is made or not.

#### Charging (Major Penalty)

- Shall be called on any player who runs or jumps into or charges an opponent.

#### Roughing (Major Penalty)

- Roughing is defined as any type of unnecessary and/or intentional contact. Players must play the puck with the stick at all times. Using the body to gain an advantage, or playing against an opponent's body and not the puck, is not permitted.

### **PENALTY ASSESSMENT**

**MINOR PENALTY** --- Two (2) Minutes. For a minor penalty on any player, other than the goalie, the player shall be ruled off the floor for two minutes during which time no substitute will be permitted for that player. A minor penalty ends when a goal is scored by the offended team or at the end of 2 minutes of served penalty time. In the event of 2 or more players from the same team serving minor penalties simultaneously, once a goal is scored by the offended team the penalized player who has served the most time will have his/her penalty ended. The remaining players will remain in the penalty box until their time has expired or additional goals are scored.

**MAJOR PENALTY** --- Five (5) Minutes. For a major penalty on any player, other than the goalie, the player shall be ruled off the floor for five minutes during which time no substitute will be permitted for that player. A major penalty ends only at the end of 5 minutes of served penalty time. Goals scored by the offended team do NOT end a major penalty. The entire 5 minutes must be served.

**MISCONDUCT PENALTY** --- Ten (10) Minutes served by another player. Player is assessed the Misconduct Penalty is ejected from the game. All game ejections are accompanied by a misconduct penalty.

Penalty minutes will carry over into successive periods including overtime.

A goalie may receive any minor or major penalty as if he/she were a player on the floor.

The team captain shall designate a player currently on the floor when the penalty occurs to serve the penalty in place of the goalie.

If the goalie receives a Misconduct Penalty, he/she is ejected from the game. A new Goalie is placed in the game and the team captain shall designated a player currently on the floor (at the time of the penalty) to serve the penalty in place of the

goalie.

A Misconduct Penalty shall be assessed on any player for obscene, profane, or abusive language directed toward the officials, opponents, and/or Intramural Sports supervisors.

A Misconduct Penalty shall be assessed on any player who persists in disputing or showing disrespect for the rulings of an official.

A Misconduct Penalty shall be assessed on any player who intentionally knocks or shoots the puck out of the reach of an official.

A Misconduct Penalty shall be assessed on any player who deliberately throws any item or equipment prior, during, or after the game. Said player will be immediately ejected from participation in the game. Reinstatement procedures must be followed. A fine may be assessed for broken or damaged equipment.

A Misconduct Penalty shall be assessed on any player who persists, after a warning by the official, in any conduct (including threatening or abusive language or gestures) designed to intimidate an opponent into obtaining a penalty.

Play resumes following the assessment of a penalty with the awarding of the puck to the offended team at the nearest free shot location or a face-off in the event of fouls against each team.

## **DISQUALIFICATION**

### Combination of Five (5) Fouls

- An individual player shall be disqualified from the game by accumulating any combination of five (5) running, minor, or major fouls during a single game.

### Combination of Minor Penalties

- An individual player shall be disqualified from the game by accumulating three (3) minor penalties during a single game.

### Combination of Major Penalties

- An individual player shall be disqualified from the game by accumulating two (2) major penalties during a single game.

### Combination of Major and Minor Penalties.

- An individual player shall be disqualified from the game by accumulating one (1) major penalty and two (2) minor penalties in a single game.