2015 INTRAMURAL FLOOR HOCKEY RULES
(Updated 1/15)

Rule 1: Facility
1. All games will be played in the Legacy Gym at the George S. Eccles Student Life Center.

Rule 2: Player Eligibility
1. All Intramural Sports eligibility rules apply. Please check your Intramural Sports Rules and Regulations carefully.
2. All players must check-in with their University ID cards with the on-site Supervisor prior to the start of each game.

Rule 3: Team Composition
1. A full team is 5 players AND a goalie (6). The minimum to start is 4 players. If a team does not have the required amount of player present and ready to play within the 5 minute grace period immediately following the scheduled game time it shall forfeit.
2. Floor Hockey is an Open sport; meaning there is no gender restriction (no requirements of males and females on the court).
3. Substitutions may be made on the fly however the amount of players on the court at any given time may never exceed 6.
4. A team is allowed to pull their goalie at any point they wish and it can be done on the fly.

Rule 4: Equipment
1. Intramural Sports will supply sticks, and some goalkeeper equipment, and helmets for players. Goalkeepers must wear a helmet with a full face shield. It is encouraged that all players wear protective gear (i.e. gloves, shin pads).
2. **NO JEWELRY WILL BE PERMITTED.** This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes.
   a. The only exception to this rule is a medical alert bracelet or necklace or a piece religious in nature. In that specific case, it must be taped down and cannot become exposed during play.
   b. **Penalty:** 2-minute minor and must remove the jewelry.

Rule 5. The Game
1. The game and each period following will begin with a faceoff at center court.
2. Goals may be scored off a shot from the blade of a stick or deflected off a body part.
   a. A goal cannot be scored by a kick or hand pass.
      i. A kick is defined as a distinct attempt to play the ball with a foot; a pass is a distinct attempt to play the ball with a hand
3. A team is allowed to pull their goalie at any point and it can be done on the fly.
4. The mercy rule is an 5 goal differential at any point within the last 5-minutes of the 3rd period.
5. The ball will be considered in play unless it leaves the gym. If the ball goes out of play there will be a faceoff at the faceoff dot nearest where the ball was last touched. A goal cannot be scored off a faceoff until the ball has hit another player’s stick.
6. There will be no icing.

Rule 6. Game Timing and Timeouts
1. Games will consist of three 10-minute periods with a 1 minute break in between periods.
2. Each team will be given 1 one-minute time out per period that can only be called after a play has been blown dead.
3. If a game ends in a tie there will be a 3-minute sudden death overtime period. If the game is still tied after 3 minutes, there will be a 5-person shootout to decide the end result.

4. There will be a running clock until the last minute of each period. The clock will stop on all whistles in the last minute of each period.

Rule 7. Conduct of Players and Others
1. Intramural Floor Hockey is intended to be a non-contact sport. Checking or any other form of physical play will result in a 2 minute minor penalty.
2. Flagrant, overly physical play, and/or consistent infringement of the rules will result in a 5-minute Major Penalty and/or ejection.
3. Player must sit out for the entirety of a minor penalty unless the opposition scores a goal. Players receiving a major penalty must sit out the entire penalty, regardless of the number of goals scored.
   a. Teams will play down during the time that a player is being penalized.
4. All penalties will be delayed until the offending team touches the ball.
5. A face-off will be taken at the faceoff dot in the attacking area of the team on a power play. A goal cannot be scored off a faceoff until the ball has hit another player’s hockey stick after the initial drop.
6. Penalties include high-sticking (stick above the waist), intentionally throwing a stick, slashing (using stick to hit any body part), holding the stick, and holding a player.
7. No hand passes are allowed. A player may use his/her hand to catch the ball out of the air but must immediately drop the ball. That player must be the first to touch the ball with his/her stick prior to his/her teammate touching the ball.
8. Two unsportsmanlike penalties by 1 player will result in an automatic ejection from the game. Three unsportsmanlike penalties by a team will result in that team being removed from the tournament.
9. If a player is ejected from a game, the offending team must play shorthanded for the 2 or 5 minutes of the original penalty.
10. Intentionally throwing a stick including the goalie will result in a penalty shot taken from the penalty dot on the court.
11. If a defensive player receives a penalty in the crease, it will be a penalty shot as well.
12. The intramural supervisor has the right to remove any player from competition.

Rule 8. Other Rules
1. PROTESTS: If a team feels an official has misinterpreted a rule, it must lodge a protest at the time of the ruling. The team must call a timeout at the time of the ruling and inform the official it wishes to protest a misapplication or misinterpretation of a rule. The game will be stopped to obtain a ruling from the Intramural Supervisor. Failure to call timeout and obtain an immediate ruling from the Intramural Supervisor at the time of the rule in question will void any future right to protest. If the official’s ruling stands, the protesting team will be charged the timeout. If the official’s ruling is changed, the team is not charged a timeout. No protest concerning officials’ judgment will be considered. If the protesting team still feels the ruling is incorrect, it must then lodge a written protest to the Manager of Intramural Sports within 24 hours of the game in question.

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