Floor Hockey

1. AREA OF PLAY
   A. All Floor Hockey matches will be played on the Multi-Activity Courts.
   B. The active playing area is designated as the entire court surface within the walled perimeter.
   C. Defined Areas:
      1. Goal: a regulation hockey goal standard with net. The goal shall be centered along the grey line parallel to the half court stripe, with the cross and side bars resting on or above the grey line.
      2. Crease: the crease shall be the rectangle marked area in front of the goal, defined by red tape.
      3. Goalie Privileged Area: The area between the end of the court and the Basketball 3-point line, including the Crease. The lines of the 3-point line that do not extend to the end of the court shall be visually extended by the Official for the purposes of rule enforcement.
      4. Penalty Box: Enclosed space between the benches with glass fully surrounding the space.
      5. Face-off area: There are five face-off areas: one at mid-court and two at each end. The two areas at each end will be where the Basketball 3-point line crosses the Volleyball sideline.
   D. The walls and glass portions of the court are all in play. The net and ceiling will be out of play.

2. PLAYERS & SUBSTITUTIONS
   A. The Players
      1. Each team will play five (5) players, with one player always designated as the goalie (regardless of the number of players present).
      2. The minimum number of players required to start is 4.
      3. The maximum number of players any team roster may have is 12.
      4. Co-Rec Additions:
         a. The five players will be two (2) men and two (2) women with the fifth player the team’s choice.
         b. The minimum number of players will be two (2) men and two (2) women.
         c. There are no gender restrictions or requirements for the goalie.
   B. Teams must start and end the game with at least four (4) players.
      1. A team with four players must play or the forfeit procedure will go into effect.
      2. During the course of the game, if a team drops below four (4) players due to player misconduct that team will receive the loss according to team misconduct scoring rules.
      3. If an injury results in a team dropping below four (4) players, play will be allowed to continue if the team with 3 players has a reasonable chance of winning. A "reasonable chance" will be defined as not down by more than two (2) goals at any point after dropping to three (3) players
      4. These rules will be applied regardless of game score at the time of incident.
   C. Substitutions:
      1. Players may be changed at any time from the player’s bench, provided the player or players leaving the floor are always at the players’ bench and out of play before any change is made. Floor players may be changed at any time from the substitution area. If, in the course of making a substitution:
         a. Either player deliberately plays the ball while the retiring player is still on the court, minor penalty (“Too Many Players”) shall be assessed to player coming onto the court.
         b. Either player is accidentally struck with the ball, the play shall not be stopped and no penalty shall be assessed.
      2. Substitutions for floor players may also be made following a goal.
      3. Co-Rec Leagues must still follow the gender guidelines outlined previously when making all substitutions. Illegal gender substitutions will result in a 2-minute minor penalty assessment.
   D. Goalies
      1. The goalie may use any means possible to stop the ball. The goalie may not make intentional and aggressive physical contact with any other player to stop the forward motion of a ball
headed toward the goal. Violation - Major Penalty to be served by a team member on the floor.

2. Goalies may only be substituted for during a time-out, during intermission, after an injury to the goalie, or if an equipment change is necessary.

3. Upon gaining control of the ball, if the goalie does not make any attempt to play the ball - in the opinion of the Official - the Official will indicate a stoppage of play. This is considered a freeze and will result in a face-off.

4. The goalie may not move beyond the half-court line. Teams may not “pull the goalie” although the goalie can move anywhere in their defending half to help offensively.

5. Within the Privileged Area, the goalie has certain privileges. Outside of this area, the goalie must play the ball as another floor player. These privileges are:
   a. Ability to sit on, or otherwise cover, the ball for the purposes of freezing play.
   b. Zero purposeful contact by an opposing player.

3. EQUIPMENT

A. Player Equipment
   1. Any player intentionally violating these equipment rules will receive a minor penalty and their team will play shorthanded.
   2. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed.
   3. Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play.
   4. Jerseys/Shirts
      a. In order to play, teams must wear shirts of identical color and shade/tone.
      b. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.
      c. There are no shirts/jerseys available for check out.
      d. Player Numbers
         1. All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet.
         2. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
         3. Teammates will not share the same shirt/jersey number.
         4. If a player is #0 then that number must appear on the jersey. There can only be one version of #0 per team (i.e. #0, #00, #000, etc.)
   5. Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot. Cleats are not allowed!
   6. It is strongly recommended that all players wear gloves and a helmet, as well as a mouth guard, shin guards, and elbow pads. However, Intramural Sports will not provide this equipment.
   7. Players may wear gloves consisting of soft, pliable and nonabrasive material.
   8. Players may wear a knit or stocking cap (with or without ball/knot at top), headbands, or hair bands. Hats with bills are prohibited.

B. Game Equipment: all game equipment will be provided by Intramural Sports and must be used without substitution.
   1. Hockey sticks are available at each team’s court. Participants may NOT use their own stick.
   2. All goalies:
      a. Must wear a goalie helmet with a full facemask or cage
      b. Should wear a neck shield, chest protector, protective glove (stick hand), and a catching glove (not-stick hand), and shin guards. If leg protection is to be worn, it must not be wider than 9” at it’s widest point.
      c. The helmet (with facemask), chest protector, and leg protection are available from IMSports to borrow.
4. **TIMING**

C. Game Timing

1. The game will consist of three (3) 10 minute periods with a running clock except for the last one minute of the 3rd period where it will stop on all whistles.
2. There will be two 2-minute intermissions between periods.
3. Each team will be granted two 30-second timeouts per game.
4. Overtime:
   a. Regular season games will not have an overtime period. Games finishing in a tie will remain a tie.
   b. Overtime periods during tournament play
   c. There will be one four (4) minutes period with regular timing rules. If the game remains tied after the overtime period, the final stage will be a shootout.
   d. Shootouts
      1. The designated visiting team will shoot first during. This designation will not change during the shootout.
      2. The shootout occurs with the offense taking a set shot from the designated shootout spot which is on the basketball free throw line.
      3. Any violation or penalty during the shootout:
         a. By the goalie will result in an automatic goal
         b. By the shooter will end play with no goals scored.
      4. Once the shot is taken, any stoppage of the ball’s initial forward motion or deflection away from the goal will result in a dead ball.
      5. Only the first three rounds will be attempt, represented by three shots by each team. Additional rounds will be performed if the game remains tied at the conclusion of the third round.
      6. The shootout will be concluded when one team scores during the round without an equal score by the opposing team during the same round.
      7. The final score for the winning team will be one (1) goal plus the original score at the end of timed play.
      8. Shootout players
         a. The first four shooters must be on the court at the end of overtime. The goalie who was on the floor at the end of timed play must serve as the goalie during the shootout.
         b. Player Penalties: If a player has not completely served the time for a penalty earned during regulation or overtime play, conditions on their involvement during the shootout will result.
            1. Minor Penalty: not be allowed to be one of the first three shooters.
            2. Major Penalty or Game Misconduct Penalty: not allowed to participate in the shootout.
         c. For Co-Rec games
            1. Shooters must alternate male/female.
            2. A team will be allowed to shoot male-male only if the entirety of the roster has been used.
            3. The choice of whether a male or female takes first shot will reside with the team.

D. Delay Time - Once at the scheduled game time:

1. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
2. If a team does not have four (4) players signed in at game time, that team will be given 10-minutes to have four players sign in before the game is declared a forfeit.
3. If neither team has four (4) players signed in, both teams shall have 10-minutes to have four (4) players sign in before the game is declared a double forfeit.

4. Time used to wait for the minimum number of players will be off the game clock and delaying teams will receive a Sportsmanship Deduction for delaying the start of the game. If the Delay Time procedure is in process and the First Period ends, there will be no Intermission prior to the start of the Second Period.

5. The first team ready to play will receive one (1) goal for every two minutes (rounded up) that the game is delayed (up to the end of the Delay Time period).
   a. One team ready to play: Team A has enough players at game time and Team B’s fourth player signs in with 2:18 remaining on the clock of the first period. As the wait was over 7 minutes, Team A will start the game with a 4-0 lead and 2:18 remaining in the first period.
   b. Neither team ready to play: Team A’s fourth player signs in with 6:00 on the clock in the first period, and Team B’s fourth signs in with 2:34 left on the clock in the first period. Team A will start the game 2-0 with 2:34 remaining in the first period.

6. The clock will not stop to have players sign in, and game play must begin before the 10-minute period has been completed. Once all teams are ready, the ball will be put into play in accordance with the Start of Game rules.

5. SCORING
   A. A goal may not be scored by kicking the ball directly into the goal.
   B. Mercy Rule:
      1. All games will run through the first two periods.
      2. The game will be ended if:
         a. To start the 3rd period, if there is an 8-goal point differential.
         b. With 5-min left in the 3rd, if there is a 6-goal point differential.
         c. With 2-min left in the 3rd, if there is a 4-goal point differential.

6. START AND RESTART OF PLAY
   A. A face-off will be used at the beginning of each period, and to restart after a called dead ball.
   B. Face-off:
      1. A player from each team will be chosen to meet at the face-off spot.
      2. All other players will remain behind their respective player, keeping outside the faceoff circle or a distance of 5 yards from the faceoff spot (if no circle).
      3. A 1-2-3 tap approach will be used by the two players taking the faceoff to start play. If at the discretion of the official a player executed an illegal faceoff, play will be called dead and possession given to the offended team.

7. BALL IN & OUT OF PLAY
   A. There will be no enforcement of the offside rule, except during a face-off.
   B. Any time the ball touches the net, ceiling or otherwise leaves the court, a faceoff will occur at the nearest faceoff spot.
   C. Players must play the ball at all times.
   D. The ball may be advanced by the blade of the stick or by kicking the ball.
   E. Handling the Puck
      1. A player will be permitted to catch the ball in flight, but must immediately place it or knock it to the floor.
      2. Play will not be stopped for a hand pass occurring in the defensive zone.
      3. Players may not bat or throw the ball at any time.
      4. If a player carries the ball, or otherwise handles the ball to gain an attacking advantage, a Minor Penalty will be assessed.

8. VIOLATIONS & FOULS
   A. Any player checking another player will be penalized. Flagrant offenders will be ejected.
B. Crease Violations
1. Offensive players may not enter the crease before the ball at any time. Violation - Face-off in opposing zone.
2. A goal will be disallowed if an offensive player is in the crease and the ball is shot from outside the crease.
3. An offensive player’s stick may enter the crease if there is a loose ball in the crease.
4. If a player scores a goal, but their momentum carries them into the crease, the goal will be allowed.
5. Defensive players may enter the crease to stop a shot on goal; however, they may not freeze the ball. Violation: Penalty Shot/Optional Minor Penalty.
6. In all cases where an attacking player initiates intentional or deliberate interference with the goalie, that player shall receive a penalty (Major/Minor as deemed by the Referee).

C. Penalty Shots
1. A Penalty Shot is awarded after
   a. An intentional foul that stops a sure goal
   b. A player with the ball is fouled during a clean break at the goal
   c. A defensive player freezes the puck in the crease
   d. Intentional movement of the goal by the defense (if performed to prevent an obvious goal, the goal shall be awarded along with the Minor Penalty).
2. Time will only be served after a Penalty Shot if the infraction was a Major or Game Misconduct Penalty.
3. Penalty Shot/Optional Minor Penalty: Violations with the natural result of Penalty Shot/Optional Minor Penalty will result in the offended team deciding on taking either option. Once the team captain chooses an option, there will be no reversal of the decision.
4. If the penalty shot is:
   a. Missed, a faceoff will occur at the faceoff spot furthest from the benches but nearest the penalty shot attempted goal.
   b. Made, the game shall resume with a face-off at half court.

D. Minor Penalties
1. All Minor Penalties shall be enforced by requiring the offending player to sit out 2-minutes of play. The team must play short-handed for the duration of the penalty.
2. The play will restart at the nearest face-off area in the offended team's attacking zone.
3. Double-minors (4-minutes) may be called for any of the below penalties at the official's discretion.
4. The “power play” ends after 2 minutes of game time have expired or the offended team scores a goal. If both teams are at even strength (i.e. - both teams have players in the penalty box), a scored goal will NOT release those players.
5. Minor Penalties include:
   a. Tripping, holding, charging, or any other excessive contact with the body
   b. Hooking (i.e. - using stick to slow opponent)
   c. High Sticking (i.e. - raising stick above waist at any point in time)
   d. Delay of game (i.e. – intentionally shooting the ball out of play from the defensive zone)
   e. Defensive player freezing ball inside crease
   f. Too many players on the court (assessed to last person entering the court)
   g. Any contact penalty not resulting in dangerous play

E. Major Penalties
1. All Major Penalties shall be enforced by requiring the offending player to sit out 5-minutes of play. The team must play short-handed for the duration of the penalty. This is a non-releasable penalty.
2. The play will restart at the nearest face-off area in the offended team’s attacking zone.

3. Major Penalties include:
   a. Unsportsmanlike conduct or fighting
   b. Dangerous play (Referee's discretion)
   c. Spearing (i.e. - stabbing opponent with the stick)
   d. Cross Checking (i.e. - contacting opponent with no part of the stick on the floor)
   e. Slashing (i.e. - hitting or attempting to hit opponent with stick)
   f. Throwing the stick
   g. High Sticking (i.e. - raising stick above waist at any point in time and contacting another player with the stick).
   h. Any contact penalty resulting in dangerous play.

4. If a player is ejected, a bench player must serve the ejected player's penalty time.

F. Game Misconduct
   1. All Game Misconduct Penalties shall be enforced by requiring the offending team to sit out one player for 5-minutes of play and the ejected player must leave the facility immediately or his team will be subject to forfeiture of the game. The team must play short-handed for the duration of the penalty.
   2. If the offending team has no extra players then they will not have to have another player sit the penalty as they will be shorthanded for the rest of the game.
   3. The play will restart at the nearest face-off area in the offended team's attacking zone.
   4. The “power play” will only end after 5-minutes of game time have expired; it will not end if the opposing team scores a goal.
   5. Game Misconduct penalties will be assessed to any player who egregiously fails to comply with game rules or instructions provided by the official.

G. Disqualification and subsequently ejected from the game
   1. A player will be disqualified and subsequently ejected for accumulating
      a. 4 Minor Penalties in a game.
      b. 2 Major Penalties in a game.
      c. 2 Minor Penalties and 1 Major Penalty in a game.
      d. 1 Game Misconduct Penalty in a game
   2. Any player will automatically be ejected for throwing their stick during play or at any participant.

H. Game Abandonment (Game Forfeit)
   1. A forfeit will be recorded as a win for the designated team and any points accumulated will be the final score or 10 goals, whichever is greater. The losing team will be given 0 goals.
   2. Teams receiving 3 major penalties or 2 game misconduct penalties will forfeit the game under the team misconduct rules.