

FLOOR HOCKEY RULES

Any student unsure of his/her physical condition should check with his/her family physician or the University's Infirmary before participating in intramurals. All intramural participants are responsible for their own medical expenses. University's Infirmary before participating in intramurals.

The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in assessment of a technical foul, ejection, or forfeiture of the game. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

At the beginning of the game, a coin is tossed to determine ends. Ends will alternate each half.

1. Players and Substitutes

- 1.1 A team consists of six players, but may start with four (4) players. Roster limit is ten (10) participants.
- 1.2 In order to receive a forfeit win, a team must have its line up on the score sheet and three players on the floor.
- 1.3 Substitutions are only allowed to enter the game on all face offs. Illegal substitutions result in a 2-minute penalty.
- 1.4 Teams must wear shirts of the same color. Pinnies will be provided if needed.
- 1.5 All players must wear non-marking rubber-soled athletic shoes (no running shoes).
- 1.6 Jewelry, chains, rings or earrings may not be worn during intramural basketball games. The violation is a 2-minute penalty.

2. Court Markings

- 2.1 The officials will inform the team captains about the official lines on a particular court.

3. Length of Game and Timing

- 3.1 Two 12 minute halves of continuous time for men and women. Clock does not stop (only when officials lose sight of the puck).
- 3.2 3-minute intermission between halves. time-outs (overtime).
- 3.3 Overtime: No overtime during regular season.
- 3.4 Overtime - Playoffs - five (5) minute overtime, with the first team to score being declared the winner.
- 3.5 Championship games are the same length as regular season games.

4. Penalties

- 4.1 Any flagrant violations such as: fighting, hitting and punching will lead to game ejection.
- 4.2 Checking - 2-minutes.
- 4.3 High Sticking - 2-minutes (raising stick above shoulder).
- 4.4 Slashing - 2-minutes.
- 4.5 Elbowing - 2-minutes.

- 4.6 Tripping - 2-minutes.
- 4.7 Lifting opponents stick - 2 minutes (only when opponents stick is lifted above shoulders).

5. Face Offs

Both opposing players stick blades taking the face off must be touching the floor before a face off can take place.

- 5.1 At the beginning of each half.
- 5.2 After a goal is scored.
- 5.3 Kicking the puck to same team member.
- 5.4 After goalie covers the puck for 3 seconds.
- 5.5 After every penalty.
- 5.6 Guarding the puck (Obstructing opposing players from gaining possession; stepping on it, laying on it, etc.).

6. Goalie

- 6.1 Required to wear face mask or protective eye wear at all times
- 6.2 Permitted to wear one glove.
- 6.3 Must have stick in one or both hands at all times.
- 6.4 When a goalie stops a shot, the goalie is permitted to throw the puck to the sides or middle court area, as long as the puck does not cross half court.
- 6.5 Goalie cannot hold the puck longer than three seconds.