

Intramural Floor Hockey Rules
Salisbury University
Campus Recreation Department
146 Maggs Gym
410-548-3266

The rules governing this intramural sport activity derived from rules used by the National Intramural-Recreational Sports Association (NIRSA), National Federation of State High School Associations (NFHS) Hockey Rules, and rules unique to the SU Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. Important policy information can be found in the Intramural Sports Guidelines. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General Eligibility: See the IMS Guidelines for complete listing of eligibility.

Club Hockey Team Players: Team Members are eligible to participate in intramural Floor Hockey; however these players must play on a Highly Skilled League team and there may not be more than two (2) club players on a roster. ***Penalty: A team with more than two (2) club players on a roster will automatically forfeit every game in which the ineligible player(s) participated. During playoffs, use of an ineligible player will result from the team being removed from further competition.***

Intramural Team Participation: Individuals may only play on one (1) co-rec team per Floor Hockey season.

Identification: All players **MUST present a GULL Card** to the IMS Supervisor prior to each game.

Team Rosters: All participants must sign the roster/waiver form in order to participate in the league.

Games:

- 1st game starts at 8:00 pm
- Last game starts at 10:00 pm

Players: Teams will consist of six (6) players on the floor (4 males and 2 females). Team rosters are limited to sixteen (16) players. A team must have four (4) players to start the game (2 of which must be women) and at the finish, except in the event of an injury. If a player is ejected, with no available substitutes, the game is a forfeit.

Substitutions: Free substitutions are permitted only during stoppage of play. 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 re-enter the game without gaining an advantage in the play occurring on the floor.

Communication with IMS Staff: Team managers are the only individuals permitted to

Speak with the officials regarding calls or questions. Team managers must give verbal confirmation that they would like to protest only rule interpretations or player eligibility (not judgment calls) before the start of the next whistle. If you lose a protest, you lose one (1) timeout.

Jerseys: Will be provided.

Footwear: Turf shoes, cleats, and soft, pliable, rubber bottom shoes are permitted. METAL CLEATS, SANDALS & OPEN TOED SHOES ARE STRICTLY PROHIBITED.

Jewelry: All jewelry must be removed or taped. This includes, but is not limited to necklaces, headgear, newly pierced earrings, facial piercings, bracelets, and watches. Tape will not be provided.

Equipment: 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; however, one will not be available for check out. Goalies must wear long pants under the leg pads. Sweat pants or wind pants are acceptable. A player, except the goalie, 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.

DURATION OF THE GAME

Game Time is Forfeit Time! All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the team's manager that is present and has the minimum number of participants required to play will be given two (2) options (once a decision is made it cannot be changed):

- Take the forfeit immediately.
- Give the team five (5) minutes to show.
- If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

****Reserve Clause:** the IMS Staff reserves the right to make time adjustments to accommodate scheduling conflicts.

Game Length: The game will consist of three (3) periods of ten (10) minutes each. The game time is running time. There will be a two (2) 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 team who calls the timeout must be in possession of the puck. Regular season games can end in a tie. No overtime period will be played.

During the playoffs, games tied at the end of regulation will enter a three (3) 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.

Mercy Rule: When a team is winning by seven (7) or more goals, with five (5) minutes left on the game clock, the game will end by mercy rule.

GAME PLAY

Face-offs: 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, the puck is intentionally kicked into the goal, the puck is batted into the goal with the hand, or 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. This includes breaking the plane of the crease with the follow through of a shot. 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, in which 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.

PENALTIES

Delay of Game (Minor Penalty): shall be called if any player, except the goalie, falls on the puck. Shall also 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. Lastly, 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.

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 or deliberately knocks a stick out of an opponent's hand. Also, 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.

Holding (Minor Penalty): shall be called on any player who holds an opponent with hands or stick or in any other manner.

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.

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. Player who swing 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 places his/her stick, knee, foot, arm, hand, or elbow in such a manner that it shall cause an opponent to trip or fall.

Butt Ending and Cross Checking (Major Penalty): shall be called on any player who "cross checks or butt-ends." 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 (2) 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 two (2) minutes of served penalty time.

In the event of two (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 (5) minutes during which time no substitute will be permitted for that player. Goals scored by the offended team do NOT end a major penalty.

The entire five (5) minutes must be served.

MISCONDUCT PENALTY: Ten (10) Minutes.

Shall be assessed on any player who deliberately contacts other players or for obscene, profane, or abusive language directed toward the officials, opponents, and/or Intramural Sports supervisors. Players assessed the Misconduct Penalty are ejected from the game.

****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.**

****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

An individual player shall be disqualified from the game by accumulating any combination of three (3) minor OR two (2) major penalties during a single game.

Salisbury University Team Sportsmanship Rating Explanations:

5 will be given to an organization which demonstrates qualities of extremely good sportsmanship both in regard to the other team and to the officials. It will be given where there is an attitude of complete cooperation by all the members of the team and its spectators throughout the entire game.

4 will be given to an organization if there is not an incident of poor sportsmanship.

3 will be given to an organization as an average grade where unsportsmanlike conduct is not present in the game except for rare minor infractions, but where the conduct is such that the game progresses without undue problems.

2 will be given to an organization when a team has to be warned about unnecessary roughness in a game. This rating will be given if players other than the captain persist in questioning the officials or if any player repeatedly argues with the officials. If the spectators clearly related to a team fail to conduct themselves in an orderly fashion or if a team fails to cooperate with the officials to keep the game running in an orderly manner, an organization will be given a “D” rating. A “2” will also be given when 2 or more players are ejected by an official for abusive remarks or when such remarks are made repeatedly by player or spectators toward an official or opponent.

1 will be given to an organization which disregards repeated warnings of unnecessary roughness or where a team is so antagonistic to an official that the game cannot be played with proper order and control (this is also grounds for discontinuation of the game). This rating will be given if a player is ejected for striking or shoving an official or opponent. A “1” rating will be given for disorderly conduct by spectators clearly related to a team whereby such conduct involves violation of university regulations or where a team displays general roughness whereby the safety of the participants is jeopardized (this shall include action by any player where the intent is to bring about physical harm to another player). A “1” rating will also be given to an action of a team showing disregard for the rules or policies of the intramural program.