



CAMPUS RECREATION

INTRAMURAL SPORTS

FLOOR HOCKEY RULES

Updated 6/16

1. PRE-GAME

- 1.1 All players are required to show an UT I.D. card.

2. THE TEAMS

- 2.1 Teams consist of five (5) players on the floor at one time--four (4) players plus a goalie.
- 2.2 A minimum of 4 total players is required to start and continue a game. Maximum players on the roster is 18.
- 2.3 Game time is forfeit time.

3. THE EQUIPMENT

- 3.1 The Campus Recreation Department will provide hockey sticks and balls (pucks).
- 3.2 Players may wear gloves for hand protection.
- 3.3 Each player must wear non-marking athletic/tennis shoes.
- 3.4 Players may not wear baseball hats or jewelry.
- 3.5 Goalies must wear a regulation catcher's mask, goalies mask, or athletic protective eye wear.
- 3.6 Goalies may wear a baseball glove on their non-stick hand and leg pads.
- 3.7 Goalies may bring their own mask, blocker, and catching glove. However, they are required to wear provided leg and chest pads.
- 3.8 Although it is optional, goalies are suggested to wear an athletic cup.
- 3.9 Players must wear protective eye wear at all times on the floor. The Campus Recreation Department will provide goggles before the game. Rec-Specs are also permitted.
- 3.10 No player hockey helmets may be worn.

4. GAME TIME

- 4.1 Each game will consist of 3 periods (12 minute running clock).
- 4.2 A two-minute interval will separate each period.
- 4.3 In the last two (2) minutes of the third period, the time will be stopped for penalties and face-offs.
- 4.4 Each team will be allowed one (1) timeout per game, one (1) minute in duration. A team may call a timeout while in possession of the puck, or at a stoppage of play (other than an indirect free hit).
- 4.5 An official timeout may be called for an injured player or for other circumstances

deemed appropriate by the officials.

4.6 All ties will remain as such except during playoffs.

4.7 During the playoffs, if the game is tied at the end of regulation, a 5-minute sudden death period will be played. Additional 5-minute periods will be played until a winner is determined.

5. GAME OVER

5.1 At the completion of the game each captain must sign the score sheet.

6. 7-GOAL MERCY RULE

6.1 The game will be called if a team is up by seven (7) or more goals with only five (5) minutes to play.

7. PLAYING THE GAME

7.1 A face-off is used: to begin each period, after each goal, an inadvertent whistle, an official cannot determine which team caused the puck to go out of play, when both teams commit a penalty/violation, or if the puck is tied up in the corner or along the walls. Sticks must be on the floor for a face-off.

7.2 Play is started with an indirect free hit: after a team timeout; after missed penalty shot; when a player is making no attempt to advance the puck or stalling; or after a penalty/violation.

7.3 Offsides will only apply to face-offs. All players must be on their defensive side during the face-off.

7.4 Absolutely no unnecessary body checking or contact will be tolerated.

7.5 There will be no icing.

7.6 A hand may be used to catch or touch an airborne puck. The puck must be dropped immediately within the radius of the catching player's stick.

7.7 A goalie may catch the puck in their glove, but must put it in play within three (3) seconds if there isn't an opponent within five feet. The referee uses their discretion whether to call a faceoff or tell the goalie to play the puck.

7.8 Goalies when clearing the puck may not throw it above waist height, or throw it past the center line. However, goalies may shoot the puck with their stick or drop or roll it out to a teammate.

7.9 Substitutions are free and can be made at any time. When the puck is alive a player can only enter the court when the other player is completely off the court by way of the designated area between the two team benches.

*****Do not jump over boards when entering or exiting*****

8. SCORING

8.1 A goal is scored when the puck passes completely across the plane of the goal-line.

8.2 Goals may be scored from anywhere.

8.3 Goals will not count if a stick blade is above the waist level, kicked in, the puck is batted by the hand, or an offensive player interferes with the goalie's ability to make a save. (Official's discretion)

8.4 An automatic goal will be awarded if a defensive player throws a stick to prevent the puck from entering the net regardless if the goalie is on the ice or not.

8.5 Shots which bounce off a player's body and into the net will be counted, if the contact with the person is accidental (official's judgment).

9. PENALTIES

9.1 Teams cannot play with fewer than two position players. If more than three (2) players are penalized during the time, penalties shall be served in succession.

9.2 Minor penalties will expire if a goal is scored by the team playing with the advantage. Penalty minutes will carry over into the next period. If two (2) or more players are penalized only one (1) player may return per goal scored against their team. If one of the players is in for a major penalty however, they must spend the full time. The player with the minor would be the one who can leave the penalty area.

9.2A Minor penalty; **high sticking**: At any point when a stick is above waist level, a minor penalty shall be called. This includes shots, attempting to play the ball with the stick above waist level, or doing a "swim" move with the stick. If any of these result in contact of the stick with an opposing player, a major penalty shall be called.

9.3 When a violation occurs, a delayed penalty (held whistle) will be called if the offended player/team retains possession of the puck. The offended team may pull their goalie for an extra skater during the delayed penalty to gain a man advantage. The extra man may not leave the bench until the goalie has entered the designated substitution area between the two team benches.

9.4 Player penalties shall be recorded as in the game of basketball. A player who receives five (5) penalties of any combination shall be ejected from the remainder of the game. In addition, any player who receives two (2) major penalties shall be ejected.

9.5 Any player ejected from a game must make an appointment to discuss the situation Coordinator of Intramural Sports before they will be allowed to participate in any intramural activity.

10. PLAYER MISCONDUCT

10.1 Misconduct penalties will result in a player ejection.

10.2 Misconduct penalties include:

- a) Excessive use of profanity
- b) Extensive abuse of the facility and/or equipment

c) Slashing

- d) Unnecessary rough play
- e) Fighting
- f) Deliberate roughing/checking
- g) Verbal or physical abuse towards an official, opponent, or supervisor
- h) Any unsportsmanlike conduct that in the opinion of the official warrants ejection

11. MAJOR PENALTY

11.1 All major penalties will result in the player serving a 3-minute penalty. They must serve the full 3-minutes even if a goal is scored by the other team. Play will start with an indirect free hit awarded to the offended team.

11.2 Major penalty fouls include:

- a) Elbowing – use of the elbow to impede an opponent
- b) Throwing the stick – intentional throwing of the stick to gain an advantage
- c) Hooking – wrapping the stick around a player
- d) High Sticking – any stick that comes in contact with an opposing player above their waist.
- e) Checking/Roughness – any unnecessary body contact
- f) Intentional holding of a player from scoring on a breakaway
- g) Intentional delay of game not applicable to the goalie 3-second rule

11.3 Two major penalties results in an ejection.

11.4 Three major penalties combined on a team will result in a forfeit.

12. MINOR PENALTY

12.1 All minor penalties will result in the player serving a one (1) minute penalty. Play will start on an indirect free hit awarded to the offended team.

12.2 Minor penalties include:

- a) Equipment abuse – any beating or bending of equipment
- b) PLAYERS CAN BE HELD RESPONSIBLE TO PAY FOR DAMAGE TO EQUIPMENT NOT ASSOCIATED WITH THE NORMAL WEAR AND TEAR FROM PLAYING.
- c) Slap shot – any time a player raises their stick above their waist in the process of taking a shot

- d) Holding
- e) Tripping – intentional tripping with the stick or any body part
- f) Habitual minor fouls
- g) Interference – inhibiting the progress of an opponent who is not in possession of the puck knocks the stick out of the opponent's hand, or who prevents a player from regaining possession of a dropped stick.
- h) Illegal substitutions – any time a player jumps on the ice before the player coming off reaches the designated substitution area or when a player doesn't enter the ice in that same area.
- i) Throwing the puck
- j) Goalie Interference – any time a player on the opposing team impedes a goalies ability to make a save or makes unnecessary contact with the goalie.
- k) Moving the net by defensive team (if intentional act with shot on goal, it will result in a penalty shot).

12.3 All minor penalties may be considered major if flagrant.

13. MINOR FOUL

13.1 Results in the loss of the puck and an indirect shot at the point of infraction. An INDIRECT SHOT is an uncontested shot taken by a player with all players at least ten (10) feet away in all directions. The shooter may touch the puck only once. A goal cannot be scored off an indirect shot until touched by another player other than the goalie. If the non-fouling team retains possession and has a clear advantage, a play-on signal will be given by the official.

13.2 Minor fouls are:

- a) Offside or interference on a face-off
- b) Hand pass
- c) Goalie throwing puck past center line and/or throwing puck above waist height.
- d) Body contact – incidental or accidental body contact
- e) Goalie violation – Holding puck for more than three (3) seconds.

13.3 A player who continuously fouls will receive a minor penalty.

14. PENALTY SHOTS

14.1 A penalty shot will be awarded to a player who, in the official's judgment had a clear path to the net and was prevented from doing so by an opponent tripping, holding, etc.

14.2 All players except the goalie and player attempting the shot will move to the wall by their team benches.

14.3 The referee will place the puck at the center of the floor. The shooting player must start behind the center line and wait for the referee's whistle to advance the puck. The shot must be taken within five (5) seconds, following the official's whistle. If the puck is moved from the prior position before the shot, a face-off will be called by the official. The player must advance the puck only forwards toward the net and may not at any time go backwards. If the player goes behind the goal line without shooting the puck, the shot is over and a faceoff will be called. Only the first shot counts and there is no attempt to score any rebound off of a save by the goalie or a hit off any part of the goal.

14.4 The goalie must be stationary inside their crease, with both feet on the goal line until the puck is played.

14.5 If the shot is missed, play will immediately be dead and a face-off will occur at the nearest designated spot on the floor. If the shot is made a face-off will occur at center court.