

## **Whitworth Intramurals: Floor Hockey Rules**

### **Floor Hockey Rules**

**Teams:** Players must sign up through Fusion IM and be registered and paid to be eligible to participate. No exceptions.

**Game Time:** Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time!

**Minimum Roster Requirement:** 5 players

**Minimum Required to Play:** 4 players

**Maximum Roster Requirement:** 15 players

#### **Game Structure:**

Three 10-minute periods with a 3-minute break between periods. Play shall be nonstop except for official timeouts.

#### **Field Specs:**

The games will be played in the U-Rec on Court 3\*. Barriers will be set up so that pucks will stay in and around the court.

\* Court 3 may not always be available, so be prepared to adapt.

#### **Equipment:**

Sticks and pucks will be provided by referees, who will arrive 15 minutes before game time. Tennis shoes MUST be worn by all players. No padding inserted in clothing or regulation hockey pads will be allowed, except for limited padding for the goalkeeper. Goalie may wear a helmet and glove ONLY (provided by his/her team). BLOCKERS AND GOALIE PADS ARE NOT ALLOWED.

#### **Scheduling:**

All games will be scheduled on Fusion IM for games on Court 3 in the U-Rec at a specific time. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team's time preferences prior to the start of the season.

## **Game Play**

#### **General:**

1. The puck may be advanced by use of the stick or by accidentally kicking it.
  - a) Players are not allowed to purposefully kick the puck, they must use their stick to purposefully move the puck around the court.
2. The hands may be used to knock down an airborne puck with no advancement or directional placement.
3. If the puck leaves the playing area, possession is lost and given to the opposing team.
4. If the puck is tied up along with wall, the team nearest to the puck receives control.
5. There will be no off-sides or icing called.
6. A penalty shot will be awarded to a player who had a clear scoring opportunity and was tripped, held, etc. by the opponent.
7. The wooden part of the stick shall be deemed part of the person and "violations of the stick" will be penalized as though directed to the person.
8. There will be no body checking. Any heavy contact, accidental or intentional, will not be tolerated. Players will be subbed out.
9. Any behavior deemed unruly or dangerous by the referees will result in ejection from the game either temporarily or permanently.

10. When the goalie catches the puck, he may hold it for approximately 3-seconds and have it remain in play. To keep the puck in play, the goalie may throw the puck to either side of the goal but not towards the opposing goal. The goalie may also drop the puck on the floor and hit it in any direction with his stick.
11. If the goalie holds the puck for more than 3-seconds or throws the puck forward, a minor foul will be called, and the opposing team will get the puck in the nearest offensive corner.
12. The goalie can only freeze the puck if s/he is in the crease. If the goalie leaves the crease, he becomes a regular player.
13. If the players freeze the puck, possession is received by the other team.

**Timeouts:**

1. Each team will receive one 1-minute timeout per game, not per period.

**Face-offs:**

1. A face-off is used to begin each period, after each goal, and if a supervisor inadvertently blows a whistle and no team has clear possession of the puck. These face-offs will be at center circle.
2. Face-offs are started by having the supervisor drop the puck on the floor. No movement is allowed until the puck is dropped.
3. The players not involved in the face-off must be at least 10 feet away from the face-off.

**Scoring:**

1. One point will be awarded for each goal scored.
2. Shots may be taken only by shooting or deflecting with the stick when the stick blade is being held below the waist.
  - a) Shots bouncing off a player and into the goal shall be legal as long as the puck contact with the player is accidental as determined by the official.
3. Shots may be taken from anywhere on the floor. However, if the shot is taken from behind the center line, it must be touched by a player (on either team) on the offensive side of the floor to be scored.
4. A goal is scored when the entire puck has crossed the goal line.
5. Goal will not be counted if:
  - a) The stick blade is held above the waist level.
  - b) The puck is kicked in.
  - c) The puck is batted in with the hand
  - d) An offensive player is in the crease (preventing the goalie from attempting to block)
  - e) The shot is taken from the opposite side of the floor and is untouched by any player
6. An automatic goal will be awarded if a defending player throws a stick to prevent the puck from entering an open net.

**Substitutions:**

1. Substitutions may enter the game at any time as long as officials feel that their position does not result in an unfair advantage; i.e., entering a fast break or entering to stop a fast break.

**High Sticking Penalty:**

1. Players are not allowed to swing their stick above waist level for any reason.
2. Players who make contact with a ball and "high stick" will cause a turnover, and the ball will be placed at the spot of the penalty.
3. Players who make contact with another player, even by accident, due to high sticking will be subbed out for the remainder of the period (but can return after the end of the period).
  - a. Repeat offenders will be asked to leave the game and could face disciplinary measures.

**Overtime:** Should the score be tied at the end of regulation, and shootout will occur.

1. Each team gets 5 shots from the free-throw line.
2. The winning team is the team with the most successful shots made.

3. Team shooting order will be determined by coin flip.
4. Away team calls the coin toss.
5. Should a tie occur at the end of the first shoot out, another 2-shot shootout will occur.

**Nomad Rule:**

Nomads are defined as IM participants who have paid and are eligible to play on a team during the current season and have been requested to participate with another team so that a game can be completed. Teams automatically accept the use of nomads and accept the outcomes that come from using nomads. Teams can use up to two nomads to complete a roster, but teams are not allowed to play a nomad if they will have a bench. Captains are responsible for the actions of their nomad, including sportsmanship. **Nomads are not allowed to be used during playoffs!!**

**Blood Rule:**

Any player who is bleeding must be substituted for until the bleeding stops. Players who refuse to leave the game due to bleeding could potentially face suspension. If by removing the player who is bleeding the team falls below the minimum number necessary to play, the following will apply: the game will be forfeited with no ability to reschedule.

**Protest Policy:**

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. In the situation of no referee or IM official, a team may request a protest by calling a timeout and discussing with the other players. If the teams cannot come to a consensus of the correct call, the game play will continue as normal, and either of the teams may file a formal request to an IM staff member. Protest forms can be obtained by going to the Whitworth U-Rec website and looking in the intramurals tab, or by speaking to an IM coordinator. These forms must be filled out and submitted *within 24 hours of the game*. An IM staff member will review the protest, discuss with both teams and make a decision. More information can be found by speaking to an IM staff member.



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