

# **Floor Hockey Rules**

## **General Intramural and Special Event Rules**

1. Abuse or Harassment of any Intramural staff member or official will NOT be tolerated and will be dealt with appropriately.
2. The Athletics and Recreation Coordinator/designate has complete authority as to the severity of infractions and has the control to halt the play at *any time if deemed appropriate*.
3. NO ALCOHOL is allowed inside RRC athletic facilities, disregard for this policy will result in expulsion from the league.

### **RULE 1: COURT AND EQUIPMENT**

- Playing area consists of the entire gym and its walls. The ball shall remain in play at all times unless it hits the ceiling, the basketball nets, is shot out of the gym, or into the players benches. At that time the possession will be given to the opposite team from the one that last touched the ball. Possession will be given along the wall in the proximity to where the ball was last touched by the offending team, and the three second, three feet, possession rule will come into effect. If it is not clear who has touched the ball last, the official will determine who will gain possession of the ball.
- Players are advised to wear gloves and shin pads, but it is not mandatory.
- Sticks will be supplied by RRC, although, personal sticks are allowed AS LONG AS they have a sock put on the blade. NO EXCEPTIONS.
- The official has the right to remove any piece of equipment which he/she deems to be dangerous, including but not limited to: jewelry (this includes earrings, bracelets, necklaces, etc. Exceptions: medical alert necklaces and bracelets, but must be taped to body. Tape is to be supplied by the participant.
- All players must wear pinneys/jerseys over their clothing provided by intramural official.

### **RULE 2: PLAYERS, SUBSTITUTES AND ELIGIBILITY**

- All players must have signed up prior to the game/event and have signed the RRC Rec Services Intramural and Special Events Waiver Form. Players cannot be added to any roster after the team has participated in 3 games.
- A team should have five players (including goalie) on the floor to start the game, however, a team is allowed to play with a minimum of 4 players. Anything less will result in forfeit.
- **Co-Ed RULE: To encourage teams to play co-ed, a team is awarded a goal before the start of the game if they start one player of each gender, and two goals if they start two.**

### **RULE 3: THE GAME**

- Games shall consist of two 20 – minute periods with a 5 minute half-time in between. Total game time shall not exceed 50 minutes and may be reduced to end on time. The official has complete authority as to the severity of infractions and has the control to halt the play at any time if deemed appropriate.
- A referee will call every game. If, for some *reason, a referee is not present it is the responsibility of the two teams to come to some agreement and indicate on the score sheet what arrangements were made.*
- All games start at the scheduled time. For every 5 minutes a team is late, 1 goal will be awarded

to the opposing team. If after 15 minutes a team is still not ready to start the game, the game will be defaulted.

- Teams will each be allowed one 30 second time out per match.
- Face-offs will occur at the beginning of each half and after every goal.
- Once the goaltender freezes the ball and the referee stops play, all the attacking players must clear the "blue" line. Once cleared and the defending goalie plays the ball, the game shall proceed and the former attacking players may re-enter the "blue" line or wherever they choose.
- Penalty-shots will be awarded to a player if they are interfered with on a breakaway or if the puck is smothered by a player in the crease.
- Sliding on the floor could cause an injury if contact is made. It will be the referee's discretion if a penalty shall be called regardless of contact with the ball or the player.
- Substitutions are to be made on the fly, but be aware of too-many-men penalties.
- During regular season play in the event that the score is tied at the end of the game, the score will remain tied. A best of 3 shootout will occur only in the playoffs.
- Slap shots are not allowed. In the event of a slap shot, the play will be frozen, and possession will be given to the defending team.
- No player may bring the blade of his or her stick above his waste on the back swing of a shot. If a player does so, the play shall be immediately blown dead and possession granted to the opposing team from the closest spot along the wall to the occurrence of the shot.
- A high sticking minor will be called when a player makes contact with the ball above the normal height of the shoulder. At the Referees discretion a minor penalty may be assessed for attempting to swing at a ball above the head.

#### **RULE 4: PENALTIES**

- All minor penalties (high-sticking, slap shot above the hip, tripping, slashing, etc.) will be 2 minutes in duration.
- Major penalties (body contact, etc.) are 5 minutes in length.
- Match penalties (fighting, etc) will result in a game misconduct and suspension from league play for as long as the Athletics and Recreation Coordinator sees fit.
- Any player who receives 3 minor penalties in a game will automatically receive a game ejection and be suspended from the next game.
- Officials reserve the right to eject any player who displays severe unsportsmanlike behavior including the abuse of officials and other players.
- Fighting will not be tolerated, and any individual guilty of this conduct will be suspended from the league and all intramural sports. In case of a fight, all players not involved must go to their benches or they will be assessed an automatic game misconduct penalty.
- PLAY IS NON-CONTACT. The body cannot be used to move on opposing player. No body-checking, no pushing, and no charging.
- Body contact will result in a 5 minute penalty and if severe (fighting, elbowing, etc.) will result in a match penalty and expulsion pending opinion of the disciplinary board.

#### **RULE 5: SCHEDULE, FORMAT, AND ATTENDANCE**

- The Athletics and Recreation Coordinator will determine the schedule and format of intramurals and Special Events prior to the start of each. Team captains will be notified in a timely matter. Teams that fail to attend scheduled games can be removed from the Intramural league/Special Event at the discretion of the Athletics and Recreation Coordinator.
- Only under exceptional circumstances will a game be rescheduled. Not all missed games will be able to be rescheduled. If a team is not able to make a game the captain needs to inform the opposition's captain and the Athletics and Recreation Coordinator 24 hours before the scheduled game time.

