INTRAMURAL FLOOR HOCKEY RULES
Revised 11/10/07

General

- Floor Hockey is offered in a double elimination tournament for the spring 2008 semester.
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
- All participants (including Health Science Campus students) must present a valid UT Rocket Card or Student Recreation Center ID Card prior to playing in any intramural sports contest. No other exceptions to this rule will be made. Players forgetting their ID’s MAY NO LONGER present a Driver’s License, other form of picture ID, or hand stamp in order to participate. No Rocket Card = No Participation.
- Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
- A player may not participate unless she/he is recorded on the scoresheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- Sticks will be provided by the Intramural Program if teams or individuals need them, however; if sticks are broken from misuse (smashing them against floor or person) then the individual misusing the hockey stick will buy it.
- All players must be attired in gym clothes and athletic shoes (JOGGING SHOES OR ANY OTHER SHOES THAT MARK THE FLOOR ARE STRICTLY PROHIBITED).

Forfeits/Defaults/Dropped From Play

Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. **Game time is forfeit time.** There is no grace period. All players must be signed in and ready to play at the exact scheduled game time. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be unilaterally enforced.

Furthermore, any team that forfeits a game will be suspended from further competition. In order to get reinstated into the league and continue participating, the team must pay a forfeit/re-entry fee of $15. All forfeit/re-entry fees must be paid within 3 business days or before the next scheduled game, whichever comes first. If the forfeit/re-entry fee is not paid accordingly, the team will be eliminated from further competition. All forfeit/re-entry fees must be paid for in the Main Office at the University of Toledo Student Recreation Center.

If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday→ notification must be received by 12pm on the day of the scheduled game
- Games scheduled Saturday/Sunday→ notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Department by notifying the Assistant Director of Intramurals at 530-3704 or by email at joe.bendix@UToledo.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit/re-entry fee. Teams that default more than one game will be dropped from further competition. Forfeited and defaulted contests will not be rescheduled.
FIELD OF PLAY

1. All games will be played in the Student Recreation Center Auxiliary Gym.

2. Playing area is defined as the confines of the Auxiliary Gym court from the floor to the wall height. All walls except curved walls in team box area may be used for strategic moves or plays. Players may not leave the boundary lines of the basketball court (white lines), however they may play the ball in the out of bounds area with their sticks.

3. Once the ball penetrates the goal crease (yellow lines), it cannot be played by any offensive player. Also, no offensive player can penetrate the crease or its plane with the body or the stick.
   - Violation on attacking player – Face-off outside of the attacking zone

4. Inside Crease Area:
   - Goalie cannot throw the ball on the fly past half court, but can shoot the puck into the other half of the court and score a goal should the ball go in.
   - Goalie may possess the ball up to three (3) seconds provided part or all of his body is in contact with the crease area.

   Outside the Crease Area:
   - Goalie shall not cover up (trap) the ball when the feet and body are entirely outside of the crease. If the goalie “traps” the ball with the body, this is a minor penalty. The goalie may, however, cover up the ball with the glove hand provided the 3-second rule is not violated.
   - Violation on the goalie – Two (2) minute delay of game penalty.

5. Goalie may “rove” anywhere on their defensive half of the floor but may not cross the mid-court line.

6. Team benches are located on the west side of the playing area and the penalty boxes are located in the north and south corners of the team benches.

7. If the ball is hit higher than the bottom of the jogging track (white) or passes over the east wall, without being deflected, then a 2-minute penalty shall be assessed.

EQUIPMENT

1. All players must wear gym shoes. Cleats, turf shoes, street shoes, any shoe that marks the floor, bare feet or stocking feet are not permitted. Penalty: Without proper footwear, player will not be permitted to participate.

2. Uniforms – All players on the same team must wear exact matching numbered shirts/jerseys except the goaltender. The IM Program will provide such jerseys. Teams that do not have matching numbered jerseys will be required to wear the jerseys provided by the IM Staff at the discretion of the IM Staff.

3. Jewelry and any other items which may be considered dangerous are not permitted. Players must remove any jewelry before participating.

4. The equipment consists of plastic or wooden sticks and a lightweight ball. The IM staff will provide helmets and goalie equipment necessary for the game. Players must supply their own sticks and other protective equipment. All players are strongly encouraged to wear protective hockey gloves.

5. Any player desiring hand protection is allowed the use of regular ice hockey gloves, mittens or street gloves. Hockey gloves will also be allowed to be worn by the goalie.

6. Helmets, knee pads, elbow pads, and shin guards worn under one’s leggings for protection are optional upon the approval of the Intramural supervisor.

7. Goalie equipment requirements:
   - The goalie must wear a mask to protect the face and eyes.
   - The goalie must wear a baseball glove or catch on the hand opposite the stick hand. Goalies may wear kneepads, chest protectors and other equipment approved by the Intramural supervisor. Any leg pads cannot exceed the frontal width of pads provided by the IM staff.
   - The goalie must be in possession of the stick during the entire game unless he/she has possession of, is in act of throwing the ball or the stick is dropped in the crease.

8. All other equipment not covered in these rules is subject to approval by the IM Staff.
PLAYERS, ROSTER AND SUBSTITUTION

1. Five (5) players per team (4 field players and 1 goalie).
2. Each team must have at least 4 players present to begin play; 3 players and 1 goalie. In coed play, there
   must be two (2) females present to begin play.
3. There is no restriction on who is goalie.
4. A player may not participate unless s/he is recorded on the scoresheet/roster. Late players may be added
to the scoresheet/roster at any time, although a new player may have to wait for a dead ball or time out
situation to be signed in by the IM Supervisor.
5. Substitutions will be made on the fly, through the swinging door and may occur on an unlimited basis
provided the player leaving the playing area arrives on the bench before the replacement enters the game.
Substitutions are at the team’s risk at all times.
6. In order to replace the goalie, the referee must be properly informed after a stoppage in play. The
resulting delay in the game will cost the substituting team its timeout. If the timeout has already been
used, substitution for the goalie will not be allowed except in the case of injury.
7. Teams may pull their goalies at any time and replace with another player according to the normal
substitution policy.
8. If a team violates the substitution rule for putting excess number of players on the field, a 2-minute
penalty is assessed to the offending team (Designated team member on the playing field serves penalty).

THE GAME

1. Coin toss – home team (first on schedule) call toss. Winner shall receive the choice of end to defend. The
teams shall switch sides for the second period, and shall switch back for the third period.
2. To start each period, all players not involved in the face-off shall remain outside the drop ball circle (6
feet away) and on their respective half of the playing field until the ball is played.
3. The game will consist of three, ten (10) minute running time periods with a three (3) minute intermission.
4. The clock will only be stopped for stoppages in play within the last minute of each period, to treat injuries,
or when deemed necessary by the official(s) for unusual delays in the game.
5. If game is tied at the end of regulation, a sudden death, five (5) minute overtime will be played (first goal
scored will be used to determine winner). The clock will run continuously throughout sudden death. If at
the end of the overtime period the game is still tied, a penalty shot tiebreaker will be used:
   • The home team will call the coin toss to determine the first team to shoot, with winners
     electing to go first or second.
   • Each team shall take an initial series of 3 shots alternately from the penalty mark. A different
     player shall take each shot. The team scoring the greater number of goals shall be declared the
     winner. If score still remains tied after each team has 3 shots, they shall continue alternately
     in the same order until a team has one more goal in the same number of shots. COED: women
     must take 2 of these shots.
   • Once a penalty shot is underway, the ball must continue in a forward motion until the shot is
     attempted. If the ball is not continually advanced, the penalty shot is declared no good. Players
     receive one shot and one shot only per penalty shot attempt (i.e., players cannot score on
     rebounds).
6. Team time-outs: 1 time-out per game, 1-minute in length. Timeout is forfeited if a change in goaltenders is
made at any point in the game.
7. A face-off begins each period from the center of floor on the referee’s whistle.
8. Face-offs are also executed after each score or penalty shot. Any stoppage of play is resumed by a face-
off at the designated (X) closest to the point of infraction.
9. A goal is scored when the whole ball has passed over the goal line between the goal post and between the
crossbar and floor, provided the ball has not been intentionally thrown, carried, kicked or propelled by hand
or arm, by a player of the attacking side. The attacking team must make the attempt at a goal from the outside of the goal area and cannot make contact with the ball while it is in the goal crease.

VIOLATIONS
1. Defensive players may enter the crease only to block a shot with his/her stick but will not be permitted to stand in the crease for any period of time. Exception: when goalie is pulled, one defensive player can play in the goal.
2. Trapping ball with foot, hand or body (Goalie - outside crease area).
3. Knocking ball out of play. Ball is brought back to (X) nearest to contact point (not where the ball goes out of play). If repeated frequently, violator will receive a minor penalty for delay of game.
4. Goalkeeper throwing ball to a member of own team past the centerline. (Face-off is at (X) nearest offending goalie area.
5. Throwing or batting the ball anywhere but directly to the floor.
6. If a player takes longer than 5 seconds to execute a penalty shot.

PENALTY/Foul
1. Minor Penalty - Two (2) minutes or until scored upon.
2. Major Penalty - Five (5) minute penalty enforced the entire 5 minutes regardless of the number of goals scored by the opposition.
3. Misconduct Penalty - Disqualification from the game and a 5 minute, shorthanded situation. Penalty is enforced for entire 5 minutes regardless of the number of goals scored by the opposition. Penalty must be served by a player on the playing field at the time of the infraction.
4. All penalties are followed by a face-off at the nearest (X).
5. All penalties carry over to the other periods.
6. A team shall never play with more than two (2) players short, provided they have a full team present at that particular game. If a team is already in the penalty situation (shorthanded) with two players in the penalty box and receives another penalty, the new penalty shall not take effect until one of the initial penalties is over or the opposing team scores. In the event of progressive penalties, the player(s) waiting to serve their penalty cannot participate in the game until their penalties are served. In this situation, the penalized player can continue to play until one of his/her teammates is released from the penalty box. The penalized player will then serve his/her penalty.
7. COED: there must be one or more equal number of women or men on the court for each team. Exception: if the coed team has only 4 players, consisting of 2 men or 2 women, and a woman receives a 2-minute penalty, that team will be allowed to play with 2 men and 1 woman for the duration of the penalty.
8. A team shall never play with more than two (2) players short, provided they have a full team present at that game.

PENALTY/Foul Definitions
1. Minor Penalty - two (2) minute penalty and face-off
   - Intentional moving of goal cage - if it was not moved during a shot on goal.
   - Hooking - latching stick onto opponent's body or the extremities. (This includes deliberately hitting or knocking an opponent's stick out of the way and not making an attempt to play the ball).
   - Stick holding - clasping or trapping an opponent's stick in such a manner to prevent any movement toward the ball.
   - Players may not leave their feet (place one or both knees on the floor) in an attempt to obstruct opponent's progress or to block shots.
   - Excessive pounding of floor with stick. A second violation could result in a major penalty.
   - High sticking - shots when the arc of the forward or backward swing goes higher than the waist of the attacking player and has the potential to inflict bodily harm to nearby individuals.
   - Cross checking - hitting an opponent in the side or the back with the body or the stick.
2. Major Penalty - five (5) minute penalty and face-off
   - Charging from behind - any player has possession of the ball along the boundary area, cannot be contested for the ball by an opponent until the player turns away from the wall.
   - Charging or cross checking the goalie.
   - Slashing an opponent’s stick or body.
   - Throwing the stick. (Automatic ejection as well)
   - Deliberate body checking.
   - Using excessive profuse language.

3. Major Penalty with penalty shot - five (5) minute penalty and penalty shot
   - When a player, while in possession of the ball is flagrantly prevented from executing a shot on goal while on a break away situation, that player shall be awarded a penalty shot.

4. Misconduct Penalty - major penalty - five (5) minute penalty and ejection from game
   - Persistently disputing an official’s decision and/or failing to go directly to the penalty box.
   - Involvement in a physical altercation or verbal harassment.
   - Upon receiving a second major penalty in the same game.
   - Any verbal or physical action deemed to be unsportsmanlike.
   - For any action deemed threatening to the physical well being of the official, supervisors, or players.

Penalty Shot Enforcement
1. While penalty shot is being taken, players of both teams must withdraw to the sides of the court. The ball shall be placed by the referee at the centerline. The player awarded the shot may maneuver from this spot and must shoot the ball within 5 seconds. If penalty shot is not scored, play is DEAD; face-off at the nearest (X) where the initial penalty occurred.
2. During any penalty shot, the goalie must be situated in the goal crease before the official’s whistle sounds and may not move until ball has been contacted.
3. All penalty shots must be taken within five (5) seconds of the referee’s whistle and only one attempt will be allowed. Rebounds are not allowed. Once underway, the ball must continuously be advanced by the shooter or the penalty shot is ruled no good.
4. The shot must be taken before the five seconds is up in order to score a goal, however if the ball crosses the goal line after the five seconds (the momentum of the ball is continuous) and the shot is initiated before the officials whistle, then it is a goal.