

Intramural Floor Hockey Rules

I. TEAM

- a. **Captain:**
 - i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
 - ii. Only the team's designated captain is allowed to consult with the officials.
 - iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.
- b. **Eligibility:**
 - i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
 - ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
 - iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference the IM Handbook for payment process).
 - iv. Please see Intramural Handbook for policy on Varsity athletes.
- c. **Roster:**
 - i. A team will consist of four (4) players on the court. The roster may contain a maximum of eight (8) players.
 - ii. Three (3) players are needed to start a game.
 - iii. There are no goalies.
 - iv. Players may only play for ONE TEAM within a division.
 1. Players cannot switch teams within a division once they have played in a game.
- d. **Spectators:**
 - i. Teams are responsible for controlling their fans.
 - ii. Spectators are not permitted on the court before, during, or after the game.
 - iii. All spectators are expected to adhere to the sportsmanship code.
 1. If spectators violate the code, the team they are supporting can be issued a technical foul.
 2. Recreational Services Staff can cause a game to be stopped and play not resumed if spectators are not adhering to the sportsmanship code, being disruptive, or acting in a negative manner.
- e. As a courtesy to the teams playing, players will not be allowed on the gym floor until the preceding game on their court is finished.

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (3) at the scheduled game time, a running clock will be started. The team that does not meet the minimum number of players will have 10 minutes to field a

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team. The game clock will start and the following penalties will be enforced during the period:

- i. Three points will be awarded to the team ready to play for every minute that passes.
- ii. 1 minute – Team ready to play will be awarded 1 goal
- iii. 3 minutes - Team ready to play will be awarded additional 1 goal
- iv. 6 minutes - Team ready to play will be awarded additional 2 goals
- v. 10 minutes – Team ready to play will be awarded additional 2 goals and the game will be ruled a forfeit with a final score of 6-0.
 1. Under all of those penalties, the team awarded the points will start off with the ball at the beginning of both halves, should the other team meet the minimum number of players. **TEAMS MUST BE READY TO PLAY AT THAT TIME!**
 2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.
- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 3pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and will receive a “B” sportsmanship rating. Forfeits without notice, or after 3pm will result in a “C” sportsmanship rating.

III. ATTIRE & EQUIPMENT

- a. Teams are recommended to wear shirts of the same color.
 - i. Colors are chosen by the captain when a team is created on IM Leagues.
- b. All players must wear sneakers.
- c. Hats are not permitted to be worn during the game.
- d. Participants are **REQUIRED** to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- e. Athletic attire is required for participation.
- f. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.
- g. Recreational Services will provide sticks and pucks.

IV. GAME LENGTH

- a. A game will consist of two (2) fifteen (15) minute halves.
- b. Halftime will be two (2) minutes long.
- c. The game clock will only stop for timeouts (team and official) during the first 28 minutes of the game.
- d. During the last two minutes of the second half, the clock will be stopped for dead balls.
- e. Each team is granted one (1) timeout per game.

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- i. Each team will be granted one (1) timeout for overtime.
 - 1. Timeouts from regulation do not carry over.
- f. A “mercy rule” will be put into effect when a team is leading by five (5) or more goals under five (5) minutes to play.
 - i. If the score differential is 10 or more at any point in the 2nd half, the game will end.
- g. **Tie Games:**
 - i. In the event that the score is tied at the end of regulation in the regular season, the game will end in a tie
 - ii. In the playoffs, a five-minute sudden death period will be played.

V. RULES OF PLAY

- a. **Substitutions:**
 - i. Can occur at any time. Substitutions must be made using the door on the side of the court your team is defending.
- b. **Face-Offs:**
 - i. All face-offs will occur at red dot closest to where play was stopped.
 - ii. After each goal, a face-off will take place at mid-court.
- c. **Scoring:**
 - i. A good goal is when the puck completely crosses the goal line.
 - ii. Shots can be taken from anywhere on the floor, however, if the shot is taken from behind mid-court, it must be touched by a player on either team on the offensive side of the floor to be scored.
 - 1. A puck that is illegally scored will result in a face-off at mid-court.
 - iii. Goals will not be counted if:
 - 1. The blade stick is held above the waist level
 - 2. The puck is kicked in
 - 3. The puck is batted in with the hand
 - 4. An offensive player is in the crease (blue area)
 - 5. The shot is taken from the opposite side of the floor and is untouched by any player.
 - iv. An automatic goal will be awarded if a defending player throws a stick to prevent the puck from entering the net.
- d. Defenders cannot be standing with both feet in the crease (blue area) to defend a goal. They can however have one foot inside the area.
- e. There is no offside!
- f. Hands may be used to knock down/catch an airborne puck with no advancement or directional placement.
 - i. Hands may not be used to intentionally stop a puck from going in the goal.
- g. Contact is not allowed. Any contact that is viewed as intentional and to gain an advantage will draw a penalty.
- h. **NO SLAP SHOTS!**
 - i. Sticks must stay below the waist on backswing and follow through.

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- ii. Stick should be below the waist at all times!
- i. If the goal moves from the original position, the play will be blown dead and a face-off will occur on that side of the court.
- j. **Penalties:**
 - i. High-stick – 2 minutes
 - ii. Roughing – 3 minutes
 - iii. Tripping – 2 minutes
 - iv. All other penalties – 2 minutes
 - v. A penalty shot will be awarded to a player who had a clear scoring opportunity and was tripped, held, etc. by the opponent. A penalty shot consists of a player shooting from mid-court with no defense/goalie.

VI. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can result in ejection from a game, suspension from a league, or expulsion from Intramurals.
 - i. Unsportsmanlike acts include (but are not limited to):
 - 1. Taunting
 - 2. Profanity or obscene gestures
 - 3. Abusive or obscene language or actions
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

VII. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online.