

Floor Hockey Rules

INTRAMURAL SPORTS

2008

I. Players

- Captains are responsible for knowing the eligibility of the individuals on their team.
- Captains or players who have concerns or questions about player eligibility should consult the Policies and Procedures for 2008-09.
- A team will consist of six (6) players.
- A team may start and play a contest with as few as four (4) players.
- The Co-Rec ratio must be maintained at 3:3, 3:2 or 2:2 throughout the game.
 - No more than a one player per gender advantage is allowed.
 - A regulation goal scored by a female will be worth two (2) points. During a shootout, a female goal will only be worth one (1) point.

In the case of two players in the Penalty Box at a time, the ratio **ON THE FLOOR** may exceed this, but the ratio of players **IN THE GAME** is still correct.

II. Equipment

- All team members must wear similar colored, numbered shirts. Shirts and skins will not be allowed. Jerseys will be provided for teams without proper attire.
- The ball, sticks and goalie equipment will be provided by the Intramural Sports Department.
- The team captain will be given sticks and jerseys for each member of his/her team. An OSU ID. will be required to check out sticks.
- Players may use their own sticks upon approval of the Site Supervisor. Tape **will not** be provided for personal sticks.
 - Players are **Only** allowed to use their own sticks in the **Men's Division / No Co-Rec**
- Goalkeepers will be required to wear all protective equipment provided by the Supervisor: mask, chest protector, leg pads, and glove. Goalies may substitute their own equipment only upon approval of the Supervisor. No ice hockey goalie equipment (i.e. leg pads or blockers) will be allowed.
- Goalies must check out their equipment from the supervisor.
- The wearing of gloves, such as padded ice hockey or lacrosse gloves, will be allowed.
- All jewelry must be removed prior to participation.
- Athletic shoes and athletic attire are required for participation. Unacceptable attire includes: Jeans, Jean shorts, button down oxfords, hiking boots and street shoes.
- Any athletic braces with exposed metal must be covered and/or taped.
- Protective eyewear and mouth guards are highly recommended.

IV. Forfeits

- Forfeit time is the scheduled starting time of the contest. A team must be present, signed in, and ready to play at game time, to avoid a forfeit.
- A team may start with four (4) players and the game will begin when four (4) players are present as long as the proper gender ratio is maintained.
- In order to claim a forfeit, a team must have the correct number of players present and ready to play.
- If neither team is able to field a full team, a double forfeit will be declared.
- If a contest is discontinued due to unsportsmanlike conduct, the team(s) responsible will receive a forfeit and be possibly dropped from the league. Any individual ejected from a contest will be ineligible for further participation in any Intramural Sports activity until the incident is resolved with the Graduate Assistant Jonathan Johnston.
- If a team forfeits a contest, they must pay a \$25.00 Forfeit Fee within 24 hours in the Intramural Office or it will be billed to Captain's Bursar account.

- A second forfeit within the same sport season will result in that team being dropped from league play and an additional Forfeit Fee charged.

V. Protests

- All protests must be filed by the team captain with the Intramural Supervisor **at the time a** question occurs.
 - Protests may be filed concerning rules interpretations, policies or procedures.
 - Officials' judgment is **not** subject to protest.
 - Protests will be settled at the game site by the supervisor. The decision made at the court will be final.
- Player eligibility
 - During the regular season, protests concerning a player's eligibility can be made before, during, or after a contest. (Intramural Policies and Procedures Handbook for more information.)
 - During playoffs, the protest must be made before the contest. (Any future protests of the game will not be accepted). We will not replay the contest.

VI. The Game

- The game will consist of three (3) periods of ten (10) minutes each with a running clock until the last two (2) minutes of the contest in which the clock will stop on every whistle unless a team is winning by four (4) or more goals. There will be one (1) minute allowed between periods. If a team is ahead by 10 goals at any point in the third period, the game will immediately end, and that team will be declared the winner.
- The captains' meeting will begin at game time.
- A coin toss will be conducted during the pre-game to allow teams to choose which end of the court they will defend. Teams will alternate ends after each period of play.
- Each team will be allowed one (1) thirty-second (30) time-out per game. The only other instances when the clock will stop will be for an injury or an official's time out until the last two (2) minutes of the contest.
- During the regular season and playoffs, a game that is tied at the end of regulation will continue with one (1) three (3) minute "sudden death" overtime period with a running clock.
- If the score is still tied at the end of overtime, a penalty-shot shoot-out will take place.
 - A shoot out will consist of 5 Penalty Shots per team (each shot will be taken alternately).
 - After the initial 5 shooters, if the score is still tied, the Shoot-out becomes sudden death, with the first unanswered goal winning the game.
 - Any one signed on the roster may shoot except for the goalie.
 - Once shooters begin to repeat, they must remain in the original shooting order.

VII Substitutions

- **Substitutes may enter the game at any time during the game as long as the player leaving the game is at the team bench area before the substitute is on the floor.**
- Substitutes may not be on the floor if the person they are replacing is still involved in the play (officials' judgment).
- For Co-Rec, the proper gender ratio must be maintained after all substitutions.

VIII. The Playing Area

- The floor is divided into by a centerline.
- The ball will be called dead when it leaves the playing area. (Face-off at the closest face-off point from where the shot was taken) This also applies when the ball is deflected by the goalie.
- The ball can be played off of the walls and the end board within the playing area.

IX. General Play

- No body checking will be allowed.
- Players may play the ball with one hand on the stick, however, tripping, slashing, and other dangerous play will be called **very tightly**.
- Players must play the ball with both feet on the ground. No diving for, or on, the ball.
- No players other than the goalie are allowed in the crease area.

- Any goal scored by a player who enters the crease, or while any other member of the offensive team is in the crease, will be nullified.
- **Defense will be allowed to enter crease area but not freeze the puck**

X. Face Off

- A face-off is used:
 - To start each period. (Center)
 - After a goal is scored. (Center)
 - When a penalty or violation is called. (Offending team's defensive face-off spot)
 - Inadvertent whistles. (Closest face-off spot)
 - A goal is disallowed by the officials. (Center face-off spot)
 - The ball leaves the playing area. (Closest face-off spot from where shot was taken)
- Face-offs are started by the official dropping the ball on the floor. All players must hold their position until the ball touches the floor.
- Players not involved in the face-off must be a minimum of **ten (10) feet** away from the face-off spot and must be on the defensive side of the face-off spot.

XI. Moving, Shooting the Ball

- The ball may be moved by the stick or by kicking it.
- Hands may be used to knock down an airborne ball, but the ball can only be stopped; no advancement can be made.
- Shots may only be taken by shooting or deflecting with the stick when **the stick blade is below the waist. (HIGH STICKING)**
- Players may run with the stick at their waist when there are no other players nearby (officials' judgment). This rule is intended to allow players to run in a normal running position with the stick.
- Players must keep their stick below their waist when other players are nearby, or playing the ball (minor penalty).
- Any shot that deflects off of a player's body shall be a goal as long as the official feels the contact was accidental.
- A goal is scored when the entire ball crosses the goal line.
- Goals will not count if:
 - The player's stick blade is above their waist: **before or after the shot!!**
 - The ball is intentionally kicked into the goal.
 - The ball is batted in with the player's hand.
 - An offensive player is in the goal crease.
- A penalty shot will be awarded if a defensive player throws his or her stick to try to prevent a goal.
 - That player will be ejected for throwing the stick.
- When a stick breaks during play, the player must drop the stick. The player may go to the bench and get a new stick, or substitute. Play will continue. On the next whistle the broken stick will be cleared from the floor.

XII. Goalie Play

- The goalie is allowed to freeze the ball.
 - He/she then has three (3) seconds to get rid of it by throwing it to either side of the goal, or by hitting it with their stick in any direction. If the ball is not cleared after 3 seconds, a face-off will occur.
 - The goalie **may not throw the** ball forward beyond the centerline.
- Once a Goalie is Outside their crease
 - They are no longer protected as a goal keeper and are subject to the rules that apply to other players.
 - If the ball is frozen while outside the crease, they will be called for a delay of game penalty.
- Goalies are subject to all penalties.
 - For minor penalties, the team may choose someone else to serve the penalty. That person must be the same gender as the goalie.
 - For major penalties, the goalie will have to serve the penalty. The team may elect to substitute a new goalie into the game. If this is done, the team will have to remove one of the floor players from the game, until the penalty is over.

- Teams may pull the goalie and add a floor player, this team relinquishes all of their goalie rights. Defensive players may enter the crease to stop a shot on goal but they may not freeze the puck. If the defensive player freezes the puck a two (2) minute delay of game penalty will be called. If the defensive player freezes the puck inside the crease, the result will be a penalty shot.

XIII. Penalty Enforcement

- A team whose player is penalized will be forced to play short-handed for the duration of the penalty time.
- A team shall not be required to play more than two players short due to penalties. If more than two players are penalized at the same time, non-penalized players may enter the game.
- If a goal is scored on a team while they are shorthanded due to a two (2)-minute penalty, the penalized player may return to the game. If there are two people serving minor penalties and the opposing team scores, the penalized player with the least time remaining may return to the floor.
- If a player has been penalized for a five (5)-minute major penalty, that player WILL NOT be allowed to re-enter the game after the opposing team scores a goal. They can only reenter the game after the five (5) minutes has elapsed.
- Penalties will not begin until the ball is dropped on the floor.

XIV. Penalties/Violations

- Violations: result in a face-off from the face-off spot in the offending team's defensive zone.
 - When a player, other than the goalie, holds the ball in their hands or advances the ball by throwing it with their hand(s). (Hand Pass)
 - When a player stands on the ball.
 - When an offensive player enters the crease.
 - Dangerous Play/Sliding—playing the puck from your knees and sliding lead to a dangerous play—attempting to play the puck while not on the feet to stop a play or the puck.
- Minor Penalties: result in a two (2) minute penalty, and a face-off in the offending team's defensive zone.
 - Tripping.
 - Holding. Grabbing or holding an opposing player or his/her stick.
 - Charging: any player who runs or jumps into another opponent.
 - Hooking: rapping the stick around an opponent/opponent's stick.
 - Too many players on the floor.
 - Pushing
 - Illegal Use of the Hands—using the hands to gain an advantage over an opponent such as grabbing the stick or jersey.
 - Body Checking
 - Slashing
 - High Sticking: lifting the stick/stick blade above the waist on the back swing, the follow-through, or carrying the stick above the waist within one (1) foot of another player. This is the officials' judgment. **This is an automatic penalty, whether it is intentional or not.**
 - Boarding—defined as ramming an opponent into the boards or walls, whether they have the puck or not.
 - Elbowing
 - Delay of Game
 - Illegal Equipment (Co - Rec)
- Major Penalties: result in a five (5) minute penalty in the Penalty Box, and/or possible ejection from the game. Major Penalties committed by a male on a female will result in a seven (7) minute penalty.
 - Unnecessary roughness.
 - Charging the goalie.
 - Cross Checking
 - Personal Misconduct—defined as any of the following: disrespect to an official, excessive profanity, abuse of facility or equipment, or actions that incite a fight.
 - Butt-Ending—stabbing an opponent with the butt-end of the stick.
 - Spearing—stabbing an opponent with the blade end of the stick.

- Fighting—any acts of aggressive physical violence towards another player or official, will result in immediate disqualification.
- Excessive penalties: will result in player disqualification from the game.
 - A player is allowed a total of eight (8) penalty minutes.
 - Once the player has reached eight (8) penalty minutes that player will be disqualified for the remainder of the game.
 - A substitute will be allowed for the disqualified player after the penalty has been served.
 - That player will not be allowed to participate in any intramural activity until they have met with the Graduate Assistant (Jonathan Johnston) coordinator of the sport.
- Game Misconduct Penalties: ALL GAME MISCONDUCT PENALTIES WILL RESULT IN IMMEDIATE EJECTION FROM THE GAME, AND POSSIBLE EJECTION FROM THE SEASON.
 - Fighting or leaving the bench during a fight.
 - Deliberately striking another player.
 - Verbal abuse directed towards another player, official or supervisor.
 - Slashing with intent to injure.
 - Cross Checking with the intent to injure.
 - Throwing the stick.
 - No matter where on the floor and regardless of intent.
 - A stick thrown at a shot on the goal (this will also result in a Penalty Shot being awarded).
 - This also includes throwing a stick after a game.
 - A game misconduct penalty will result in a double major penalty. The team will play short-handed until the penalty is served.
 - ALL ejected players will be written up according to the Intramural Policies and Procedures Handbook. An ejection due to a game misconduct equals a red card. (For more information, see the Intramural Policies and Procedures Handbook.)
- If a team commits two game misconduct penalties or three major penalties or a combination of one game misconduct penalty and two major penalties, the game will end immediately, and the offending team will be charged with a forfeit.

XV. Penalty Shots

- A penalty shot will be given to a player if, in the official's judgment, the player had a clear opportunity to score a goal and was prevented from doing so by a penalty. If a defensive player freezes the puck in the crease, it will also result in a penalty shot.
- All players except the goalie and the player attempting the shot, must position themselves on the other half of the court.
- The ball shall be placed at the center circle.
- The shooter is permitted one attack on the goalie. Once a shot is attempted, or the goalie takes control of the ball, play is halted. (The player is allowed only one shot on goal.)
- If the shooter stops his/her progress towards the goal without taking a shot, play is halted. (A face-off will occur.)
- After the shot, a face-off will occur at the center face-off spot whether or not a goal is scored.

XVI. Player and Coach Conduct

- Team captains and manager/coaches are responsible for the conduct of their players and fans.
- Only the Captain or a designated Coach is allowed to question the officials during play.
- The team and coach must stay at the team bench **at all times** during play. Teams leaving their bench will face a **Forfeit and/or suspension from the league.**
- Acts of unsportsmanlike conduct include: unnecessary roughness, arguing with officials, fighting, abusive language, obscene gestures or any other manner of taunting or baiting directed towards officials or opponents, may result in an ejection of the player(s) and/or team.

- If a player is ejected, all of the following sanctions will apply:
 - He/she must leave the building immediately.
 - He/she will be ineligible to participate in any other intramural sport until they meet with the Graduate Assistant (Jonathan Johnston) coordinator of the sport.

XVII. Playoffs

- At the completion of the regular season a single elimination tournament will be played for the **top three (3) teams in each block** (all Co-Rec Teams will advance). The top three (3) teams are determined by the following procedures: 1) overall record 2) head to head record 3) goals scored against each other when the teams played head to head 4) overall point margin 5) if a tie still remains after the above criteria is figured, at this point both teams will advance. Note: if a team is tied for the one of the two spots, but one team forfeited a game, the other team is awarded the advancement.
- Teams/individuals may be barred from participation in playoffs due to unsportsmanlike conduct or eligibility violations during the regular season (see Sportsmanship Policy). Teams must maintain a 3.0 sportsmanship rating to advance.
- If a player or team is suspended during playoffs they will be suspended for at least the remainder of the playoff tournament. (These individuals must still meet with the Sports Coordinator to determine future eligibility).
- Individuals must be listed on the team's roster for at least one (1) regular season contest in order to be eligible for playoffs.

XVIII. Miscellaneous

- The team captain or coach must enter the names and last eight (8) digits of their OSU (CWID) numbers of all players on the score sheet prior to the start of each contest. Players arriving late must be added prior to entering the game.
- All fans must watch from their respective team's bench.
- Schedule information will not be given out over the phone. For daily schedule information, check the intramural bulletin boards or online at <http://campusrec.okstate.edu/>
- The Intramural Office does not provide insurance and assumes no responsibility for injuries occurring during intramural sports.