I. Eligibility
   1. All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.
   2. Max of two (2) Club Hockey players may be listed on your roster.

II. Game, Players, and Equipment
   1. Teams shall consist of six (6) players, including a goalie. Teams may start and continue a game with four (4) players. Twelve (12) players MAX on roster.
   2. Games shall consist of three 10-minute running clock periods. The clock will only stop in the last two minutes of the game for all whistles. There will be a 2-minute intermission between each period.
   3. Each team will be granted one (1-minute) time-out per game. Teams must have possession of the ball in order to call timeout. NO time outs during overtime.
   4. Mercy Rule:
      a. Men’s/Women’s league – if a team is ahead by 4 goals or more the clock will not stop in final 2 minutes of game.
      b. Co-Rec league – if a team is ahead by 6 goals or more the clock will not stop in final 2 minutes of game.
      c. Men’s/Women’s/Co-Rec leagues - If a team is ahead by 10 points at the end of the second period, the third period will not be played.
   5. Face-offs will not occur. The official’s will determine in the captain’s meeting who will start with possession. At the beginning of each period, the team who is losing will start with possession. In the instance of a tie game, the team who did not start the previous period with possession will start with it. There are no direct shots on goal when starting a possession. For a legal goal, the ball must touch another player first.
   6. Playing Area
      a. The white basketball baseline will be used as the goal line. But play will be allowed all the way to the walls.
      b. The indoor soccer in-cuts on the north/south walls are considered out of play.
If the ball enters this area, the team that did not hit the ball into that area will receive possession from the nearest corner. Exception – if the ball goes off of the goalie, then into one of the incuts and the official deems the goalie was attempting to block the ball from going into the goal, then possession will be given to the goalie’s team.

c. When the ball is in the goalie crease, any player may also be in the crease attempting to score or play defense. If the ball is NOT in the crease than only the goalie may be in that area.

7. Substitutions are made on the fly.
   a. The player leaving the court must be completely off the court before the substituting player enters the game.
   b. Goalies may only sub in between periods or during a timeout.
8. This is a NO-CHECK league!! Penalties will be assessed for rough play.
9. There will be NO off-sides and NO icing.
10. Goalies are allowed to cover/freeze the ball. To be a legal cover/freeze, the goalie must have a body part inside the goalie crease and clear possession of the ball. When the goalie covers/freezes the ball, their team will gain possession from the nearest corner.
11. Equipment
   a. Players must wear IM gear for safety reasons. Players (including goalies) are allowed to wear their own helmets/gloves. All helmets must have a cage.
      i. Goalies Equipment: helmet, leg pads, arm pads, chest protector.
      ii. All Other Players Equipment: helmet and gloves.
   b. Floor hockey balls will be used and provided by IM Staff. NO Pucks!
      c. NO OUTSIDE STICKS – you must use the IM sticks provided.
12. The official will have the authority to assess penalties and other consequences as he/she sees fit. The supervisor has the authority to intervene and assess fouls or penalties if needed.

III. Fouls and Penalties
If any of the following acts are malicious and with the intent to injure another player, the official holds the right to immediately disqualify/eject the player for the remainder of the contest.

Running fouls: When a running foul occurs, play will be stopped immediately and a foul will be charged to the guilty player. The offended team will receive a drop ball at the location of the infringement, NO direct shots are allowed on a drop ball situation. The following are considered running fouls:
1. High sticking (NO contact made with another player)
2. Hand pass
3. Kicking the ball
4. Player or stick in the goal crease, while ball is NOT in the crease
5. Dangerous play

**Minor penalties:** Minors shall be enforced by requiring the offending player to sit out two minutes of game play (cannot be substituted for). If a goal is scored, the two-minute penalty will be over. The following are considered minor penalties:

1. Too many players on the floor
2. Interference
3. Boarding
4. Tripping
5. Holding
6. Charging
7. Checking from behind
8. Body checking
9. Hooking
10. Delay of game (includes players wearing jewelry)
11. High Sticking (contact made with another player)

**Major penalties:** Majors shall be enforced by requiring the offending player to sit out five minutes of game play (cannot be substituted for). A goal being scored has no effect on the penalty serving time. The player must sit out the entire 5 minutes. The following are considered major penalties:

1. Personal misconduct
2. Spearing
3. Slashing
4. Fighting
5. Cross checking

**IV. Disqualification/Ejection from the Game**

Below would be reasons for a player being disqualified/ejected from the game. If a player is disqualified/ejected, they must meet with the Intramural & Club Sports Coordinator before being allowed to participate again in Intramural Sports.

1. Player obtains three minor penalties in a single game (6 penalty minutes).
2. Player obtains two major penalties in a single game (10 penalty minutes).
3. Player obtains one major penalty and one minor penalty in a single game (7 penalty minutes).
4. Players may be disqualified/ejected from a game after obtaining one major penalty, depending on the severity of that major penalty.
5. Throwing the stick; If a player throws a stick, the other team will receive a penalty shot and the player throwing the stick will be ejected from the game.
V. Co-Rec Modifications

1. Teams must play with a field (court) player combination of 3 & 2, (3 women / 2 men or 2 women / 3 men) excluding the goalie. The goalie may be of either gender. If only one woman is present, teams may play with 3 men (one of those male players must be the goalie). There must be at least 2 female field players (not including goalie) for a team to play at full strength.

2. All female goals are worth 2 points.

3. Overtime, teams must use 2 men / 1 woman or 2 women / 1 man for penalty shots. Teams must alternate between genders for each shot.

VI. Overtime

1. Regular Season: NO Overtime. Games may end in a tie.

2. Playoffs: there will be a 5-minute running clock sudden death period. If the game is still tied, then a shootout will ensue, with three alternating penalty shots taken by three different players from each team. If tied after three penalty shots, then teams will each shoot one alternating shot until we have a winner.
   i. The goalie for overtime MUST be the same goalie that was in the game at the end of regulation time. They are NOT allowed to attempt a shoot-out shot.
   ii. A shoot-out attempt will be taken from the center circle. The player will have the opportunity to run up to the goal in attempt to score, but their motion must be continuously towards the goal.

VII. Sportsmanship

1. All players are expected to play with good sportsmanship and uphold Intramural Sports Spirit of Competition,

2. Teams must obtain a 3.0 or better sportsmanship rating average throughout the regular season in order to be eligible for playoffs.

3. HAVE FUN!!