



# Floor Hockey Rules 2007-2008

Each participant is responsible for presenting a current EKU ID at game time. NO EXCEPTIONS

Intramural Floor Hockey will be governed by the NIRSA rules with the following, which apply to men, women, and co-rec:

## Equipment

1. The equipment to be used consists of plastic blade sticks and light weight balls. Participants may use their own sticks as long as the stick is no longer than the ones provided by EKU Campus Rec. Sticks with wood blades will be allowed, as long as the blade is completely taped. All other equipment will be provided.
2. All players must wear rubber-soled, closed-foot tennis or basketball shoes.
3. Goalies are required to wear a mask to protect their face and eyes. The goalie also must use a baseball style glove on the hand opposite of their stick hand. The goalie must also wear a chest protector.
4. Hockey gloves and helmets for protection are allowed, but are optional. You may also wear knee pads or shin pads.

## **The Team**

1. Five (5) players make up a team, one (1) of which must be the designated goalie.
2. *In CoRec teams can be either three(3) males and two (2) females or three (3) females and two (2) males.*

## **Game Time and Timing Regulations**

1. A game will consist of three (3) periods of ten (10) minutes each with running time. During the last two minutes of the 3<sup>rd</sup> period, the clock will stop on every whistle.
2. One time out per team, per game. Timeouts cannot be taken during the last 2 minutes of the 3<sup>rd</sup> period

## **Overtime**

During the playoffs, if a game is tied at the end of regulation, there will be five (5) minute, sudden death overtime period. If the score remains tied, this procedure will be repeated until there is a winner.

**There is no overtime in the regular season**

## **Substitutions**

1. A player can make a substitution for another floor player whenever necessary, **subbing on the fly is legal!**
2. A goalie substitution can be made only between periods or during a timeout, injuries will be dealt with on a case by case basis.

### **Scoring a Goal**

1. Whenever the ball, in its entirety, passes across the goal line, hits inside the goal itself or against the net it will count as a goal.
2. The ball may deflect off a player or equipment but cannot be kicked, thrown, or deliberately diverted into the goal by any means other than a stick.
3. Under no circumstances can a goal be counted when the offensive team has committed a penalty.
4. A goal scored when a high sticking penalty has occurred will not count.

### **The Face-Off**

1. During a face-off, one player from each team will line-up with their back facing their own goal.
2. All players must be behind the face-off line on their defensive side of the court
3. The two players participating in the face-off must place their sticks on the ground and cannot move the sticks until the referee drops the ball
4. The ball is in play once it hits the ground

### **Offsides**

1. During the normal course of play there is no offsides
2. Offsides can only occur during a face-off

### **Icing**

1. There is no penalty for icing (deliberately clearing the ball the length of the floor) in Intramural Floor Hockey.

### **Out of Bounds**

1. In Begley gymnasium the ball will only be considered out of bounds if:
  - a. It becomes lodged in the net either on the side or on top
  - b. It goes out of bounds in the viewing areas overlooking the court
  - c. It hits any part of the basketball goals
  - d. It goes over the boards into the scoreboard/penalty area

### **Stick Handling**

1. Slapshots must be made by keeping the **stick below the waist**.
2. If any defensive player, including the goalkeeper, deliberately throws the stick at the ball in their defensive zone, a penalty shot will be awarded to the offensive team.
3. Sticks may never be horizontal to the floor, keep your stick on the ground whenever possible.

### **Violations**

All violations require a face-off.

1. The goalie throws the ball to a member of his or her own team past the center line. Face-off in own zone.
2. Standing or falling on the ball. Face-off in own zone.
3. Any player other than the goalie holds the ball (wrapping fingers around it). Face-off in own zone.
4. Balls go out of play. Face-off at point from which ball was shot from.
5. Ball is held against the wall by a number of players. Face-off at nearest face-off circle.
6. A hand-pass to a member of your team.

### Minor Penalties

All minor penalties require that the offender sit in the penalty box for a 2-minute duration. There will be no delayed penalties. If the opposing team scores during the power play the penalized player will be allowed to return to the game during the succeeding face-off.

1. Tripping – A player trips an opponent with their stick or their body.
2. Hooking – A player attempting to impede the motion of another player by hooking them with the blade of their stick.
3. Slashing – A player swings their stick in a slashing motion at an opponent to impede their motion.
4. High Sticking – A player shoots or passes the ball with their stick above the normal height of his waist.
5. Butt Ending – A player puts the end of their stick into their opponent's body.
6. Holding – A player holds onto or wraps their arms around an opponent to impede their progress.
7. Interference – An offensive player physically impedes the goalie's ability to effectively make a play on the ball.
8. Roughing – A player is using excessive contact against an opponent.

### Major Penalties

A major penalty requires that the offender sit in the penalty box for a 3-minute duration. There will be no delayed penalties. However, a major penalty may result in ejection and/or forfeiture of the game in the discretion of the official. During the power play the penalized player remains in the penalty box for the entire 3 minutes, even if a goal(s) is/are scored. **2 Major Penalties in a game by one player will result in an ejection. 3 major penalties in one game by a team will result in a forfeit.**

1. Charging – A player runs or jumps into an opponent after more than one step or stride is taken.
2. Cross-Checking – A player stick checks another player with both hands on the stick and no part of the stick touching the floor.
3. Boarding – A player violently thrusts an opponent into the wall by body checking, elbowing, or tripping.
4. Spearing – A player thrusts their stick at an opponent in bayonet fashion.
5. Fighting – Any act which may constitute a fight or the perception of a fight. Game misconduct, ejection.
6. Any action deemed unsportsmanlike or flagrant by the official.