



Campus Recreation: Intramural Floor Hockey Rules

Any rule or interpretation not covered in these rules will be governed by the NFHS Hockey Rules. Some modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time restrictions.

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility- Ray Meyer Fitness and Recreation Center
- II. Playing Areas- Goldberg Courts (3rd level) one or two courts will be available for intramurals depending on season/league numbers.
- III. Equipment-
 - a. Ball: Campus Recreation will provide a game ball, goals, and sticks (there are no goalies!)
 - b. Practice balls: a practice ball may be checked out from a supervisor with proper (DePaul University) picture I.D.
 - c. Shoes: each player must wear court shoes.
 - d. Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e. Jewelry: all jewelry is illegal (including rings, earrings, necklaces, bracelets, watches, etc.).
 - f. Casts: no casts are allowed.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captains, Players, Teams, & Spectators

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: "Outstanding, Acceptable, Unacceptable, or Season Ending".
 - b. Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
 - c. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators
 - a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
 - b. The team manager is ultimately responsible for the conduct of their spectators.

- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game shall be played between two teams of five players each.
 - i. *Co-Rec Modification: 3 male/2 female or vice versa*
 - b. There is no goalie in 5-on-5 Intramural Floor Hockey.
 - c. Four players are required at game time to avoid a forfeit.
 - i. *Co-Rec Modification: 2 male/2 female*
- IV. The players on the court must be positioned in a 2-1-2 manner.
 - a. There will be two defense players who must remain on the defensive side of the court and two offensive players who must remain on the offensive side of the court.

- b. The boundary line will be half court.
- c. There will be one player, the Center, who is allowed to “roam”. This player may participate in both the offensive and defensive sides of the court.
- d. All players must remain in their respective positions until substitutions are allowed (see section d). At that time if the center wishes to change positions, the team must report the new center’s number to the scorer’s table.

V. Shorthanded Teams

- a. A team cannot play with less than four players. If a team becomes incomplete, (less than four players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
- b. A team which loses two players due to ejection in the same contest will be forced to forfeit that contest.

VI. Substitutions

- a. Substitutions may only occur during designated substitution changes (first stoppage following the 4, 8, and 12 minute marks for each half) or for injuries (NO free subs on the fly!).
- b. *Co-Rec Modification: substitutions must result in a minimum of two males and two females remaining on the court.*

RULE 4: Playing Time

I. Playing time

- a. Shall consist of two halves of 16 minutes each. The clock will stop only:
 - i. In the final minute of a game if a goal is scored or during a penalty shot.
 - ii. For injuries
 - iii. For timeouts
- b. At any other time, the clock will run continuously
- c. Mercy Rule – The game will end if either team is up by 10 or more goals at any time in the second period.

II. Intermission: intermission will be three minutes

III. Time-outs

- a. Each team is entitled to 1 charged time-out per game.
- b. These time-outs are not to exceed thirty seconds in length.
- c. Teams will be allowed one time-out during any overtime period.
- d. Time-outs not used during a period will be available during the following periods, but will be lost if not used before the overtime period.
- e. The ball must be dead in order for a team to call a time-out.

IV. Injured player

- a. Any player that is injured (or apparently injured) who is discovered by an official when the ball is alive or dead and play is stopped for them will be required to sit out at least until the next substitution opportunity.
- b. Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.
- c. If in the officials' judgment there will be an unusual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted for.

V. Playoff tiebreaker procedure

- a. All overtime periods will be played towards the opposite goal as the teams were shooting during the final period.
- b. OT will begin with a center face-off.
- c. Three minutes running clock sudden death.
- d. If the score is still tied, a coin toss will determine which team will go first in the shootout.
- e. Three different players from each team must take the alternating penalty shots from half court (again, no goalie).
 - i. *Co-Rec Modification: at least one male and one female must participate in the shootout.*
- f. Whichever team is ahead after these shots will win the game
- g. If it is tied after the penalty shots, the same players from each team will shoot by alternating shots until one misses and the other scores. Each team will receive the same amount of shots on goal.

RULE 5: Playing the Game

I. Coin Toss:

- a. The official will toss the coin at the beginning of the game to determine choice of side.
- b. The teams will switch sides each period, for the remainder of the game. The game will start with a center floor face-off.

II. Putting the puck in play:

- a. Every time a whistle is blown, the puck is put into play in one of three ways, a face-off, a free shot, or a penalty shot.
- b. Face-offs:
 - i. Occur when
 1. A period is to start
 2. A goal is scored
 3. The puck is frozen between two players
 4. The puck leaves the playing area
 5. A net is dislodged
 6. The puck comes to rest in the crease area.
 7. An injury occurs
 - ii. Play is started at the beginning of each period and after a goal has been scored by a face-off at center floor. All other occasions the face-off should take place at the nearest face-off spot on the floor.
- c. All players (except the two involved in the face-off must be at least ten feet away from the face-off spot, and must be on the defensive side of the face-off spot.
- d. Free shots
 - i. Occur when play is stopped due to a foul or penalty.
 - ii. The free shots are taken from the closest free shot spot on the floor.
 - iii. Any player from the opposing team may take the free shot.
 - iv. Players may pass or shoot the puck.

- v. All other players must be at least ten feet away from the shooter who shall have three seconds to play the puck after the official's whistle.
- vi. If a player plays the puck before the whistle, or delays longer than the three seconds allowed, it is a turnover and the other team will get a free shot from the same spot.
- e. Penalty shot
 - i. Shall be awarded if, in the official's opinion, a scoring opportunity was nullified by an infraction.
 - ii. Penalty shots will be conducted as follows:
 - 1. Puck shall be placed at center court
 - 2. Player fouled will be allowed one shot from the center court line.
 - 3. After the shot, play will resume with a center floor face-off.

III. Playing the puck:

- a. Offside
 - i. Offsides occur when a designated offensive or defensive player is on the incorrect side of the court.
 - ii. The result is a free-shot for the opposing team.
- b. Advancing the puck
 - i. The puck may be advanced by the blade of the stick or by kicking the puck. However, no goal may be scored by kicking the puck directly into the opponent's net.
 - ii. Players may not bat or throw the puck at any time.
 - iii. Players may NOT advance the puck through the safety zone.

IV. Playing the body:

- a. Players must play the puck at all times.
- b. Any player checking another player will be penalized.

V. Safety Zone

- a. Any area outside of the basketball court will be considered a 'safety zone'.
- b. Any contact with another player in the safety zone that results in a penalty will be an automatic major penalty.
- c. Players may not advance the puck within the safety zone.
 - i. The result is not a foul, but a free shot for the opposing team.
 - ii. Additionally, any player in the safety zone must within 5 seconds bring the puck back into the general playing area.

RULE 6: Scoring

I. Goal Awarded

- a. All goals shall be worth one point.
- b. A goal is scored when the puck completely crosses the goal line before time expires.

II. Half-Court Rule

- a. Any shot taken from the other side of half court MUST be touched by another player before entering the goal.

- b. If the ball enters the goal without touching another player (of either team), the ball will be given to the opposing team for a free shot from the spot closest to where the ball crossed half-court.

III. Mercy Rule

- a. If a team leads by ten or more goals in the second half of the game, the game will be over and considered final at that point.

RULE 7: Crease Rule

- I. If any defensive player is touching the crease or is within the crease prior to the ball entering the crease and plays the ball, then they shall be penalized with a minor penalty and a free shot would be awarded to the offensive team. If it is deemed that the act was intentional to stop an obvious goal, the offended team will receive a penalty shot on goal from half court (no defender).
- II. If any offensive player is touching the crease or within the crease prior to the ball entering the crease and plays the ball, then the defensive team shall be awarded a free shot from the nearest spot.
- III. The ball must be in the crease prior to any player being in the crease in order for a player to play the ball

RULE 8: Fouls and Penalties

- I. Penalty time will begin when play resumes following the penalty. Substitution time does not count towards penalty time.
- II. Running Fouls:
 - a. Results in a possession change.
 - b. Any player committing five running fouls in a single game will be disqualified for the remainder of that game.
 - c. Types of Running fouls
 - i. High Sticking (no contact)
 - ii. Hand Pass
 - iii. Dangerous Play/Sliding
- III. Minor Penalties:
 - a. Results in a two-minute penalty.
 - b. Penalty is over when two minutes expires or opponent scores (unless there are two members of the same team in penalty box) then the one with the least amount of penalty time remaining is released, while the other serves their remaining time.
 - c. Types of minor penalties
 - i. Interference
 - ii. Boarding
 - iii. Playing w/ a broken stick
 - iv. Tripping
 - v. Holding/Pushing
 - vi. Charging/Checking from Behind
 - vii. Illegal Use of Hands

- viii. Elbowing
- ix. Body Checking/Roughing
- x. Delay of Game
- xi. Hooking
- xii. High Sticking (w/ contact)
- xiii. Kicking/Kneeing
- xiv. Intentionally hitting or pounding stick into the floor
- xv. Player or stick in the crease that plays the ball.

IV. Major Penalties:

- a. Results in a five-minute penalty.
- b. Players must serve duration of penalty regardless of opponent's scoring.
- c. Types of major penalties
 - i. Personal Misconduct
 - ii. Spearing
 - iii. Butt-ending
 - iv. Cross Checking
 - v. Slashing
 - vi. Fighting (Automatic Ejection)

V. Player Disqualification will occur under any of the following circumstances:

- a. Combination of 5 fouls- any accumulation of five running, minor, major fouls during a single game
- b. Combination of three minor penalties
- c. Combination of 2 minor penalties and one major penalty
- d. Combination of two major fouls
- e. Throwing the stick for any reason
- f. Any infraction by a player/bench personnel, so severe that the official determines that it requires immediate disqualification (i.e., fighting)

RULE 9: Player Ejection

- I. The field monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.

IV. Reinstatement Procedure

- a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
- b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
- c. This suspension will not begin until the meeting has taken place.

- d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- II. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.