University of Oregon
Intramural Sports

Floor Hockey Rules

The Game
1. 2 teams of 6 players (1 goalie + 5 other players)
2. Minimum to start is 5 players
3. COED must play with a 3:3 ratio of men:women.
4. 3 periods of 12 minutes
5. Clock does not stop until the last 2 minutes of the 3rd period if the goal differential is less than 3.
6. There are no time outs
7. Teams will have a 5 minute grace period from game time to get required players there.

Eligibility
1. Current U of O students, faculty and staff, spouses of students/faculty/staff members
2. Every player should be on the roster by 8:00am the day of your game, or 8:00am Friday if your team plays on Saturdays and/or Sundays
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Players can only play on one gender specific and one coed team at the same time
6. 1 club hockey player is eligible per roster
7. Current/former Olympic and professional athletes are not eligible to participate in their related sport. An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semi-professional league.

Equipment
1. NO JEWELRY IS PERMITTED DURING PLAY!!
2. Sticks, pucks and goalie equipment provided (pads, glove, blocker, helmet, face mask, stick)
   Players may bring their own sticks but plastic blades are mandatory
3. Mouthguards are mandatory and must be used at all times
4. Proper footwear and attire is mandatory
5. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.)
6. Eye glasses are NOT permitted; Contact lenses or protective goggles are highly recommended

Scoring
1. The entire puck must completely cross the goal line
2. Goals will not be counted if:
   The stick is above waist level at contact or during wind up or follow through of the shot
   The puck is intentionally kicked into the net
   The puck is batted into the net with the hand
   A player from the offensive team is in the goal crease (stick not included)
3. Goals will be counted if the shot deflects off a player as a result of an unintentional motion
4. Regular season games may result in a tie.
5. PLAYOFFS: sudden death overtime until a winner is found
6. MERCY RULE: if there is a 10 goal differential at the end of 2 periods or at any point during the 3rd period, then the officials will be allowed to call the game if safety/sportsmanship is in jeopardy. If the officials are okay with it continuing, then it becomes the team captains’ decision as to whether or not they want to finish out the game.

Substitutions
1. Unlimited substitutions
2. Teams must be outside door behind their goalie. Subs can be made on the fly when the puck is across the half line away from your own goalie (i.e. in the offensive end)
3. ‘Penalty box’ will be positioned outside the gym door near equipment room with supervising official signaling when return to the game is permitted.

Face-Offs
1. Face-offs start every period and resume play after every stoppage
2. Officials will point out face-off locations before the game
3. There can be no movement on a face-off until the puck is dropped
4. All players must be on their defensive side of the circle during a face-off

**Puck Movement**
1. The puck may be advanced by use of the stick or by a player’s foot
2. In the offensive half the hands may only be used to stop a puck which must be dropped immediately with no advancement or directional placement
3. In the defensive half the hands may be used to advance a puck
4. No offsides or icing

**General Player Conduct**
1. NO bodychecking – only accidental and/or incidental contact permitted (officials’ discretion)
2. The stick shall be deemed ‘part of the person’ and therefore violations to the stick shall be seen as violations to the person (i.e. holding)
3. Offensive players may not enter the crease or the goal is nullified (the stick is legal in the crease)

**Goalies**
1. When a goalie catches the puck s/he may hold it no longer than 2 seconds (officials’ discretion) to have it remain in play. Otherwise a face-off will be called.
2. After catching the puck the goalie may keep play alive by throwing the puck to either side of the goal (not forward) or dropping the puck and playing it with the stick (in any direction)
3. Can only ‘freeze’ the puck when a part of his/her body is in the goal crease
   Any stoppage of play by the goalie while s/he is outside the crease is a ‘delay of game’ penalty

**Penalties and Violations**
1. An automatic goal awarded if a defensive player throws a stick to prevent a goal
2. Goallies are subject to all penalties which are to be served by a teammate
   **MAJOR VIOLATIONS:** 5 minutes. Advantage maintained even if goal is scored on penalized team
   - All Flagrant Foul
   - Fighting (minor pushing, shoving, etc)
   - Spearing (stabbing a player with either end of the stick)
   - Leaving the bench during an altercation
   **MINOR VIOLATIONS:** 2 minutes. Advantage ends if a goal is scored on penalized team
   - Boarding (shoving a player against the wall)
   - Cross-checking (holding the stick at each end and striking the opponent)
   - Delay of Game
   - Elbowing
   - High Sticking (lifting the stick above the waist at anytime, including the wind up or follow through of a shot or pass)
   - Holding (intentionally impeding another player by grabbing them or their stick)
   - Hooking (wrapping the stick around an opponent)
   - Slashing (striking with the stick)
   - Sliding
   - Tripping (using one’s stick, arm or leg to trip an opponent)
   - Unsportsmanlike conduct

**Penalty Shots**
1. Awarded when a clear opportunity to score is prevented by an illegal play
2. All players, except the goalie and the shooter, move to the opposite half of the floor
3. The player taking the shot must have been on the floor when the violation occurred
4. Puck is placed on the free throw line and the shooter is given one stationary shot on goal
5. If the puck is moved from the line prior to the shot the officials call a face-off
6. High sticking will nullify the goal
7. After the penalty shot a face-off will be used to resume play (to the right of the goalie)

**Sports Code**
1. All participants and spectators are governed by the SPORTS CODE available in the SRC
2. Only captains may address officials
3. Team captains are responsible for their sidelines and spectators.
4. Negative consequences for the team may result as a direct reaction to spectators’ behaviors or actions.

NO alcoholic beverages permitted on University property

**PROTESTS**
Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)
A time-out must be called, and a protest requested to the officials must be made by the captain of the team. If the staff was incorrect, you will not lose the time-out.
Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered.
Protests involving player eligibility will also be considered

Revised 1/21/2016