

**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. Ratios will alternate each period, order determined at Captain's Meeting prior to each game.
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
6. 1 club hockey player is eligible per roster
7. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Equipment

1. NO JEWELRY IS PERMITTED DURING PLAY!!
2. Sticks, pucks and goalie equipment provided (pads, glove, blocker, helmet, face mask, stick)
3. Goalies are strongly encouraged to wear long pants for their own safety
4. Mouthguards are mandatory and must be used at all times
5. Proper footwear and attire is mandatory
6. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.)
7. 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 6 goal differential with 6 minutes or less remaining in the 3rd period, the game will end

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. Hands may only be used to stop a puck which must be dropped immediately with no advancement or directional placement
3. 4. No offside 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. Goalies 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 Fouls

MINOR VIOLATIONS: 2 minutes. Advantage ends if a goal is scored on penalized team

COINCIDENTAL MINOR VIOLATIONS: Both teams are shorthanded until the penalties fully expire, regardless of goals scored or until one team becomes shorthanded

GAME MISCONDUCT VIOLATIONS: The Player is ejected. Team must serve a 10 minute penalty shorthanded regardless of goals scored

DELAYED PENALTIES: Should a minor penalty be called against a team in possession of the ball, play will be stopped immediately. Should a minor penalty be called against a team not in possession of the ball, the official will raise his/her arm to signal the penalty. The official will stop play when the offending team gains possession of the ball. All coincidental, major and misconduct penalties will result in an immediate stoppage of play, regardless of possession. If during the delay, a goal is scored by the non-penalty team, then the goal counts and the penalty minutes are negated.

Penalty Descriptions

Any penalty may result in misconduct/ejection at the discretion of the referee

1. Delay of Game: 2 min. minor
 - a. Penalty assessed to any player who deliberately freezes the puck, against floor or wall, without goaltender privilege. Penalty assessed to any player who deliberately dislodges the goal.
2. Illegal Substitution: 2 min. minor
 - a. Having too many players on the floor or the incorrect gender combination during Coed
 - b. Substituting player becomes involved in the play/gains an advantage before leaving player is off the floor.
3. Illegal Equipment: 2 min. minor
 - a. Failure to wear protective mouthpiece on the floor.
 - b. Using a broken stick.
 - c. Wearing any type of jewelry or using any illegal equipment.
4. Elbowing 2 min. minor, 5 min. major.
 - a. Using the elbow to gain advantage over another player.
5. Kneeing 2 min. minor, 5 min. major.
 - a. Using the knee in any way to gain advantage.
6. Slashing: 2 min. minor, 5 min. major.
 - a. Gaining advantage through swinging of the stick.
7. Spearing: 2 min. minor, 5 min. major.

- a. Using the point of the stick to gain advantage.
8. Tripping: 2 min. minor, 5 min. major.
 - a. Gaining advantage by tripping the opponent.
 - b. This includes tripping while playing the puck.
9. Hooking: 2 min. minor, 5 min. major.
 - a. Gaining advantage by hooking with the stick. "Holding with the stick."
 - b. This includes holding an opponent's stick to the ground, as well as hooking the body with the stick pointed down.
10. Interference: 2 min. minor, 5 min. major.
 - a. Impeding the progress of an opponent.
 - b. Deliberately knocking a stick away from an opponent's grasp or reach.
 - c. Intentional preventing an opponent from picking up a stick that may have fallen to the ground.
 - d. Throwing of equipment to prevent clean play of the puck.
 - e. Intentional disruption of play through body contact.
11. Holding: 2 min. minor, 5 min. major.
 - a. Impeding of an opponent by using the hands.
12. Butt-Ending: 2 min. minor, 5 min. major.
 - a. Using the handle of the stick to gain advantage.
 - b. Any motion of "butt-ending" at an opponent may be penalized.
13. Cross-Checking: 2 min. minor, 5 min. major.
 - a. Using the stick parallel to the ground to gain advantage.
 - b. Any motion of "Cross Checking" may be penalized.
14. Charging: 2 min. minor, 5 min. major.
 - a. Running, jumping, or otherwise charging at an opponent.
15. Broken Stick Play (Delay of Game) 2 min. minor, 10 min. Game Misconduct.
 - a. A broken stick must be dropped immediately. Otherwise, a broken stick Delay of Game will be called. 2 minutes.
 - b. 10-minute game misconduct ejection for using any part of a broken stick to threaten or injure any body.
16. High Sticking: 2 min. minor, 5 min. major.
 - a. Any time the blade of the player's stick comes above his or her waist. This includes shooting the puck, running with the stick, stopping the puck, or calling for the puck. A goal will be disallowed if a high stick is used to shoot the puck (including wind up and follow through). A high stick that makes contact with an opponents head/neck/face will be a major penalty.
17. Boarding: 2 min. minor, 5 min. major.
 - a. Pushing or running another player into the boards (walls).
18. Unsportinglike Conduct: 2 min. minor, 5 min. major, game misconduct ejection.
 - a. In an official's judgment, any behavior that is unsporting in nature. This includes, and is not limited to: verbal abuse, taunting, trash talk, or inciting another player into a penalty or fight.
 - b. Game Misconduct results in automatic game ejection. If the team has a sub, they must play short handed for 10 minutes before the sub can enter the game.
 - c. Any of the penalties listed above that the officials deem as flagrant can be considered a game misconduct ejection.

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

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