

Floor Hockey

ELIGIBILITY AND PARTICIPATION:

1. Any at least part-time student is eligible to participate
2. AU faculty, staff and their spouses/children are eligible to play
3. Players may be added to rosters during the first week of the season, but not after that.
4. All players must be recorded on the game sheet before they are allowed to participate.
 1. TEAMS:
 - a. Teams consist of four players and a goalie on the court at one time
 - b. Ten minutes after game time is forfeit time
 2. There must be ONE member of the minority gender on the court at all times. If a team has no players of minority gender present, but an excess of majority gender, they must play a player down on the court, only 4 players may participate.
 3. Team representatives, including players, substitutes, replaced players, coaches, trainers, and other persons affiliated with the team are subject to the rules of the game, and shall be governed by decisions of officials assigned to the game.

EQUIPMENT:

1. The IM department will provide the hockey puck and sticks along with the goals. The goalie may use a glove if they choose.
2. Teams may choose to wear the same color but is not required.
3. Goalies may choose to wear a regulation catcher's mask, goalies mask, or athletic protective eye wear.

GAME TIME:

1. 10 minutes after game time is a forfeit time.
2. Teams consist of 4 players and 1 goalie on the court at a time.
3. Teams must have 4 players present to begin a game.
4. There must be at least one player of minority gender on the court at all times or you play a player down.
5. Each game will consist of 3 periods (12 minute running clock).
6. There will be a 2-minute break between each period.
7. Each team is allowed one 1-minute timeout per period.
8. All games ending in a tie will have a 5-minute playoff overtime period. If the overtime period ends in a tie, then the game shall remain as such.
9. During play-offs: if the game is tied at the end of regulation, a 5-minute sudden death period will be played. If after the first overtime, the game results in a tie, an additional 3-minute period will be played until a winner is determined.

PLAY THE GAME:

1. A face-off is used: to begin each period, after each goal, an inadvertent whistle, an official cannot determine which team caused the puck to go out of play, when both teams commit a

penalty/violation, or if the puck is tied up in the corner or along the walls. Sticks must be on the floor for a face-off.

2. Play is started with an indirect free hit: after a team time-out, after a missed penalty shot, when a player is making no attempt to advance the puck or stalling, when the puck is hit out of bounds, or after a penalty/violation.
3. Offside will only apply to face-offs. All players must be on their defensive side during the face-off.
4. Absolutely no body checking or contact will be tolerated.
5. A hand may be used to catch or touch an airborne puck. The puck must be DROPPED immediately within the radius of the catching player's stick.
6. It is illegal to hold the stick horizontal to the floor at any time.
7. A goalie may catch the puck in their glove, but must put it in play within three seconds.
8. Goalies, when clearing the puck, may not throw it above waist height, or throw it past the center line. However, goalies may shoot the puck with their stick.
9. If the goalie leaves the goal/net, then he/she becomes a normal player with normal rules to apply.
10. Substitutions are free and can be made at any time. When the puck is alive a player can only enter the court when the other player is completely off of the court.

PENALTIES:

1. When a violation occurs, a delayed penalty (held whistle) will be called if the offended player/team retains possession of the puck and has a clear opportunity to score.

MAJOR PENALTY:

1. All major penalties will result in the player serving a 5-minute penalty resulting in a power-play for the offended team. Play will start with an indirect free hit awarded to the offended team.
2. Major penalty fouls include:
 - a. Tripping – intentional tripping with the stick or any body part.
 - b. Elbowing – use of elbow to impede an opponent.
 - c. Throwing the stick – intentional throwing of the stick to gain an advantage.
 - d. Hooking – wrapping the stick around a player.
 - e. Checking/Roughness – any unnecessary body contact.
 - f. Intentional holding of a player from scoring on a breakaway.
 - g. Intentional delay of game not applicable to the goalie 3 second rule.
 - h. Equipment abuse—any beating or bending of equipment.

NOTE: PLAYERS CAN BE HELD RESPONSIBLE TO PAY FOR DAMAGE TO EQUIPMENT NOT ASSOCIATED WITH THE NORMAL WEAR AND TEAR FROM PLAYING.
 - i. Holding
 - j. Habitual minor fouls
 - k. Interference-inhibiting the progress of an opponent which is not in possession of the puck, or knocks the stick out of the opponent's hand, or who prevents a player from regaining possession of a dropped stick
 - l. Rough play of any sort
 - m. Moving the net by defensive team with no shot at net (if intentional act with shot on goal, it will result in a penalty shot).

- n. Contact with the goalie whether accidental or not.
- 3. Two penalties in one game will be cause for ejection.

*A power-play is a five minute period of time where the player who committed the penalty must sit on the edge of the rink, out of gameplay territory and his/her team must play a player down. Play will be stopped and the offender is responsible for asking the official when he/she may re-enter the game. If a person is responsible for any two major fouls in the same game, the player will be ejected. After an ejection, a new player may come into the game after the five minute power-play has ended. A team may have as many players in the penalty box as the official sees necessary. i.e. if the same team commits multiple major fouls within the same 5 minute span. Power-plays are over if the team who was fouled scores a goal, and all players may re-enter the game. Power-play time does not roll over into another period or overtime.

Minor Foul:

1. Results in the loss of the puck and an indirect shot at the point of infraction. An **INDIRECT SHOT** is an uncontested shot taken by a player with all players at least ten (10) feet away in all directions. The shooter may touch the puck only once. A goal cannot be scored off an indirect shot until touched by another player other than the goalie. If the non-fouling team retains the possession and has a clear advantage, a play-on signal will be given by the official
2. Minor fouls are:
 - a. Off-sides or interference on a face-off
 - b. Hand pass.
 - c. Goalie throwing puck past center line (may be shot with the stick) and /or throwing puck above waist height.
 - d. Intentional Kicking or throwing the ball**
 - e. High sticking- blade comes above the waist.
 - f. Goalie violation—Playing puck forward, holding puck for more than three (3) seconds.
3. A player who continuously fouls will receive a major penalty, after the major penalty has been served and if infraction occurs again, the player may be subject to ejection from the game as described in the major penalty section.

PLAYER MISCONDUCT:

1. Misconduct penalties will result in a player ejection.
2. Misconduct penalties include:
 - a. Any use of profanity
 - b. Extensive abuse of the facility and/or equipment
 - c. Slashing
 - d. Unnecessary rough play
 - e. Fighting
 - f. Deliberate roughing/checking
 - g. Verbal or physical abuse towards an official, opponent, or supervisor
 - h. Any unsportsmanlike conduct that, in the opinion of the official, warrants ejection

****Any player ejected from a game must make an appointment to discuss the situation with the Director of Student Engagement before they will be allowed to participate in any Intramural activity.****

The officiating will be done by the referee and he/she is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of an indirect free kick, ejection, or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The Referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules.