

UNIVERSITY OF TENNESSEE

Intramural Sports



CHANGES FROM LAST YEAR ARE HIGHLIGHTED IN **YELLOW**
FLOOR HOCKEY RULES HANDOUT

ELIGIBILITY RULES

1. You must have a University of Tennessee ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly RecSports for a period of time determined by the Intramural Program Coordinator.

THE GAME

1. Game time is forfeit time. Any team that forfeits will not be eligible for playoffs.
2. Each team consists of five (5) players on the floor at one time (4 players + 1 goalie). A team must have a minimum of 4 players to start a game.
3. The game consists of three periods of 10 minutes each with a 2-minute intermission between periods. Goals are to be changed after each period.
4. **Playoffs:** If the score is tied at the end of the third period, there shall be a (1) one-minute rest period, followed by one 5 (five) minute, sudden death, overtime period. If the score is still tied, a 3-person shootout will take place. Each team will have 3 opportunities to score. In the event of a tie following the 3 shots, a 1-person sudden death shootout will take place.
5. **Shoot Out:** Three players from each team on the floor at the end of the game will be the shooters and the goalies must be the goalies that finished the game. A coin flip will determine which team has the option of shooting first or last. Each team will take a total of **three** penalty shots alternating between teams. The shoot out occurs with an offensive player going 1 on 1 with the goalie. The ball will be placed at the center

face-off spot and the referee will blow his/her whistle to signal the start of the play. The shooter will have five seconds to take the shot after the Official's whistle. The goalie must start in the crease and cannot leave the crease until the ball is touched by the shooter.

- A. **Any foul committed by the goalie during the shootout will result in an automatic goal. Any foul by the shooter will result in a no goal. Once the shot is taken no rebounds will be allowed. If after three shooters a winner is not determined, players will re-shoot in a one for one format until a winner is determined (i.e. if one team misses and the other makes his shot the shootout is over).**
6. Teams may bring their own equipment, or can check out IM equipment. Required equipment includes gloves, a stick, and a helmet. Shin guards are highly recommended. Goalie pads include leg pads, chest protector, blocking glove, catching glove and a helmet. Arm pads for the goalie are recommended. In addition, teams will need to check out jerseys if the team does not all wear the same color.
7. All jewelry must be removed before the start of the game.
8. **Mercy Rule:** If a team is ahead by five goals with five minutes remaining in the third period, the game shall be ended and the winner declared.

GENERAL RULES

1. The clock starts when the ball is put in play at the face-off.
2. Play is continuous and the clock will stop only when there is an injury or a time out. The clock will stop the last two minutes of the game on every whistle
3. Teams are allowed **ONE**, two (2) minute time out per game.
4. Free substitution is allowed (substitution on the fly). Goalies may be changed only during a time out, between periods, for injury, or for an ejection. Players must wait until the player leaving the floor is completely off the court before entering, and must enter and exit through the same door. (Minor penalty)
5. Officials may stop play for injuries or extenuating circumstances.
6. No offside, icing, or two line passes will be called.
7. **If an airborne ball hits any object in the playing area such as the backboard or basket, then drops into the playing surface outside the goal area, it is a dead play. Play will resume with a face-off at the point nearest to where the ball drops.**
8. When spectators hit an out of bounds ball back into play, play will be stopped and a face-off will occur at the face-off spot nearest the infraction.

9. If a ball becomes stationary on the back of the net of a goal or in the netting above the boards, the ball will become dead, and play will be restarted with a face-off at the **closest** spot.

PLAYING THE GAME

Face-offs:

1. Start of the game and each subsequent period (center face-off point).
2. A goal is legally scored (center face-off point).
3. Ball is frozen between 2 players (point nearest spot of infraction).
4. A net is dislodged (point nearest the ball at the time play was stopped).
5. The ball is frozen by the goalie (point nearest to the goal).
6. After injury (point nearest spot of infraction, unless injury is the result of a penalty).

When a ball is out of play over the boards, the face-off will be determined by where the ball was played.

Legal face-off:

1. Both players must be set with their sticks touching the floor.
2. ***All players must be on their own side of the ball.***
3. The ball must touch the floor before play can begin.

Advancing the Ball:

1. The ball may be advanced by the blade of the stick only (**no kicking or batting is permitted**).
2. Players may use their hands to catch an airborne ball, but it must be dropped immediately with no advancement. Any advancement with a player's hand will make the play dead and a free shot will be taken at the spot closest to the infraction. ***No hand passes of any kind are allowed.***

Play is stopped when referee loses sight of the ball against the boards. Play resumes with a face-off nearest the spot where the ball was when play was stopped.

SCORING

1. A goal is scored any time the ball completely crosses the goal line between the posts of the goal and under the cross bar. No offensive players are allowed into the crease.

If any part of an offensive player's body or stick is in the crease and a goal is scored, the goal shall be disallowed and a free shot will be taken, by the defense, at the spot nearest the goal.

2. On shots where the ball is deflected off a player or equipment into the goal, the goal counts, but a ball hit by hand or intentionally kicked into the goal will not count as a goal.
3. In cases where the goalie has kicked the net or the net is not sitting squarely on goal line, goal will count if ball goes into the net, regardless of position of net, or if ball crosses goal line regardless of position of the net. Play shall stop at the discretion of the official to fix the net.

GOALKEEPING

1. The goalkeeper may use either hands or stick to clear the ball away from goal.
2. At no time is goalie exempt from any type of penalty.
3. All rules pertaining to the goalie clearing the ball are in effect whether he is in or outside the crease.
4. When a goalie makes a save, he will be allowed a reasonable amount of time (two or three seconds) to attempt to put the ball back into play. If he does not make this attempt the ball will be "frozen" and a face-off will be taken from the nearest spot. The ball will be frozen immediately if the goalie has no obvious chance to safely play the ball out, unless he attempts to do so.
5. Goalie can slide to save the ball as long as the slide starts from within the crease.

PENALTIES

Penalties shall be actual playing time and shall be divided in the following classes:

1. Violations
2. Minor penalties – 2 minutes
3. Major penalties – 5 minutes
4. Misconduct penalties – automatic ejection

VIOLATIONS: A violation results in a *free shot* or a *face off*

1. *High Stick:* raising the stick above the WAIST at any point during the game, including during a shot (*free shot*)
2. *Hand pass:* passing the ball to a team with one's hand (*free shot*)
3. *Kicking the ball:* kicking is never allowed (*free shot*)
4. *Player in the goal crease:* no offensive player (or his/her stick) may enter

- the crease or cross the plane at any time. (*free shot*)
5. *Dangerous play/sliding*: Players may never play the ball from their knees or attempt to slide or leave their feet in attempt to play the ball. (*free shot*)
 6. *Goalie Possession of the ball*: goalie may not gain possession outside (*free shot*) of the crease unless his/her body is touching a portion of the crease. A goalie may only hold the ball for 3 seconds and may not drop and pick the ball back up in attempt to restart the 3-second count. (*face off*)

MINOR PENALTY: any player, other than a goalkeeper, shall be ruled off the floor for two (2) minutes during which time no substitute shall be permitted.

7. *High Stick*: raising the stick above the WAIST at any point during the game, including during a shot when another player is at a close distance to the shooter.
 - a. An apparent goal scored by an attacking player when any part of his stick makes contact with the ball above the height of the crossbar of the goal frame shall not be allowed.
 - b. Batting the ball above the normal height of the shoulders with a stick is prohibited.
8. *Too many players on the floor*: too many players on the floor at any time, including during substitutions
9. *Interference*: occurs when a player interferes with or impedes the progress of an opponent who is not in possession of the ball
10. *Playing with a broken stick*: any player playing with a broken stick. When a stick breaks, it should be dropped to the ground and the player should leave the floor immediately.
11. *Boarding*: shall be imposed on any player who checks an opponent in such a manner that causes the opponent to be thrown into the boards.
12. *Substitution (Illegal)* - Players may be changed at any time from the players' bench provided that the player or players leaving the floor shall be off the floor and out of the play before the change is made.
 - a. If in the course of a substitution either the player entering the play or the player retiring is struck by the ball accidentally, the play will not be stopped and no penalty will be called.
13. *Elbowing* - use of an extended elbow in a manner that may or may not cause injury.
14. *Tripping*: shall be imposed on any player who shall place his stick or any portion of his body in such a manner that it shall cause his opponent to trip and fall.
15. *Holding*: A minor penalty shall be imposed on a player who holds an opponent by using his hands, arms, or legs.

16. *Pushing/Kicking/Kneeing*: Pushing, kicking or kneeling an opponent is not allowed
17. *Holding the Stick* - A player is not permitted to hold an opponent's stick. A minor penalty shall be assessed to a player who holds an opponent's stick.
18. *Hooking* - act of using the stick in a manner that enables a player to restrain an opponent

If while a team is "short-handed" by one or more minor or bench minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate.

(NOTE) "**Short-handed**" means that the Team must be below the numerical strength of its opponents on the floor at the time the goal is scored. Thus, coincident minor penalties to both teams do NOT cause either side to be "short-handed."

MAJOR PENALTY: the offender, except the goalkeeper, shall be ruled off the floor for five (5) minutes during which time no substitute shall be permitted. The official is permitted at any time, based on judgment, to eject players for malicious fouling or play.

1. **Butt-Ending** - using the end of the shaft of the stick in a jabbing motion.
 - a. A double-minor penalty will be imposed on a player who attempts to butt-end an opponent.
 - b. A major penalty and an ejection shall be imposed on a player who butt-ends an opponent.
2. **Charging** - the actions of a player, who, as a result of distance traveled, shall violently check an opponent in any manner. A "Charge" may be the result of a check into the boards, into the goal frame or in open ice.
3. **Checking from Behind** - check delivered on a player who is not aware of the impending hit, therefore UNABLE TO DEFEND HIMSELF, and contact is made on the back part of the body. When a player intentionally turns his body to create contact with his back, no penalty shall be assessed.
4. **Cross- Checking** - check rendered with both hands on the stick, and the extending of the arms, while the check is being delivered. Results in an automatic ejection
5. **Roughing** – Roughing shall be called on any player who, after a warning from the official, continues to “play the man” instead of the ball. All players must play for the ball but may attempt to gain position with their body (such as in basketball).
6. **Spearing** - stabbing an opponent with the point of the stick blade whether contact is made or not.
7. **Slashing** - act of swinging a player's stick at an opponent, whether contact is made or not.

3rd major penalty in a game on the same player, or for a major for butt-ending, checking from behind, cross-checking, hooking, slashing or spearing, he/she shall be ruled off the floor for

the remainder of the game, but a substitute shall be permitted to replace the player after the five (5) minutes have elapsed.

GAME MISCONDUCT PENALTY: involves the suspension of a player for the balance of the game but a substitute is permitted to immediately replace the ejected player.

1. Imposed on any player who uses obscene, profane, or abusive language to any person or who intentionally knocks or shoots the ball out of reach of the official or who deliberately throws any equipment out of the playing area
2. Imposed on any player who persists in continuing or attempting to continue a fight or altercation after he has been ordered by the referee to stop.
3. Imposed on any player who persists to antagonize (by threatening or abusive language or gestures) an opponent to incite that opponent to commit a foul.

GROSS MISCONDUCT PENALTY: on any player, manager, coach or trainer who is guilty of gross misconduct of any kind. Any person incurring a "gross misconduct" penalty shall be suspended for the balance of the game.

A gross misconduct penalty can be assessed for the following infractions:

1. Interfering with or striking a spectator
2. Post-game verbal abuse from players or non-playing club personnel (on or off the ice)
3. Racial taunts or slurs
4. Severe grabbing of the face mask
5. Spitting on an opponent, official or spectator

For all game misconduct and gross misconduct penalties regardless of when imposed, a total of ten minutes shall be charged in the records against the offending player. Additionally, any ejected player must meet with the Intramural Coordinator before participating in another Intramural event.

GOAL KEEPER PENALTIES

1. A goalkeeper shall not be sent to the penalty bench for an offense which incurs a **minor or major penalty**, but instead, the penalty shall be served by another member of his/her team who was on the floor when the offense was committed.
2. **3 major penalties, game misconduct penalty, or match penalty** he shall be ruled off the floor and his place shall be taken by a member of his own team. The player will be allowed the goalkeeper's equipment. (Major penalty plus game misconduct penalty (ejection)).
3. A minor penalty shall be imposed on a goalkeeper who leaves the immediate vicinity of his crease during an altercation. If the goal keeper participates in the altercation, he shall be penalized with a GAME MISCONDUCT, ejected, and replaced by a teammate.

4. If a goalkeeper participates in the play in any manner when he is beyond the centerline, a minor penalty shall be imposed upon him.

CO-REC MODIFCATIONS

1. A team shall consists of five players (3 women and 2 men or vice versa).
 - a. If a team only has four players, there shall be two men and two women on the court. A team may never have more than 1 more of either gender.
2. A goal scored by a woman will count as two points (Must be directly shot by a woman. A deflection off a male shot by a female will only count as one point). This will be decided at the discretion of the official.
3. In a penalty shot situation, the gender of the shooter must match the gender of player fouled.

FhRules.....5/08