

**University of Massachusetts Lowell
Campus Recreation Department**



Intramural Floor Hockey Rules

GOVERNING RULES

All intramural floor hockey rules follow the rules and regulations of ice hockey & the intramural department @ University of Massachusetts Lowell. The Campus Recreation Department has modified the street hockey intramural rules with several exceptions for program needs. Persons subject to the rules are team representatives, including players, substitutes, replaced players, coaches, trainers, spectators & other persons affiliated with the team are subject to the rules of the game & shall be governed by decisions of officials assigned to the game.

EQUIPMENT, PLAYERS & GAME TIMING

1) It is highly recommend for teams / individuals to arrive 10 minutes early before the scheduled game time. At the scheduled game time, if a team does not have the required number of players a 10-minute grace period is in effect. If a team/individual does not appear within the grace period, a win by forfeit will be accredited to the opposing team.

3) Equipment

- a. Personal equipment may be used.
- b. Protective equipment may be worn.
- c. Only goalkeepers may wear a helmet and pads on their legs.
- d. A mask and chest protector must be utilized by the goalkeeper.
- e. **A GOALIE'S LEG PADS MAY NOT EXCEED 10 INCHES IN WIDTH.**

6) The game shall be played between 2 teams with 5 players

- a. (i.e. four forwards and one goalie).
- b. 4 players are required to avoid a forfeit (either four forwards or three forwards and a goalie).
- c. There can be an unlimited amount of players on the roster.
- d. If the number of players during the game falls below three due to penalties, the game will be forfeited.
- e. In regards to penalties, the minimum number of players on the court at one time is two forwards and one goalie (or three forwards in case of an empty net). If a team is already short handed by two players, then the first player penalized must wait until the first dead ball after his penalty is over to enter the court. If the team with the extra person scores, the person with the shortest amount of time in his/her penalty is the first to come on to the court.

6) GAME

- a. The game shall consist of 3 periods of 12-minute each.
- b. Running clock throughout game.
- c. The clock will stop only after a goal or an injury in the last 2-minutes of the game unless a team is winning by 4 or more goals.
- d. There will be a 3- minute break between periods.
- e. Each team will receive one time-out per game.

7) OVERTIME (will occur only during the playoffs)

- a. A five-minute sudden death period will be played in the result of a tie. If the score is still tied following the sudden death period, the game will go into a shootout. There will be three players from each team to shoot. The home team chooses if they want to shoot first or second. If the game is still tied after the three players have shot, each team will send a different player to shoot until someone scores.
- b. Each team will receive one time-out per overtime. Time-outs do not carry over.

9) DELAYING THE GAME

- a. A minor penalty will be imposed on any player or goaltender who delays the game by deliberately moving the goal post from its normal position.
- b. Any coach who refuses to place the correct number of players on the floor to commence play after being warned by a referee shall receive a bench minor penalty for delay of game.
- c. If the goal is deliberately displaced by a goalkeeper or player during the course of a breakaway, a penalty shot will be awarded to the non-offending team, the shot will be taken by the player last in possession of the puck.
- d. A minor penalty will be imposed on a player, other than a goalkeeper, who deliberately falls on or gathers a puck into his body.
- e. No defending player, except the goalkeeper, will be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease. If an infringement of this rule occurs, play is to be immediately stopped and a penalty shot is to be called against the offending team. The coach may designate any player to take the penalty shot regardless of whether or not he/she was on the court at the time of the infraction.

10) SUBSTITUTIONS

- a. Substitutions may be made on the fly. The player being replaced must be off the rink before the replacement is on the rink.

PLAYING REGULATIONS

1) CHECKING

- a. Checking is illegal and will result in an automatic ejection and a major penalty for the team.

2) PENALTIES

a. Minor penalties are tripping, roughing, holding and interference. A minor penalty is usually done incidentally and will result in a two-minute penalty. Major penalties will last five minutes. Major penalties last five minutes and are not “washed out” if a power play goal is scored. Any ejection will automatically result in a major penalty for that participant’s team.

b. Special cases

i. Attempt to Injure is an automatic ejection. An attempt of injury is the intentional use of a stick to injure someone.

ii. Fighting is an automatic ejection.

iii. High Stick: A goal scored by an attacking player who strikes the puck with his stick which is carried above the height of the crossbar of the goal frame, shall not be allowed. A goal scored by a defending player who strikes the puck with his stick which is carried above the height of the crossbar of the goal frame shall be allowed. High sticking shall occur when the hockey stick is carried above the normal height of the waist of the opponent, and the referee may, at his discretion, assess a minor, double minor, or major and game misconduct.

1. Minor - obvious contact above the waist with no injury potential.
2. Double minor - contact to the head or face causing injury but deemed to be accidental by the officials.
3. Major and Game Misconduct - obvious contact above the waist that possesses injury potential, causes an injury, or was deemed to be careless

iv. Three Minor penalties will result in an automatic ejection from the game. Major penalties are equivalent to two minor penalties.