

University of Massachusetts Lowell
Campus Recreation Department



Intramural Ice 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.**

- 2) Equipment
 - a. Teams are required to wear similar colored jerseys/shirts. Pinnies may be checked out from the intramural staff.
 - b. Teams can warm-up with their own pucks. The intramural staff will provide a limited amount of pucks if needed.
 - c. The minimum required equipment consists of NCAA approved ice hockey shin pads, elbow pads, hockey gloves, helmet (**with full face guard**) and skates. **Figure skates are not permitted.**
 - d. Additional safety equipment is highly recommended (mouth piece, shoulder pads, pants).
 - e. Only goalkeepers may wear pads on their legs.
 - f. A mask and chest protector must be utilized.
 - g. **A GOALIE'S LEG PADS MAY NOT EXCEED 10 INCHES IN WIDTH.**
 - h. All equipment is subject to approval by the intramural staff.

- 4) **ELIGIBILITY**
 - a. No members of the Men's varsity ice hockey team are permitted to play.
 - b. Only two ice hockey club members are allowed to play on one team.

- 5) **The game shall be played between 2 teams with 6 players**
 - a. (i.e. five players and one goalie).
 - b. There must be a minimum of 5 players present and **ready to play** to avoid a forfeit (four players and a goalie is permitted).
 - d. If the number of players during the game falls below five 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 three players and one goalie (or four players in case of an empty net). If a team is already short handed by two players, then the first player penalized must wait until a whistle after his penalty is over to leave the penalty box. If the team with the extra person scores, the person with the shortest amount of time in his/her penalty is the first to leave the penalty box.

6) GAME

- a. The game shall consist of 2 periods of 20-minute each.
- b. Running clock throughout the game
Exception- The clock will stop, on all whistles, during the last minute of the game when there is a two goal or less difference.
- c. There will be a 5- minute break between periods.

7) OVERTIME (ONLY DURING PLAYOFFS)

- a. A five-minute sudden death overtime will be played in the case of a tie in the playoffs. If the game is still tied a 3 player shootout will follow. Shooters will alternate. If the game is still tied each team will continue to alternate one shooter until a winner is declared.
- Each member of a team must shoot once before a player may shoot a second time.

8) DELAYING THE GAME

- a. A minor penalty will be imposed on any player or goaltender who delays the game by deliberately shooting or batting the puck outside the playing surface, or deliberately displaces the goal post from its normal position.
- b. 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 any player who was on the ice during the time of the penalty.
- c. A minor penalty will be imposed on a player, other than a goalkeeper, who deliberately falls on or covers the puck with his body.
- d. A minor penalty will be imposed on a goalkeeper who, when his body is entirely outside the boundaries of his own crease area and when the puck is behind the goal line, deliberately falls on, gathers into his body, holds, or places the puck against any part of the goal or against the boards.
- 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.

9) SUBSTITUTIONS

- a. Substitutions may be made after whistles or on the fly. The player being replaced must be off the ice surface before the replacement is on the ice surface.

PLAYING REGULATIONS

1) OFFSIDES

- a. An attacking player may not precede the puck into the attacking zone. If a player enters the zone before the puck, off-sides are called and a face-off is held in the neutral zone.

2) CHECKING

THERE IS ABSOLUTELY NO CHECKING!!!!!!

- a. Checking is illegal and will result in at least minor penalty at the discretion of the referee.

3) FIGHTING

- a. Any form of fighting including “dropping the gloves” will result in an immediate ejection from the game and possible suspension from the league.

4) PENALTIES

- a. Minor penalties are tripping, roughing, holding and interference. A minor penalty is usually done incidentally and will result in a two-minute, running time penalty.
- b. Major penalties will last five minutes, running time. Major penalties do not end if the short-handed team is scored upon.

b. Special cases

i. 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 causes an injury and was deemed to be careless