

# Floor Hockey Rules

Revised 3/26/09

## General

- The Floor Hockey League will feature an open division and a co-rec division. Teams are comprised of 6 players (including goaltenders) plus substitutes. A minimum of four (4) players is required to begin any game.
- Floor Hockey is offered as a group play format. Teams will play all teams within their respective group to determine seeding in the single elimination playoff.
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Rhode Island and have paid the recreation fee in order to participate in the Intramural Program.
- All participants must present a current, valid URI ID Card upon checking in with the IM Staff. Participants who do not have their URI ID Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that program.
- A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the tournament provided all other eligibility criteria are met (see Intramural Handbook).
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

## Forfeits/Defaults

Forfeited contests needlessly waste time and resources and detract from the overall satisfaction levels for all parties involved in the Intramural Sports Program. By registering for any Intramural Sports event, participants are making a commitment to attend all regularly scheduled contests. It is with this commitment in mind that the following policy regarding forfeits has been designed.

Any team or individual that fails to appear for any scheduled contest ***will be charged with a forfeit and is responsible for paying a forfeit fee of \$25***. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing area by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be strictly enforced.

Furthermore, any team that forfeits a game will be ineligible for league playoffs and will be eliminated from further play in all tournaments. A team may buy back into leagues/tournaments (unless the forfeited contest and corresponding loss results in elimination from the tournament) by paying a forfeit fee of \$25. All forfeit fees must be paid within 3 business days or before the next scheduled game, whichever comes first. If the forfeit fee is not paid accordingly, the team will be eliminated from further competition in tournaments and will not be eligible for league playoffs. All forfeit fees must be paid in the Intramural Sports Office located in Keaney Gym. The Intramural Sports Office can be reached by calling 401.874.5972.

## Defaults

If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Sports Office. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday → notification must be received by 12pm on the day before the scheduled game
  - Games scheduled Saturday/Sunday → notification must be received by 3pm on the Friday before the scheduled game
- Captains may contact the Intramural Sports Office at 874.5972 or by email at [imsports@etal.uri.edu](mailto:imsports@etal.uri.edu). This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit and will otherwise remain eligible for league playoffs.

## Dropped from Play

Teams are allowed to default one game per season and still remain eligible for league playoffs. Teams that forfeit a game will not be eligible for league playoffs unless a re-entry fee is paid as outlined above. Teams that default or forfeit more than one game will be dropped from further competition and will not be allowed to pay a re-entry fee. Forfeited and defaulted contests will not be rescheduled and are counted as losses.

## The Game

- Teams will consist of 5 players, including the goaltender. A minimum of four (4) players, one of whom must be the goaltender, are required to start a game and avoid a forfeit. Co-Rec Division: Teams must be comprised of either 3 men and 2 women or 3 women and 2 men. If a Co-Rec team plays with 3 men, one must be the goaltender. If a team has only 4 players, they may only play with 2 men and 2 women. No other combination of players is allowed. If using a lineup of 3 women and 2 men, any player may serve as the goalkeeper.
- Each game will consist of 3 periods, 15 minutes in length and a running clock. There will be a one-minute break between periods.
- During the final two (2) minutes of the third period only, the clock will stop in all dead ball situations, unless there is greater than a 3-goal differential.
- Teams are allowed one (1) timeout per game, one-minute in length, which can be used anytime during the game.
- An official time out may be called for in injured player or for other circumstances deemed appropriate by the officials.

- All ties will remain as such except during playoffs.
- During the playoffs, if the game is tied at the end of regulation, a 5-minute sudden death period will be played. If neither team scores during the overtime period, a 3-person shootout will ensue. Players from each team will alternate shots until a winner is determined. Players may not shoot twice during the shootout until all players (except the goaltender) on the team have taken a turn in the shootout round.

## Equipment

- The Intramural Department will supply sticks, balls, goaltender equipment and jerseys. Players may use their own hockey sticks if so desired.
- Goaltender gear will consist of a mask, catching glove, blocker, chest protector, and leg pads. Goalies may also use their own sticks if so desired.
- Players may not wear external jewelry of any kind. Baseball hats (or any other kind of head decoration including bandanas) may not be worn. Headbands of an elastic material will be allowed.
- All players must wear non-marking athletic/tennis shoes. Flip flops or sandals are not permitted.

## 10-Goal Mercy Rule

The game will be called if a team is up by ten (10) or more goals with less than five (5) minutes to play.

## Playing the Game

1. Face-offs are no longer used to begin play. Play is started with an indirect free hit from one of 7 designated spots: three spots along the center court line and at the intersection of the red volleyball boundary lines in each of the four corners of the court. Goals may not be scored directly off of a free hit. However, if the ball touches any player or their equipment and then proceeds into the goal, the goal will be awarded and is considered legally scored.
2. Similar to soccer, all defensive players must remain a certain distance away from the spot of the indirect free hit. Defensive players may not be closer than the nearest red volleyball boundary line from the spot of the indirect free hit.
3. Offside will only apply to indirect free hits. All defensive players must be on their defensive side of the red volleyball boundary lines during the indirect free hit.
4. **Absolutely no body checking or contact will be tolerated.** The ball will remain live and may be played off of any of the walls. The only out of bounds area for the ball is the area immediately surrounding the scorer's table. If the ball is played into this area, an indirect free hit will be awarded to the team that did not propel the ball into the out of bounds area.
5. **Players can be considered out of bounds.** The outermost white lines mark the out of bounds lines for all players. On the sidelines, players may not touch or cross over the boundary line. An indirect free hit will be awarded to the non-offending team in this situation. Along the end lines, players may have one foot out of bounds as long as one foot remains in bounds or on the end line since it is a farther distance away from the end wall in comparison to the side lines. Players may play the ball when the ball is between the out of bounds lines and the end/side walls as long as the player remains in bounds as outlined above. This rule is specifically designed to prevent injuries from people crashing into the end/side walls. Any body check or physical contact that results in a player being propelled into the end or side walls will result in a major penalty and automatic ejection from the game and will result in further disciplinary action.
6. There will be no icing.
7. **Stick-related fouls: Floor Hockey is not Ice Hockey. In regard to stick-related infractions, the following philosophy regulates what can and cannot be done in terms of use of the stick: The use of the stick will be limited to playing only the ball. The stick will not be allowed to in any way impede the progress of the opponent. Lifting the stick, tying up the stick or pinning/hooks a player's stick are not allowed and will result in a minor penalty. If you are using your stick for any purpose other than playing the ball, you are committing an infraction that will be penalized.**
8. A hand may be used to catch or touch an airborne ball. The ball must be dropped immediately within the radius of the catching player's stick.
9. It is illegal to hold the stick horizontal to the floor at any time.
10. When shooting the ball, the stick may not be raised above the level of the knees on either the back swing or the follow through. Penalty: indirect free hit for the non-offending team from the nearest indirect free hit location.
11. A goalie may catch the puck in their glove, but must put it in play within three (3) seconds. If the ball is held by the goalie, an indirect free hit will be awarded to the opposing team at the indirect free hit spot nearest to where the shot originated.
12. Goalies when clearing the puck may not throw it above waist height, or throw it past the center line. However, goalies may shoot it with their stick beyond the center court line.
13. Substitutions are free and can be made at any time, with the following restrictions:
  1. When the puck is alive a player can only enter the court when the other player is completely off the court
  2. Only the offensive team may substitute during an indirect free hit. For example, if Team A has been awarded an indirect free hit, Team B may not substitute until after the ball has been put back into play.
  3. Injured players may be replaced when play is stopped by an official
  4. Goaltenders may only be substituted for in between periods. Because of the time involved in changing the goaltending gear, teams substituting for the goaltender will be charged with their timeout. If the timeout has already been used, no substitution for the goaltender will be allowed. Exception: injury to the goaltender.

## Scoring

1. A goal is scored when the ball passes completely across the plane of the goal-line.
2. Goals may be scored from anywhere, except directly off of an indirect free hit.
3. Goals will not count if a stick blade is above the waist level, kicked in, the ball is batted by the hand, or an offensive player is in the crease.
4. An automatic goal will be awarded if a defensive player throws a stick and/or enters the crease to prevent the ball from entering the net.
5. Shots which bounce off a player's body and into the net will be counted, if the contact with the person is accidental (official's judgment).
6. No goal can be scored while an offensive player's feet are in the crease.

### Penalties

1. Teams cannot play with fewer than four (4) players. If more than two (2) players are penalized during the same time, penalties shall be served in succession.
2. Minor penalties will expire if a goal is scored by the team playing with the advantage. Penalty minutes will carry over into the next period. If two (2) or more players are penalized only one (1) player may return per goal scored against their team. The player who has the least amount of time left on their penalty will return.
3. When a violation occurs, a delayed penalty (held whistle) will be called if the offended player/team retains possession of the ball.
4. Player fouls shall be recorded as in the game of basketball. A player who receives five (5) fouls of any combination shall be disqualified from the remainder of the game. In addition, any player who receives two (2) major fouls shall be disqualified.
5. Any player ejected from a game must make an appointment to discuss the situation with the Intramural Director before they will be allowed to participate in any intramural activity.

### Player Misconduct

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

### Major Penalty

1. All major penalties will result in the player serving a FIVE- minute penalty. Play will start with an indirect free hit awarded to the offended team.
2. Major penalty fouls include:
  - Tripping - intentional tripping with the stick or any body part.
  - Elbowing - use of the elbow to impede an opponent.
  - Throwing the stick - intentional throwing of the stick to gain an advantage.
  - Hooking - wrapping the stick around a player.
  - Checking/Roughness - any unnecessary body contact.
  - Intentional holding of a player from scoring on a breakaway.
  - Intentional delay of game not applicable to the goalie 3- second rule.
3. Two major penalties results in an ejection.

### Minor Penalty

1. All roughing penalties will result in the player serving a two (2) minute penalty. Play will start with an indirect free hit awarded to the offended team. All players will be assessed a game misconduct penalty in addition to the minor penalty upon being assessed a third roughing penalty in the same game.
2. Minor penalties include:
  - Equipment abuse - any beating or bending of equipment.
  - **NOTE: PLAYERS WILL BE HELD RESPONSIBLE TO PAY FOR DAMAGE TO EQUIPMENT NOT ASSOCIATED WITH THE NORMAL WEAR AND TEAR FROM PLAYING.**
  - High sticking - above the waist (on the shot, and/or in traffic).
  - Holding.
  - Habitual minor fouls.
  - Interference - inhibiting the progress of an opponent not in possession of the ball, or knocks the stick out of the opponent's hand, or who prevents a player from regaining possession of a dropped stick.
  - Illegal substitutions.
  - 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).
  - Contact with the goalie inside the crease whether accidental or not.
3. All minor penalties may be considered major if flagrant.

### Minor Foul

1. Results in the loss of the ball and an indirect free hit for the non-offending team at the designated indirect free hit spot nearest the point of infraction. A goal cannot be scored off an indirect shot until touched by another player other than the goalie. If the non-fouling team retains possession and has a clear advantage, a play-on signal will be given by the official.
2. Minor fouls are:
  - Offside or interference on an indirect free hit.

- Hand pass.
  - Goalie throwing puck past center line (may be shot with the stick) and/or throwing puck above waist height.
  - Player in the crease or breaking the plane of crease with the body. When the offensive team violates this rule, the official shall stop play immediately and award an indirect free hit. When the defensive team violates this rule, the official will blow the whistle and award the indirect free hit only when the ball has come into the possession of a defensive team player (similar to the calling of delayed penalties).
  - High sticking - blade comes above the waist (on an open shot or just carrying the stick down the floor).
  - Body contact - incidental or accidental body contact.
  - Goalie violation - Holding ball for more than three (3) seconds.
3. A player who continuously fouls will receive a minor penalty.

### **Penalty Shot**

1. A penalty shot will be awarded to a player who, in the official's judgment had a clear opportunity to shoot on goal and was prevented from doing so by an opponent tripping, holding, etc. A goal will be awarded if a player stops a clear opportunity to score a goal by throwing their stick, entering the crease, etc.
2. All players except the goalie and player attempting the shot will move to the opposite half of the floor.
3. The shooting player will place the puck at the middle of the court on the half court line. On the officials whistle, the shooter must continuously proceed toward the goal line and a shot must be taken within seven (7) seconds, following the official's whistle. If the ball comes to a stop (i.e., does not continue moving toward the goal line) a penalty shot violation will be called resulting in an indirect free hit for the non-shooting team from either corner spot.
4. The goalie must be stationary inside their crease, with both feet on the goal line until the ball is played forward.
5. If the shot is missed, play will immediately be dead and an indirect free hit will occur at the nearest designated corner spot on the floor for the shooting team. If the shot is made a goal is awarded to the scoring team.
6. The shooter will receive only one shot (i.e., no rebound goals). The penalty shot is complete when the goaltender has possession of the ball in front of the goal line, the shot is missed, or the ball comes into contact with the shooter upon releasing the initial shot.

### **Miscellaneous**

This rules set is not comprehensive and is not to be treated as such. The Intramural Department reserves the right to amend this rules set at any time if deemed to be in the best interests of the game. All team captains will be notified of any such amendments.