



## Open Floor Hockey Rules

### Season League

Games are played at UCCS Recreation Center

Number of Players: 5 vs. 5

#### 1. GOVERNING RULES

- a. Situations not specifically covered or implied by these rules shall be governed by the University of Colorado Colorado Springs Intramural Sports rules.

#### 2. ELIGIBILITY

- a. All Participants must be either students registered at the University of Colorado Colorado Springs or Faculty/Staff/Affiliate with a Recreational Sports Membership.

#### 3. PREGAME

- a. All participants will need to bring their **photo ID** card to sign in for their game.
- b. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- c. Team captains will take part in a meeting with the officials prior to game time.
- d. Teams must have jerseys with numbers (each player must have their own number). Team jerseys may be checked out at Equipment Issue.

#### 4. GENERAL

- a. All participants **must** bring a current **photo ID** to each game. Participants without proper identification will **not** be allowed to play. **Every player must sign in at least once in order to be eligible for the playoffs.**
- b. **Intramural regulations and policies concerning eligibility are in effect.**
- c. **All** injuries must be reported to the supervisor on duty. IM supervisors are trained in first aid and CPR.
- d. Regulations published in the Intramural Sports Captain's Manual will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested.

### **SPECIFIC GAME RULES AND SITUATIONS**

#### 1. **NUMBER OF PLAYERS:**

- a. Teams consist of five players (4 plus a goalie). The minimum number of players to begin a game is three.
- b. **OPEN**
  - i. The team shall be open, meaning there are no gender requirements.

#### 2. **EQUIPMENT:**

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- a. **Jewelry**
    - i. Participants are **NOT** permitted to wear any visible jewelry. This includes any metal or plastic hair bands and bobby pins. **Jewelry may not be worn and taped over.**
    - ii. \*\* Exceptions to the jewelry policy are medical alert bracelets and necklaces, but they have to be taped down as not to be a hazard to other players. The player must supply their own tape.
  - b. Goalies are required to wear a helmet with a facemask. Goalie can use baseball mitt or a hockey glove on either hand. However, approved goalie equipment will be provided.
  - c. Gloves and shin guards are strongly suggested for other players.
  - d. Goalies are strongly encouraged to wear an athletic supporter (i.e. cup): this will NOT be provided the UCCS Recreation Department.
  - e. Players may not use personal hockey sticks.
3. **GAME:**
- a. **Forfeit Time**
    - i. Five minutes after game time is forfeit time.
  - b. **Game Time**
    - i. The game will consist of two, 18 minute periods with 1 minute intermissions.
  - c. **Mercy Rule**
    - i. When one team is up 5 or more with 5 minutes left the game will end.
  - d. **Weather**
    - i. If for any reason the game must be called before completion, it will be called official if one period has been completed.
      1. Whichever team is up in the first period will be declared winner.
  - e. **Basic Rules**
    - i. A face-off will be used to begin each half and after each goal.
    - ii. Ball may be stopped by hand, but not held, passed, or advanced by hand.
    - iii. No personal sticks may be used during intramural competition.
    - iv. Players may not raise their stick to play a ball that is above their waist level.
    - v. When a player commits a foul, or when the ball is deemed unplayable, play is resumed from a face-off or a free hit. A free hit involves a player from one team starting to play from the place where the ball was last deemed unplayable (like a free kick in soccer).
    - vi. If games are tied at the end of regulation play, a tie will be announced.
      1. Ties during the playoffs will be determined by a shootout.
4. **Face-Offs**
- a. Face-offs start every period and resume play after every stoppage
  - b. Officials will point out face-off locations before the game
  - c. There can be no movement on a face-off until the puck is dropped
  - d. All players must be on their defensive side of the circle during a face-off
5. **Substitutions**
- a. Unlimited substitutions

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- b. Subs must be outside door or within neutral area between courts. Subs can be made on the fly when the puck is across the half line away from your own goalie (i.e. in the offensive end)
- c. 'Penalty box' will be positioned next to score board table. Supervising official signals when player(s) can return to the game.

## 6. **SCORING:**

- a. Each goal scored counts as one point.
- b. The puck may deflect off a player or equipment but may not be kicked or thrown deliberately into the net.
- c. Under no circumstances may a goal be scored when there is an infraction by the offensive team.
- d. A goal scored from a high stick is not allowed.
- e. A goal is scored if a defending player puts the puck into the goal in any way.
- f. Players may advance the ball with their feet, but **MAY NOT** kick it directly into net to score. If a player kicks the ball and it deflects off a defensive player and into the goal-the goal counts.
- g. A ball cannot be thrown in the goal to score.

## 7. **PENALTIES:**

### a. **Major Offense**

- i. No physical contact with either an individuals' stick, or body is allowed at any point during the match.
  - 1. First offense - two-minute penalty
  - 2. Second offense - ejection from the match \*officials' discretion
- ii. Any intentional striking or contact with an opponent will result in an immediate ejection and suspension from intramural play.

### b. **Minor Offense**

- i. High Sticking:
  - 1. The carrying of the stick above the normal standing height of the waist is prohibited, and a minor penalty shall be imposed.
  - 2. A minor penalty will occur if a stick rises above the waist level during the process of a shot, including the follow through. If a goal is scored, the goal will be disallowed.
    - a. One minute penalty for high sticking
- ii. Slap Shots:
  - 1. One minute penalty for any and all slap shots.
- iii. Other Minor Offenses
  - 1. Delay of Game: 1 min. minor
    - a. Penalty assessed to any player who deliberately freezes the puck, against floor or wall, without goaltender privilege. Penalty assessed to any player who deliberately dislodges the goal.
  - 2. Illegal Substitution: 1 min. minor
    - a. Having too many players on the floor or the incorrect gender combination during Coed
    - b. Substituting player becomes involved in the play/gains an advantage before leaving player is off the floor.
  - 3. Elbowing
    - a. Using the elbow to gain advantage over another player.
  - 4. Slashing
    - a. Gaining advantage through swinging of the stick.
  - 5. Spearing

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- a. Using the point of the stick to gain advantage
  6. Hooking
    - a. Gaining advantage by hooking with the stick. "Holding with the stick."
    - b. This includes holding an opponent's stick to the ground, as well as hooking the body with the stick pointed down.
  7. Illegal Equipment: 1 min. Minor
    - a. Using a broken stick.
  8. **Wearing any type of jewelry** or using any illegal equipment
- c. **Interference**
- i. A minor or major penalty shall be imposed when:
    1. A player interferes with or impedes the progress of an opponent who is not in possession of the puck.
    2. A player who deliberately knocks a stick out of an opponent's hand.
    3. A player prevents an opponent from regaining his/her stick once it has been dropped.
    4. A player throws the stick or broken stick towards an opposing puck carrier in a manner that would distract the carrier.
    5. A player intentionally trips or otherwise fouls from behind thus preventing a reasonable scoring opportunity. The violating player shall be automatically ejected with a designated player from the floor serving a two-minute major penalty. There are no penalty shots.
  - d. Players serving penalty time must be next to the score keeper prior to penalty time being served.
8. **INDIRECT FREE HITS:**
- a. An indirect free hit will result when:
    - i. The goalkeeper throws the puck past the half court
    - ii. The indirect free hit will be taken from the face-off circle that was closest to the direction of the throw
9. **GOALIE LIMITATIONS AND PRIVILEGES:**
- a. Goalie may not throw the puck in a forward direction or beyond the half-court line. The goalie may under hand toss or roll the puck forward a few feet in front of them.
  - b. Goalie may not maintain possession of the puck for more than three seconds.
  - c. The goalie may use any part of the body to stop the puck.
  - d. When a goalie catches the puck, he/she has 5 seconds to release the puck back into play.
10. **THE FOLLOWING ACTIONS WILL RESULT IN AUTOMATIC EJECTION FROM THE GAME:**
- a. Continuous unnecessary roughness.
  - b. Hitting or shoving officials or other players.
  - c. Any other unsportsmanlike conduct in the opinion of the officials.
  - d. Players using sticks other than those approved by University Recreation.
11. **SPORTSMANSHIP:**
- a. Team captains are responsible for the eligibility and conduct of all their players.
  - b. Referees are instructed to speak with **team captains only**. The Referee may eject players who choose to ignore this rule.

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- c. The Referee may forfeit the game if physically or verbally abused by any team member or spectator.