FLOOR HOCKEY RULES

Mission Statement
The mission of the Department of Campus Recreation is to develop and provide high quality innovative fitness, recreation, and leadership programming to promote retention and long term relationships to The University of Arizona and our community.

Rule 1: Eligibility

1. All participants are subject to Eligibility Rules, which are listed in the current Intramural Sports Handbook.

2. Participation is limited to currently-enrolled, U of A fee paying students. U of A Faculty/Staff that have a current Department of Campus Recreation Membership or purchase an Intramural Sports participation card.

3. All players must sign in with Supervisor at site prior to game time with Current U of A ID or a government issued photo ID.

4. NO ID - NO PLAY - NO EXCEPTIONS!

Rule 2: The Game, Players and Equipment

1. A team consists of five players on the court and a goalie. A team may start or continue play with a total of four players and a goalie. A team is allowed to have a maximum of 12 players on the roster.

2. All equipment will be provided by Intramural Sports. Participants only need to provide the same colored shirts as the rest of their team.

3. All sticks must have flexible plastic blades. If you have questions about your hockey stick, please see supervisor on site.

4. Goalies must wear a protective face mask. They must also wear a baseball glove and use a goalie stick. Knee pads and chest protectors must be worn. All other equipment is optional and must be approved by the Director of Intramural Sports.

5. All players must wear non-marking rubber soled court shoes.

6. Substitutions can be made "on the fly". Players leaving floor must be across the line within bench area and not involved in the play before the entering player can come on floor.

7. The goal crease is taped directly in front of the goal.

8. Any contact outside the lined center square will result in a minor penalty.

9. Teams must wear different numbered shirts of the same color.
Rule 3: Time Factors

1. The game shall consist of three periods of ten minutes running time each. There will be a 2 minute break between each period.

2. Teams will receive 2 timeouts per game.

3. Each period is started with a face-off at center court.

4. Clock stops for every whistle that occurs under 2 minutes in the 3rd period.

Rule 4: Overtime Factors

1. If the score is tied at the end of regulation play, the game shall be decided by a 5 minute overtime period. If the score is tied at the end of overtime, the game shall be decided by a shoot-out.

2. A coin toss will determine choice of shooting first or second.

3. Each team will be awarded 3 alternating penalty shots.

4. Each penalty shot must be taken by a different player on each team.

5. The same goal cage will be used throughout the overtime.

6. The goalie selected to defend for each team must remain throughout the entire overtime. (This does not mean the same goalie used during regulation must defend in the overtime).

7. If the score is still tied after the overtime, golden goal will be implemented.

Rule 5: Penalty shots

1. A team will be awarded a penalty shot under the following circumstances:
   a. When a player in control of the ball on the opponents’ side of the center line, and having no opponent between himself/herself and the goalie, is tripped or otherwise fouled from behind. The official shall not stop play until the attacking team has lost possession of the ball to the defending team.
   b. When a defending player, except the goalie, freezes the ball by holding it or falling on it when it is within the goal crease.

2. The penalty shot is conducted in the following manner:
   a. The ball will be placed approximately 25 feet from the goal.
   b. A penalty shot may be taken from as close to the crease as desired, however the player must continue forward until the shot is taken.
   c. The shooter may move and fake before reaching the line.
   d. The goalie is permitted to move but must remain in the penalty box.
   e. The shot must be attempted within 5 seconds.
   f. All other players must remain behind the center line.
   g. To begin play following either a successful or an unsuccessful penalty shot, a face-off will be taken at center court.
Rule 6: Scoring

1. A goal is scored whenever the ball crosses the front of the goal line.

2. Goals may be scored only from the stick held below the waist or by deflection from players other than the shooter. A goal is not scored when kicked, or tatted with the hand or arm. A goal shall be scored if the ball is put into the goal in any way by the defending team.

3. Once the ball penetrates inside the crease, it cannot be played by any player except the goalie. Defensive players shall be allowed in their own crease only when play is not in that area.

Rule 7: Violations

The following violations will result in a face-off:

a. Shooting the ball out of play.

b. Hand pass. (Pushing or batting the ball to a teammate with hand).

c. Substitute entering floor before the player he/she is replacing is within bench range.

d. Goalie throwing the ball forward. It may be thrown laterally or backward and may be advanced in any direction with the stick.

e. Goalie holding the ball when opponents are near for more than three seconds.

f. A player traps the ball under his/her body or against the wall for more than three seconds.

g. Passive high sticking (stick above the waist other than during a shot).

Rule 8: Penalties

Minor penalties: The following infractions will be considered a minor penalty with the offending player sent to the penalty box for two minutes. The team of the offending player must also play "shorthanded" for the duration of the penalty unless the opposing team scores during a minor penalty at which time the penalty is over. NOTE: Only two players from the same team can sit in the penalty box at the same time. If a third penalty occurs, the offending player goes to the penalty box, replacement comes on the court until one of the other player's penalty time expires, at which time the third player’s time begins.

a. Body Checking - no body contact is allowed. The body contact will be officiated as in basketball.

b. Playing with a broken stick - when a stick breaks it should be immediately carried to player's bench. NOTE: A player whose stick is broken may not receive a stick thrown on the floor, but must obtain it at his/her bench. A goalie whose stick is broken may not receive a stick thrown on the floor, but may receive a stick from a teammate without proceeding to the bench. Penalty: misconduct penalty.

c. Grabbing the ball - no player, except the goalie may close his/her hand on the ball.

d. Interference - a player who interferes with or impedes the progress of an opponent who is not in possession of the ball, who deliberately knocks a stick out of an opponent's hand, or who prevents a player who has dropped his/her stick from regaining possession of it.

f. Slashing - no player shall swing his/her stick at an opponent whether contact is made or not. It is also illegal to bring the stick down on an opponent's stick, or up from under an opponent's stick.

g. Hooking, tripping, holding, spearing, elbowing, kicking, or kneeing.
**Major penalties:** The following will be considered major penalties with the offending player sent to the penalty box for four minutes. The offending team must play shorthanded the entire four minutes regardless of goals scored during the penalty time.

a. Board checking - any illegal contact which causes an opponent to propel into the wall.
b. Charging - any illegal body contact occurring from deliberate running or jumping into an opponent.
c. Active high sticking - shots taken when the forward or backward swing is above the waist.
d. Throwing Stick
e. Roughing - pushing, shoving, or "squaring off".
f. Blood Drawn - any infraction that causes an opponent to be cut.
g. Flagrant minor penalty - any minor penalty judged to be excessively flagrant or rough.
h. Unsportsmanlike conduct (including spectators).

**Misconduct penalties:** The following infractions will result in automatic ejection from the game, offending player leaving playing area, possible further disciplinary action, and a four minute major penalty to be served by another team member.

a. Fighting - throwing a punch
b. Deliberate roughing
c. Deliberately swinging a stick at a person
d. Attempting to injure a player
e. Leaving the bench to join an altercation

1. Delayed penalty - when a player in possession of the ball is fouled the referee shall not stop play until the attacking team has lost possession of the ball.

2. Any player who accumulates more than six penalty minutes in any one game will be ineligible to play the remainder of that game or the next scheduled game.

3. Any team (including spectators) which accumulates more than 20 penalty minutes in any one game will forfeit that game.

4. Any team (including spectators) which accumulates more than 60 penalty minutes during the season will be suspended for the remainder of the season.

**CO-REC MODIFICATIONS**

1. A CoRec team consists of six players (three females & three males) this includes the goalie. A team may start or continue play with two female and two males and a goalie of either gender.

2. In overtime, 5 different players will participate, and at least 2 will be females.

3. A female goal equals two points.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR CURRENT INTRAMURAL SPORTS HANDBOOK.**