

# **Saginaw Valley State University**

## **Campus Recreation**

### **Intramural Floor Hockey Rules**

#### **TEAM**

- A. A full team consists of seven players. A minimum of six players are required to start or continue a game.
  - a. Co-ed- there must be three females and three males on the court at all times.

#### **ELIGIBLE PLAYERS**

- A. All current students who pay SVSU tuition for classes on the University Center campus are eligible. Also, any faculty or staff member who has a Ryder Center membership is eligible.
- B. A team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster at the Program Desk after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a playoff game, a team member must have signed in for at least one regular season game.
- C. Every player will be required to present his/her **SVSU picture ID** card to the game official prior to the start of the game. All eligible players will be listed on the score-sheet by the Program Desk following the first game they participated in. If a current SVSU picture ID is not presented, the student will not be allowed to play.
- D. An athlete listed on a varsity athletic roster for the current academic year or participating in varsity or junior varsity workouts for a parallel sport during the current academic year is ineligible to participate during the current year.
- E. A former collegiate varsity letter winner may participate providing one academic year is "sat out".
- F. A team is limited to one former varsity squad member regardless whether a letter was won or not. (A non-letter winner is not required to sit out one year.)
- G. Team captains are encouraged to clear any questionable player eligibility with the Intramural Sports staff.

#### **FORFEIT POLICY**

The IM Staff will allow a five-minute grace period for teams which do not have the minimum amount of players. If that time elapses and one team does not have the minimum number of players, the captain of the team that is prepared will have two options:

- 1) Take the win by forfeit, or
- 2) Give the opposing team an additional 5 minutes to show up.
  - If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five minutes have expired and the team still does not have the minimum number of players, the game will be forfeited.

## **PLAYERS EQUIPMENT**

All players must wear shoes. Cleats of any type are not allowed (This includes Turf shoes). A player cannot wear anything that is dangerous to another player. Knee braces should be covered so that no metal parts are exposed. Shin guards are highly recommended, but not provided by the IM staff. Head gear or wear of any type is not allowed.

No jewelry is permitted during intramural activities, except wedding bands, medical bracelets and stud earrings. Medical bracelets and stud earrings must be taped.

## **Goalie Equipment**

In order to have Goal Privilege (freezing the puck without penalty), a player must have:

- A. Chest protector covered by clothing
- B. Face mask or helmet.
- C. Goalie pads
- D. A goalie must use a goal stick
  - a. Goal sticks may be one piece, and do not have to have an insert shaft

## **PLAYERS AND SUBSTITUTIONS**

- A. Substitutions are allowed by either team on the fly, and may occur on an unlimited basis provided the player leaving the court arrives at the bench before replacement enters the court. Substitutions are at a team's own risk at any time. The referee must also be notified of any goalkeeper changes prior to the change. Goalkeeper changes must be made during stoppages in play.
  - a. Penalty: If a team violates the substitution rule for putting excess number of players on a court, a two minute penalty is assessed to the offending team. (Designated team member serves the penalty.)

## **GENERAL GAME PROCEDURES**

- A. NIRSA rules will govern all play except where modified by Campus Recreation.
- B. The game shall consist of three, seven minute periods. Intermissions will last one minute.
- C. The clock will be stopped for injuries and at the discretion of the officials (clock will be stopped on all whistles in the last minute of each period).
- D. Timeout: Teams will be allowed one time-out per game. Time-outs will be one minute in length. Time-outs must be called when there is a stoppage in play.
- E. Overtime: If a game is tied after regulation time expires during regular season play the game will end in a tie. In playoffs, a 3 minute sudden death period will be played. If additional time is needed to determine a winner, a shoot out will occur with 5 players from each team.
- F. A face-off is used: to begin each period, after a goal, an inadvertent whistle, when both teams commit a penalty or the puck is tied up in the corner or walls.
  - a. Sticks must be on the floor for a face-off
- G. Offside will only apply during face-offs.
  - a. All players must be on their defensive side during the face-off.
- H. A goal is scored when the puck passes completely across the plane of the goal-line.
  - a. Goals may be scored from anywhere

- b. Goals will not count if a stick blade is above the waist level, kicked in, batted by the hand, or an offensive player is in the crease.
- c. Automatic goal will be awarded if a defensive player throws a stick and enters the crease to prevent the puck from scoring.

### **STANDARD PENALTIES**

- A. A player shall be penalized two or five minutes for the following intentional infractions (based on the severity of the act):
  - b. Penalties that result in 2 minute
    - 1. Hooking
    - 2. Elbowing
    - 3. Tripping
    - 4. Slashing
    - 5. Interference.
    - 6. Violent or dangerously charging
    - 7. Cross-Checking.
    - 8. Delay of game
    - 9. Illegal substitution
    - 10. High-sticking
    - 11. Illegal equipment.

### **MISCONDUCT PENALTIES**

- A. 5 minute majors shall be issued for the following:
  - a. Persistently infringing upon any rules of the game
  - b. Dissent by word of mouth or action to decisions by the official
  - c. Unsportsmanlike behavior
- B. Players will be ejected from the game for:
  - a. Violent conduct or serious foul play
  - b. Fighting
  - c. Foul or abusive language
  - d. Persisting in misconduct after receiving a caution
- C. Penalty situations
  - a. If team A has one player serving a two-minute penalty, thus playing short handed, the player would be allowed to return after two minutes or when a goal is scored by team B.
    - i. If both teams have one player serving a two minute penalty, both players would remain in the penalty box regardless of the goals scored.
  - b. If both teams have players serving two minutes penalties and a Team A player receives a 5 minute penalty, neither of the minor or major penalized players could return to the floor regardless of goals scored.
  - c. Teams must play with a minimum of three players. Thus, if a team receives three penalties and then is assessed a fourth, the team can substitute a bench player open the floor to bring the team to the required 3 player minimum. If no substitutes are available the game will be defaulted. Teams that have a player ejected will play short-handed.

*\*Campus Recreation reserves the right to alter these rules throughout the Academic year*