



NU Intramural Sports

Floor Hockey Rules

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in and be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game. Suspensions will carry into the play-offs and future intramural sports.

THE GAME AND FIELD:

1. A full team will consist of two (2) men and two (2) women and a goalie of either gender. The bare minimum number of players required to avoid a forfeit is 4 players; two (2) men and two (2) women, any of the four players may be the goalie.
2. Games will consist of three (3), twelve (12) minute periods, with 1 minute in between periods.
3. All ties at the end of regulation will be ties. During the playoffs, ties will be decided by a 12-minute sudden death overtime period. If at the end of the period the game is still tied, 12-minute sudden death overtime periods will continue to be played until one team wins.
4. The clock will be running until the last 2 minutes of the game, when the clock will stop on whistles only if the score is within 2 goals. Each team is allowed 1 time-out per game, if the score is within 2 goals and its in the last 2 minutes of the game.
5. All apparatus and protrusions are in play unless the play is blown dead by the referee. The scorer area, bench areas and penalty box areas are out of play:
 - a. A ball off the back wall is in play provided that it does not go out of play. A ball hitting off the wall outside the area of play shall be blown out of bounds.
 - b. Out of play includes the ceiling, track area, basketball structure, and outside the barriers.
 - c. Players causing contact with the opponent and wall will be given a game misconduct penalty.
6. Any intentional form of putting the ball out of play will result in a delay of game penalty.
7. There is no off-sides or icing.

8. Face-offs will be held at center-court or along the two imaginary lines, created by connecting the end zone face-off spots.
9. 5 players maximum are allowed on the floor during play. Substitutions are allowed during play, and must be an even switch. A team may only pull their goalie in the last two (2) minutes of the game and may do so "on-the-fly".
10. Players are required to wear helmets with a full face shield or cage. Helmets are provided by the Intramural Department, but players may wear their own so long as they are approved by the Intramural Staff.
11. Players may use their own sticks, however floor hockey sticks will be provided by the Intramural Department
12. **Mercy Rule:** All games with a 7-goal differential at any time in the 3rd period will be ended.

GOALIES:

1. Goalies must wear a protective goalie cup, helmet/mask with cage, goalie pads, chest protector, gloves, and blocker. Some goalie equipment is provided by Campus Recreation. A fully-padded goalie must remain in the net for the entire game, except for the final 2 minutes of the game, when teams may pull their goalies.
2. Unless the ball is already in the crease, offensive players may not enter the crease. Play will be blown dead if this happens.
3. Goalies cannot be switched during a period. This can only happen if he has a legitimate injury, after which he cannot return to the surface as a forward. Goalies may be substituted during the 1 minute intercession in between periods.
4. Goalies may stop play by covering the ball. Goalies are only permitted to cover the ball in the area between the near face-off spots and the back wall behind the goalie.
5. Goalies may not cross the center-court line at anytime.

PENALTY ENFORCEMENT:

1. Penalties can be 2-minute minors, 5-minute majors, or 10-minute misconducts. Any player that accumulates 3 unsportsmanlike minors will be ejected from the game. Once assessed a third minor penalty, that player must leave the game, and another teammate must serve their penalty.
2. Any penalty greater than a minor penalty (i.e. major, misconduct, game misconduct, etc.) will be cause for automatic game ejection and the team must play shorthanded for the length of the penalty assessed.
VERBAL OR PHYSICAL MISCONDUCT OF ANY KIND WILL NOT BE TOLERATED.
 - a. Any player ejected from the game must leave the facility immediately.
 - b. Any player ejected from a game will automatically be suspended from all Intramural participation and may only resume playing upon reinstatement by the Intramural Director. Disqualification will carry into other sports.
 - c. A second game ejection will result in suspension for the remainder of the season.
 - d. Any player on the ejected player's team can serve the penalty.
3. Unsportsmanlike Penalties will be served as 2-minute minor penalties.
4. This is a **NON-CHECKING LEAGUE**. There is to be no contact between players. Incidental bumping is not considered contact. If a player intentionally endangers a player, they will be dealt with accordingly:
 - a. A mild check will result in a 2-minute minor penalty.
 - b. Any form of forceful contact will result in a major penalty and will result in ejection from the game, and will have to meet with the Intramural Director.
 - c. Penalty shots are stop time, not running time with game clock.
5. Sticks may not be lifted above the crossbar at any time. (High sticking will result.) A stick check, which results in a high stick, will be the responsibility of the player committing the check - official's judgment. High sticking results in a 2 minute penalty. High sticking will be enforced on the goalie when his/her stick goes above the crossbar. Other non-penalty high sticking rules as outlined in the USA Hockey handbook will apply.

6. Broken sticks must be dropped on the spot immediately. Anyone continuing to play with a broken stick will be assessed a 2-minute minor penalty. Anyone tossing or throwing a stick will be penalized based upon the severity of the action.
7. If a goalie or a player intentionally throws his/her stick at the ball, a penalty shot will be issued to the non-offending team.
8. A slashing penalty will be called on any player who slashes or attempts to slash an opponent or an opponent's stick with their stick.
9. Any team accumulating 6 minor penalties (not including non-contact penalties such as high sticking) during a game will result in a disqualification of that team, regardless of the score. That team will be put on probation and must talk with the Intramural Director.

PLAYER BEHAVIOR AND BENCH DECORUM:

1. Only captains may confer with the official at any point during competition, however, neither they, nor any other player is permitted to question a judgement call.
2. If a team is displaying general unsportsmanlike conduct from the bench, the captain will be assessed a 2-minute bench minor penalty.
3. Any player leaving the bench to protest or otherwise dissent against an official's decision shall be immediately ejected from the competition and the facility.

General Participant Play

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.