



NU Intramural Sports

Ice 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, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team' IDs and handing them into the Intramurals 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 Intramurals. Intramurals Supervisors also have the authority to end a game.
6. USA Hockey rules will govern play EXCEPT where indicated.

THE GAME AND FIELD:

1. All games will be played at Matthews Arena.
2. **Game Length:** A game will consist of three (3) 12-minute periods (running time). A 1-minute interval will separate each period. In the 3rd period, with two (2) minutes or less remaining, the clock will stop on all whistles (WITH A 2 GOAL LEAD OR FEWER). The game may be shortened at the discretion of the Intramurals Supervisor. A team may only call a timeout with 2 minutes left in the 3rd period, and only if the score is within 2 goals.
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 (stop time). If, at the end of the period the game is still tied, the remaining players on the ice will participate in a shoot-out to decide the winner. If at the end of the 5 shooters the score is still tied, the next skater from each roster will shoot in a sudden death format.
4. **Mercy Rule:** All games with a 10-goal differential at any time in the 3rd period will be ended.
5. A team must have 5 properly dressed players at the scheduled start of the game. Teams without a goalie will play with an extra skater. There are no "playing posts" games. Goalies can play for multiple teams.
6. Players are required to wear shoulder pads, hockey skates, shin pads, hockey pants, athletic supporter with cup, elbow pads, regular hockey gloves, and helmets. Helmets must be approved by HECC, AHAUS, CAHA, AHA, or GHA. Helmets must have a full face shield. Wire masks can be worn as long as they have not been cut.
7. Goalies must have all legal equipment conforming to USA Ice Hockey standards, including a goalie pads, chest protector, glove, blocker, and helmets with neck protection. No roller hockey pads will be allowed.

8. Exchanging equipment is not permitted. Players lacking proper equipment will not be allowed to participate.
9. Icing will not be called. However, in the last 2 minutes the puck must be put into play promptly and legally. Any action or inaction by either team which tends to prevent the continuation of play will be called a delay of game at the referee or supervisor's discretion.
10. Tag-up offsides will be played; there is no intentional offsides.

PENALTIES:

1. **No checking will be allowed.** This infraction will be penalized as a minor, major, or a major-plus an ejection. A team member remaining in the game will serve the major penalty in the last case.
2. All other USA Hockey penalties will be called. Based on the number of penalties or the severity of the penalty, the player can also be ejected from the game. This is at the discretion of the officials and the Intramural Supervisor.
3. Spearing, butt-ending, or any other attempt to harm/injure will result in an immediate ejection from the game and/or Intramurals. A team member remaining in the game must also serve a 5-minute major penalty.
4. Fighting will result in the immediate termination of the game, regardless of the score. Players involved in the fight will also be ejected.
5. Coincidental minor/major penalties (2 players penalized at the same time, but on different teams) will result in a 5-on-5 situation - matching penalties.
6. Unsportsmanlike penalties: Any penalty deemed unsportsmanlike by the referee or supervisor will be disclosed to the offending player and his/her captain. Please see Rule #4 of the General Rules section for further explanation.
7. Any foul deemed ejectable will be considered an unsportsmanlike penalty.
8. Any player accumulating 5 penalties of any kind will be ejected from the game.

GENERAL PARTICIPANT PLAY

1. 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.