



# NU Intramural Sports

## Roller 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'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.

### THE GAME AND FIELD:

1. Teams will consist of four (4) players, including the goalie. Minimum requirement to start a game are 3 players and 1 goalie for a total of 4 participants. Roller Hockey goalies are not allowed to use floor hockey goalie equipment
2. Teams must provide a goalie. Goalies are allowed to play for multiple teams, so you may pick one up from a different team. If a team does not have a goalie, they can play with an extra player. The nets will not be tipped over and "post" games will not be played.
3. Games will consist of three (3), twelve(12) minute periods, with 1 minute in between periods.
4. No overtime period will be played during the regular season. In playoffs, a 12-minute sudden death overtime will be played. Additional 12-minute periods will be played until a winner is decided.
5. 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. A time-out can only occur in the last 2 minutes, during a stoppage of play. Each team is allowed 1 time-out per GAME.
6. All apparatus and protrusions are in play unless blown dead by the referee. The scorer area, bench areas and penalty box areas are out of play.
  - A puck off the back wall is in play provided that it does not go out of play. A puck hitting off the wall outside the area of play will remain in play, and no whistle shall be blown.
  - Out of play includes the ceiling, track area, basketball structure, and outside the barriers.
  - **STAY OFF WALLS AND BENCH AREA** - Players causing contact with the opponent and wall will be dealt with severely.

7. Any intentional form of putting the puck out of play will result in a delay of game penalty.
8. There is no off-sides or icing.
9. Face-offs will be held at center-court or along the two imaginary lines, created by connecting the endzone face-off spots.
10. 4 players maximum are allowed on the floor during play. Substitutions are allowed during play.
11. Equipment - Players are required to wear helmets with a full face shield, hockey shin guards, elbow pads, in-line skates and gloves. In-line skates will be without a brake or any brake assembly. This includes any plastic housing behind a skate's rear wheel. Goalies do not need to wear in-line skates.
12. Offensive players are not permitted in the crease of the opposing goalie. A goal made in the instance will be disallowed.
13. **Mercy Rule:** A 7-goal difference at any point in the 3rd period will cause the game to end by mercy.

## **GOALIES**

1. Goalies must wear protective cup, helmet/mask with cage. 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 goalie.
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.
4. Goalies may stop play by covering the puck. Goalies are only permitted to cover the puck in the area between the near face-off and the back wall behind the goalie.
5. Goalies cannot cross the center-court line

## **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.**

- Any player ejected from the game must leave the facility immediately.
  - Any player ejected from a game will automatically be suspended for the next game and may only resume playing upon reinstatement by the Intramural Coordinator. Disqualification will carry into further activities.
  - A second game ejection will result in suspension for the remainder of the season.
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 mild check will result in a 2-minute minor penalty.
  - 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 Coordinator.
  - Penalty shots are stop time, not running time with game clock.
5. Sticks may not be lifted above the crossbar at any time. This includes the goalie. A high sticking penalty will result.
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 intentionally throws his/her stick, a penalty shot will be issued to the non-offending team. If a player (non-goalie) intentionally throws a stick, a 2-minute minor penalty will be issued to the offending team.
8. A slashing penalty will be called on any player who slashes or attempts to slash an opponent with their stick.
9. Any team accumulating 6 minor penalties during a game, not including non-contact penalties such as high-sticking, will result in the disqualification of that team, regardless of the score. That team will be put on probation and must speak 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. Any players taunting or arguing from the bench area will also be subject to penalization.
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.

#### **Marino Center Policies Regarding Bags and Skates:**

1. Only goaltenders may bring their equipment bags upstairs. No other bags are allowed upstairs.
2. Players may not roller blade through the Marino Center lobby or the atrium. Players doing so will be ejected from the facility and will not be allowed to participate in their intramural game.
3. Roller blades must be put on and removed only on the 2nd floor of the Marino Center. Players must wear shoes in accordance with all other Marino Center policies.
4. Players may not skate down the 2nd floor hallway of the Marino Center. Next to the Sport Court there is a water fountain and a bathroom. Players wishing to travel beyond these two points must change into their sneakers.
5. Intramural players violating any of these rules - before, after or during - their intramural games will be subject to ejection from their intramural games, the Marino Center and face a suspension from future intramural contests.