Colorado School of Mines ~ Intramural Sports

Floor Hockey Rules

I. Eligibility
1. All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.
2. Max of 2 Club Hockey players may be listed on your roster.

II. Game, Players, and Equipment
1. Teams shall consist of six (6) players, including a goalie. Teams may start and continue a game with four (4) players. Twelve (12) players MAX on roster.
2. Games shall consist of three 10-minute running clock periods. The clock will only stop in the last two minutes of the game for all whistles. There will be a 2-minute intermission between each period.
3. Each team will be granted one (1 minute) time-out per game. You must have control of the ball to call timeout.
4. Mercy Rule:
   a. Men’s/Women’s league – if a team is ahead by 4 goals or more the clock will not stop in final 2 minutes of game.
   b. Co-Rec league – if a team is ahead by 6 goals or more the clock will not stop in final 2 minutes of game.
   c. Men’s/Women’s/Co-Rec leagues - If a team is ahead by 10 points at the end of the second period, the third period will not be played.
5. Face-offs will **not** occur. Instead the official’s will determine in the captain’s meeting who will start with possession. At the beginning of each period, the team who is losing will start with the ball. In the instance of a tie game, the team who did not start the previous period with the ball will start with it. There are no direct shots on goal when starting a possession. For a legal goal, the ball must touch another player first.
6. The indoor soccer in-cuts on the north/south walls are considered out of play. If the ball enters this area, the team that **did not** hit the ball into that area will receive possession from the nearest corner.
7. Substitutions are made on the fly. The player leaving the court must be completely off the court before the substituting player enters the game.
8. This is a NO-CHECK league. Penalties will be assessed for rough play.
9. There will be NO off-sides and NO icing.
10. When the ball is in the goalie crease, any player may also be in the crease attempting to score or play defense. If the ball is NOT in the crease than only the goalie may be in that area.
11. Goalies are allowed to cover/freeze the puck. To be a legal cover/freeze, the goalie must have a body part inside the goalie crease. When the goalie covers/freezes the ball, their team will gain possession from the nearest corner.
12. Players must wear IM gear (Goalies: helmet, leg pads, arm pads, chest protector Everyone else: helmet and gloves). However, players (including goalies) are allowed to wear their own helmets and gloves. **All helmets must have a cage.**
13. Floor hockey balls will be used - NO PUCKS!
14. NO OUTSIDE STICKS – you must use the IM sticks.
15. The official will have the authority to assess penalties and other consequences as he/she sees fit. The supervisor has the authority to intervene and assess fouls or penalties

**III. Fouls and Penalties**

If any of the following acts are malicious and with the intent to injure another player, the official holds the right to immediately disqualify the player for the remainder of the contest.

**Running fouls:** When a running foul occurs, play will be stopped immediately and a foul charged to the guilty player. The offended team will receive a drop ball at the location of the infringement, NO direct shots are allowed. The following are considered running fouls:

1. High sticking
2. Hand pass
3. Kicking the puck
4. Player or stick in the goal crease, while ball is NOT in the crease
5. Dangerous play

**Minor penalties:** Minors shall be enforced by requiring the offending player to sit out two minutes of play. If a goal is scored, the two minute penalty will be over. The following are considered minor penalties:

1. Too many players on the floor
2. Interference
3. Boarding
4. Tripping
5. Holding
6. Charging
7. Checking from behind
8. Body checking
9. Hooking
10. Delay of game (includes players wearing jewelry)
11. High Sticking

**Major penalties:** Majors shall be enforced by requiring the offending player to sit out five minutes of play. A goal being scored has no effect on the penalty serving time. The player must sit out the entire 5 minutes. The following are considered major penalties:

1. Personal misconduct
2. Spearing
3. Slashing
4. Fighting
5. Cross checking

**IV. Disqualification from the Game**

The following would be cause for a player being disqualified from the game:

1. Three minors in a single game (6 penalty minutes).
2. Two majors in a single game (10 penalty minutes).
3. One major and one minor in a game (7 penalty minutes).
4. Throwing the stick; the other team will receive a penalty shot and the individual will be ejected from the game.

**V. Co-Rec Modifications**

1. Teams must play with a field player combination of 3 & 2, (3 women / 2 men or 2 women / 3 men) excluding the goalie. The goalie may be of either gender. If only one woman is present, teams may only play with 3 men (one of those male players must be the goalie). There must be at least 2 females (not including goalie) for a team to play at full strength.
2. All female goals are worth 2 points.
3. If the game goes to overtime, teams must use a gender combination of 2 & 1 for penalty shots with alternating gender for shooters.
VI. Overtime
1. Tie score after regulation:
   i. **Regular Season**: each team will designate three players for a shoot-out. Teams will alternate shots. If tied after each team shoots three times, then teams will each shoot one alternating shot until we have a winner.
   ii. **Playoffs**: there will be a 5-minute running clock sudden death period. If the game is still tied, then a shootout will ensue, with three alternating penalty shots taken by three different players from each team. If tied after three shots then teams will each shoot one alternating shot until we have a winner.
   iii. *The goalie for overtime MUST be the same goalie that was in the game at the end of regulation time. They are NOT allowed to attempt a shoot-out shot.*
   iv. A shoot-out attempt will be taken from the center circle. The player will have the opportunity to run up to the goal in attempt to score, but their motion must be continuously towards the goal.

VII. Sportsmanship
1. All players are expected to play with good sportsmanship and uphold the spirit of Intramural Sports.
2. Teams must obtain a 3.0 or better sportsmanship rating average throughout the regular season in order to be eligible for playoffs.

3. **HAVE FUN!!**