UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
ALL CAMPUS FLOOR HOCKEY RULES

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
All games will be played in the RSRC.

C. FORFEITS/RESCHEDULES:
If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 3-0 win for your opponent.

D. SCHEDULE:
All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
Players may be added to the roster at any point during the regular season. They must be registered with imleagues by 3pm gameday or 3pm on Friday if the game is on a Sunday. Players may not be added during playoffs.

G. INSURANCE WAIVERS:
Waivers will be filled out on imleagues during registration.

H. CHECK-IN:
It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. Floor Hockey- Minor Penalty, a player shall be ruled off the floor for a period of 2:00 min, during which the player’s team will be short-handed. He may return to the floor upon the expiration of the player’s penalty or the scoring of a power play goal by the opposing team.

J. ALCOHOL, TOBACCO & DRUGS:
Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. SCORING AND TIMING
1. GAME TIME IS FORFEIT TIME!
2. Games will consist of three 12-minute periods with a running clock.
3. During the final two minutes of the game the clock will stop for penalties and face-offs.
4. Each team has one (1-minute) timeout per game.
5. Regular season games may end in a tie.
6. **Mercy Rule:** If a team is up by 5 or more goals in the last two minutes of the 3rd period the game will end.
7. **Playoffs only:** a five-minute running clock sudden death period will occur. If the game is still tied, teams will supply three players to alternate penalty shots. Players for the shoot-out must be picked from players on the court when time expired. Goalie for the shoot-out must be the goalie that was in the game when time expired.

B. PLAYERS:
1. A team consists of five players including a goalie.
2. A team may start with four players, three players and a goalie to avoid a forfeit.
3. No jewelry is permitted.

C. EQUIPMENT
1. Helmets, sticks, balls and a set of goalie equipment will be provided by RecSports.
2. Teams may not use their own stick.
3. Players may not alter sticks. If a stick is broken due to alterations that player will be ejected and cannot participate until they have paid for the equipment.

D. GENERAL PLAYING RULES
1. A face-off is used: to begin each period, after each goal, if the ball goes out of play, after any penalty or violation, any whistle, or if the ball is tied up in the corner or along the walls. Sticks must be on the floor for a face-off.
2. Offside will only apply to face-offs. All players must be on their defensive side during the face-off.
3. Absolutely no unnecessary body checking or contact will be tolerated.
4. There will be no “icing.”
5. A hand may be used to catch or touch an airborne ball. The ball must be dropped immediately within the radius of the catching player’s stick.
6. The ball may be kicked at any time, except in the goal.
7. A goalie may catch the ball in their glove, if they do not intend to play the ball, a face off will occur.
8. A goalie when clearing the ball may not throw it above waist height, or throw it past the centerline. However, goalies may shoot it with their stick.
9. Substitutions are free and can be made at any time. When the ball is alive a player can only enter the court when the other player is completely off the court.
10. The net will only stop play if there is NO glass behind it. If the ball hits the net and there is glass behind it, play will NOT be stopped, even behind the goal area.
11. Defensive players are allowed in the crease. Offensive players may only enter the crease if they are following the ball in.

E. SCORING
1. Goals will not count if a stick blade is above the waist level, kicked in, the ball is batted by the hand, or an offensive player is in the crease, unless the offensive player has followed the ball into the crease.
2. Shots, which bounce off a player’s body and into the net, will be counted, if the contact with the person is accidental (official’s judgment.)
3. The ball must completely cross the line to be considered a goal.
F. PENALTIES

Minors:
- Boarding
- Body checking/Roughing
- Delay of Game
- Elbowing
- High Sticking
- Holding
- Hooking
- Illegal Use of Hands
- Interference
- Kicking
- Kneeing
- Playing with a broken stick
- Pushing
- Too many on the court
- Tripping

MAJORS
- Cross Checking
- Head Contact
- Fighting
- Personal Misconduct
- Slashing
- Spearing

1. If more than two players on the same team are penalized during the same time, penalties shall be served in succession.
2. Minor penalties will expire if the team playing with the advantage scores a goal. Penalty minutes will carry over into the next period. If two or more players are penalized only one player may return per goal scored against their team. The player who has the least amount of time left on their penalty will return.
3. When a violation occurs, a delayed penalty (Held whistle) will be called if the offended player/team retains possession of the ball and has a clear opportunity to score.
4. Player fouls shall be recorded as in the game of basketball. A player who receives five fouls of any combination shall be disqualified from the remainder of the game. In addition, any players who receive two major fouls shall be disqualified.
5. Any player ejected from a game will also be suspended from his/her next game.
6. Minor-two minutes, GAME TIME.
7. Major-five minutes, GAME TIME.
8. Misconduct-10, game time with substitution. A second misconduct on a player in the same game results in a game misconduct. Three misconduct penalties in the same game by the same team will result in a forfeit.
9. Any player involved in FIGHTING will be ejected from the game and must meet with the Assistant Director of Intramurals before being allowed to play in the team’s next contest. Depending upon circumstances, fighting will be reported to student affairs.