INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
   Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which
   he/she resides. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
   All games will be played at the Compton Family Ice Arena.

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 Alex Morrison,
   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. Players may not be added during
   playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that
   includes a rector’s signature.**

G. INSURANCE WAIVERS:
   All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out
   at captains meetings and will also be available at the game site.

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. Hockey Penalty: Minor Penalty, a player shall be ruled off the ice for a period of 1:30
   min, during which the player’s team will be short-handed. He may return to the ice upon the expiration of
   the player’s penalty or the scoring of a powerplay 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

All games are governed by the USA Hockey Adult Non-Checking Classification rules, with the following exceptions and clarifications.

A. TIMING AND PLAYERS
   1. GAME TIME IS FORFEIT TIME!
   2. Three 10 minute periods, stop time
   3. 4 players plus goaltender or 5 players to start
   4. MERCY RULE:
      i. 8 goals at any time after 2 periods = game over
      ii. 5 goals at any time = running time
   5. OVERTIME: Playoffs only
      i. 5:00 4v4 sudden death
      ii. 5 player shootout total goals
      iii. Match-to-Continue shootout

B. GENERAL PLAYING RULES
   1. No checking
   2. Tag-up Offsides
   3. Automatic Icing
   4. USA Hockey Faceoffs (no 9-dot rule, no “all the way down” on a penalty)

C. SCORING
   1. Goals cannot be scored by:
      i. Intentionally redirecting the puck into the net with a skate *(a kicking motion is not necessary under this rule)* or kicking the puck into the net
      ii. Contacting the puck with a stick of which any portion is above the normal height of the shoulders
      iii. Directing the puck into the net with a hand
      iv. Puck striking official and immediately entering the net
   2. Goals can be scored by:
      i. Defending team in any manner
      ii. Offensive team by stick or deflection off body
      iii. Puck striking official and another player or goaltender prior to entering net

D. PENALTY TIMES
   1. Minor – 1:30
   2. Major – 5:00
   3. Misconduct – 10:00 (does not reduce on-ice numerical strength)
   4. Match – 5:00 and the player is ejected pending further disciplinary investigation

E. CAPTAINS:
   1. Each team shall designate one captain who shall exercise authority over his team both during play and administratively with RecSports.
   2. The captain may be of any position and exercise the duties of captain so long as he is legally on the roster and dressed to play
   3. Captains may appoint up to three assistant captains for the purposes of gameplay

F. EQUIPMENT
   1. Players must wear the following equipment during RecSports hockey events:
      i. Helmet
      ii. Face mask must cover mouth & chin as established by the HECC-ASTM F513-77 standards
      iii. Mouthpiece must be utilized while playing
      iv. Gloves - lacrosse gloves are NOT acceptable

Updated 8/22/12
v. Protective cup
vi. Should pads
vii. Elbow pads
viii. Shin pads
ix. Pants
x. Skates
xi. Goalie equipment will be provided upon presentation of a ND ID card

G. SPORTSMANSHIP
1. First offense per player per situation: Minor
2. Second offense per player per situation: Game Ejection
3. Third offense per player per situation: Game Misconduct
4. Fourth offense per player per situation: Match Penalty
   i. This Match Penalty shall only be given if a player refuses to leave the ice after receiving a Game Misconduct
   ii. This includes a 5 minute time portion against the team
5. A situation shall be defined as one stoppage of play plus the time for which the penalized player is in penalty box.
6. If a player receives a game misconduct penalty as a result of a playing action (for example, a major plus game misconduct for boarding), and he subsequently receives a minor penalty for unsportsmanlike conduct, no additional penalties for unsportsmanlike conduct are to be assessed unless the player becomes violent or refuses to leave the ice, in which case a match penalty shall be assessed and the game suspended. The intent of this rule is to ensure that one player who has already been ejected does not receive a second ejection penalty, which would account for an entirety of a team’s forfeit quota.
7. If a team incurs any combination of three unsportsmanlike conduct, misconduct, game misconduct, game ejection, or match penalties, the team shall forfeit.
8. Misconducts and Game Misconducts that are attached to automatic penalties (for example, head contact) count towards this rule.

H. FIGHTING
1. Major plus Game Misconduct
2. Instigating – Additional Minor
3. Players can be given only a Minor penalty if deemed solely self-defense
4. “Third-man-in / First-to-Intervene” – Additional game misconduct
5. Coming off the bench to participate in a fight – Match Penalty

I. DIFFERENCES IN PENALTIES FROM USA HOCKEY
1. Checking from Behind: Minimum Major plus Game Misconduct
2. Head Contact: Defined as a check where the head is the principle point of contact, minimum Major plus Game Misconduct
3. Roughing: No double Minor allowed (unless two separate instances)
4. A game ejection replaces a Misconduct in the Abuse of Officials progression after a player has been assessed a minor penalty for unsportsmanlike conduct. Game ejections only require a player to leave the ice for the balance of the game.