



CAMPUS RECREATION

Illinois State University

Intramural Floor Hockey

RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports policies.

Location

- Games will be played at the Student Fitness Center (SFC) on Court C.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Schedule

- Minor Sports will be structured as a two (2) game regular season followed by a double elimination playoff for qualifying teams.
- If your team is unable to make it to your game, be sure to contact the Intramural Sports Office at intramuralsports@ilstu.edu by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact the Intramural Sports Office by 2:00pm the Friday before your game). This will enable your team to be credited with a default rather than a forfeit.
- Unfortunately, Intramural Sports games can be impacted by the weather. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When inclement weather arises, Intramural Sports staff will send out cancelations via IMLeagues.
- Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play. When playoff games are postponed due to weather, the Intramural Sports Staff will make every effort to make up all remaining games in the playoff tournament. Playoff brackets will be updated on IMLeagues to reflect the updated dates and times.

Players

- A legal team shall consist of five (5) players, but a team may start with a minimum of four (4) players.
- Coed teams may play with any combination of the following:
 - 2 males & 2 females + Goalkeeper of either gender
 - 2 males and 1 female + Goalkeeper of either gender
 - 1 male and 2 females + Goalkeeper of either gender
- A speaking captain must be designated for each team. She/he alone may appeal to the supervisor, and then only on interpretations of the rules. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Eligibility

- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility clarification.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The team must maintain at least a 3.0 team sportsmanship rating throughout the season.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.

Equipment

- **No jewelry is permitted during play**
- Intramural Sports will provide game balls and jerseys (if needed)
- All players must wear athletic shoes. Leather, rubber, nylon soled shoes are legal
 - Hard sole shoes or sandals of any kind will not be permitted.
 - Cleats (of any kind) and five finger shoes are not allowed.
 - The Official has the right to declare a shoe unsafe.
- Shin guards are not required, but are strongly recommended.
- It is recommended that teams wear like colored shirts with numbers.
- Head decorations, headwear, and bandanas are illegal. Only elastic headbands and hair control devices are permitted.
- **NOTE:** You must schedule an appointment with an Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

Game Regulations

- A game will be three, ten minute periods with a continuously running clock. The clock will only stop for Officials' time-outs and during the last minute of the third period. There will be one minute between periods.
 - All whistles during the last minute of the third period will stop the clock.
- A team only scores when the ball wholly crosses the goal line
 - Coed: Goals by women are worth two (2) points and goals scored by men score are worth one (1) point. This excludes penalty shots, where a goal by any player is worth one (1) point.
 - **NOTE:** Goals scored through kicking/throwing the puck in the net will be disallowed, and result in a face-off in your own zone.
- There are no offsides or icing in Intramural Floor Hockey.
- A ball sent over the netting will result in a face-off.
- The goalie can clear the puck forward, to the side, or behind the net. When clearing forward, the goalie must drop it and hit it with his/her stick from the ground.
- In any face-off situation, a player's stick must remain in contact with the ground until the ball is dropped.
- If a penalty shot is awarded, the puck will be placed by an Official at the designated spot. After the whistle, the player has 10 seconds to make a move and take a shot.
 - A penalty on the goalie may be served by anyone presently on the court. If there is a player already in the penalty box from the goalie's team, the person serving the penalty for the goalie must be of the opposite sex of the person already in the box.
- At no time is a player of the offensive team allowed to enter the goal crease with any portion of the body. If a goal is scored while an offensive player is in the goal crease, the goal shall be disallowed and play will resume with a face-off at center court.
 - Offensive player may play the ball is in the crease with their stick, but the player must be standing outside of the crease area.
- Playoffs Only: One three (3) minute, sudden death overtime period will be played. If no team scores, a shootout will be played. Four (4) players from each team (2m/2f) will be selected, and can shoot in any order. A coin toss will determine which team shoots first. Teams will alternate shots. If tied after the shootout, four additional players (other than the original four) are selected.
 - All players must shoot before anyone can be selected to shoot twice.

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 2 points with a 0-2 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 2-0	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- If a team is ahead by six (6) or more goals with three (3) minutes or less remaining in the third period, the game will end.

Substitutions

- Substitutions can be made “on the fly” with the recognition of the official. Substitutes are only allowed to substitute from designated areas and are not allowed to ‘participate’ in a play until their teammate has removed themselves from the contest.

Penalties

- A person receiving a penalty shall sit out the required minutes or until the other team scores (whichever comes first).
- Batting of the ball – you may catch the ball and drop it to the floor, but not bat to a teammate.
- Minor Penalties – Two Minute Penalty
 - Checking – Purposely hitting an opponent in any way.
 - Tripping – Tripping with feet or stick.
 - High Sticking – Carrying or swinging the stick above the armpits at any time.
 - Delay of Game – Stopping play on purpose. If on the goalie, any team member can serve the penalty.
 - Interference – Intentionally impeding progress of a player towards the net or obstructing the goalie.
 - Illegal Participation – Occurs when a substitute gets involved in the play prior to their teammate leaving the ‘ice’.
- Major Penalties – Five Minute Penalty
 - Slashing – Intentionally striking a player with stick.
 - Misconduct – Disrespecting an official, profanity, abuse of facility or equipment, actions that instigate a fight.
 - **NOTE:** Possibility of automatic ejection at the official’s discretion.
- **Fighting constitutes immediate disqualification from the game and tournament with possible further action taken by the Intramural program.**

General Information

- Prior to Game Time:
 - Players must check in at the field they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- **NO ALCOHOL OR TOBACCO** is allowed at any Intramural Sports venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.

Sportsmanship

Intramural Sports has developed a sportsmanship rating system that is intended to be an objective scale utilized by the Intramural Sports team members to evaluate attitude and behavior throughout each Intramural Sports contest. After each game, the Officials will rate each team on their sportsmanship before, during, and after each Intramural Sports game. To be eligible for the playoffs each team must average a 3.0 or better throughout the regular season.

A sportsmanship rating below 3 is considered to be 'unacceptable'. Any team receiving an unacceptable rating will be notified via email. Any team receiving a sportsmanship rating of 1 will be required to set up a meeting with the Intramural Sports Office prior to their next scheduled contest. Failure to do so will result in the forfeiture of any subsequent games.

Teams receiving an unacceptable sportsmanship rating in the playoffs will be eliminated regardless of the outcome of the game. An unacceptable rating in the playoffs may subject the offending team to further consequences as determined by the Intramural Sport Office for other Intramural Sports activities or seasons.

<u>Scale</u>	<u>Description</u>
5	Excellent Conduct and Sportsmanship - Captain, players, and fans all display an excellent attitude. Conduct is positive and respectful at all times, even if the opponent does not display a high level of sportsmanship. If necessary the captain calmly converses with the Intramural Sports Officials regarding rule interpretations and calls. The team has winning and losing in perspective such that their conduct in all ways provides an example for the league and the program.
4	Good Conduct and Sportsmanship - The team shows good sportsmanship and cooperates with the opposing team, Officials, and Competitive Sports Supervisor. Opponents are treated with respect and there are no warnings, yellow cards, or unsporting technical fouls.
3	Average Conduct and Sportsmanship - The team still shows cooperation with officials and opponents but may have some complaints and grumbling. Good attitude is missing on occasion but there are no blatant displays of bad attitude. The captain is in control of the team.
2	This is an unacceptable rating. Below Average Conduct and Sportsmanship - Team constantly comments to the Officials, Supervisor, and/or opposing team from the field and/or sidelines. Poor sportsmanship may include non-verbal and disrespectful attitude toward the officials or opponents. Team captain exhibits little or no control over teammates or himself/herself.
1	This is an unacceptable rating. Poor Conduct and Sportsmanship - Captain has no control over teammates and/or himself/herself. Team is completely uncooperative and poorly represents themselves and the Illinois State Intramural Sports Program. Player ejections, malicious intent, and cheating could all be behaviors displayed by a team receiving a 1.

If a team feels they have been rated unfairly by the Officials during the game, there is a section on the sportsmanship evaluation form that allows Captains to appeal the rating and provide personal input.

*****The Intramural Sports Office reserves the right to put into effect any new ruling regarding Intramural Sports policies, procedures and unsportsmanlike conduct*****