FLOOR HOCKEY

*The following rules provided by Purdue Intramural Sports are not meant to be all encompassing. Please refer to the Participant Manual for comprehensive eligibility guidelines, policies, and procedures*

SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season matches.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division within their desired league via scheduling on IM Leagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Rosters
   A. Teams will be allowed to add additional players to their rosters during the season and through the end of the semi-final game in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

IV. Location
   A. Games will be played in the MAC Gym, on the third floor of CREC.
   B. Teams will have a designated field assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance finding your playing location.

V. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for the scorecard and sign-in procedure.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. ALL PARTICIPANTS MUST PRESENT THEIR PURDUE UNIVERSITY ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the field ready to begin at the scheduled time.
      iii. Please alert the Intramural Supervisor if assistance is needed.

VI. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Each team will be made up of six (6) players on the field.
      i. Five (5) players will play field positions.
      ii. One (1) player will be the designated goalie.
      iii. All players must remain in the team boxes along the sidelines.
   B. Stick checking is not permitted (see Section 10).
   C. Offside positioning will be enforced (see Section 9).
   D. A regulation game will consist of two (2) 10 minute halves.

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E. It is required that teams wear uniformly colored shirts with permanent visible numbers to help distinguish one team from another.
F. Shin guards are highly recommended but not required.

II. The Court
A. The playing court will be the MAC gym
B. The goal box, located directly in front of the goal, will be nine (9) feet wide and four (4) feet deep.
C. The goals are four (4) feet high by six (6) feet wide.

III. Beginning Play
A. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the officials.
   ii. Follow the official’s instructions and ask any desired rule clarifications at this meeting.
B. Coin Toss
   i. Either a coin toss or even/odds game will determine the first choice.
   ii. The visiting team captain will be designated to make the call.
   iii. The captain winning the toss/game shall choose which side of play to defend in the first half.
   iv. Upon completion of the toss/game, each team will assume their respective sides and play will begin with a face-off.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A regulation puck will be provided for play.
   B. Sticks will be provided for play.
      i. No personal sticks will be permitted.
   C. Goggles will be available for check-out at the equipment center and are recommended
   D. A goalie helmet, chest protector, leg pads, catching gloves, and stick will be available on-site. Goalies can bring their own floor hockey or street hockey goalie equipment to be used. All gear used must have a soft covering.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear non-marking, athletic shoes.
      ii. Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
   B. Attire
i. It is required that teams wear uniformly colored shirts with permanent visible numbers to help distinguish one team from another.
   a. Jerseys may be rented for $1 from the equipment rental center.
i. Players must wear athletic shorts or pants and shirts.
ii. Jeans are not permitted.
iv. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
C. Goalies must wear a full facemask or helmet with a cage, a chest protector, a catching glove on their non-stick hand, and legal pads/guards.
D. No hard and unyielding items including guards, casts, braces, etc. on the hand, wrist, forearm, and elbow, upper arm or shoulder may be worn.

III. Recommended Equipment
A. The following equipment are highly recommended, but not required
   i. Mouth guards
   ii. Eye protection
   iii. Shin guards
   iv. Helmets
   v. Elbow pads and gloves

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of six (6) players on the field.
      i. Five (5) players will play field positions.
      ii. One (1) player will be the designated goalie.
   B. (Co-Rec Modification) Teams with six (6) players must have three (3) males and three (3) females. Teams with five (5) players must have three (3) females and two (2) males or three (3) males and two (2) females.

II. Minimum Team Requirements
   A. Games may be started with a minimum of four (4) players.
   B. (Co-Rec Modification) Teams with four (4) must have two (2) males and two (2) females.
   C. Games will be suspended if the number of players on the field drops below four (4) (i.e., due to injury, ejection, etc.).

III. Club Sports Players
   A. A maximum of two (2) club sports participants are permitted to be on each team’s roster.

IV. Substitutions
   A. Teams may substitute during any time of the game.
   B. A player wishing to enter into the game as a substitute must wait for their teammate to clear the court before they may enter and they must enter through the doors located at each team box.
   C. Players arriving late must first sign in with the field’s official or Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Periods
   A. A regulation game will consist of two (2) 10 minute halves.
      i. The clock will stop under the last minute of the second half for goals, fouls, covered pucks, or a stoppage of play by the officials
   B. Halftimes will be a maximum of three (3) minutes long and teams will switch sides at the start of the second period.

II. Time-outs
   A. Teams will not receive any time-outs.
   B. Injury time-outs may be determined only by the officials and/or Intramural Supervisor.

III. Overtime
   A. During league play, there are no overtime periods and games will result in a tie.
B. During the playoffs, a three (3) minute overtime period will be played until the first team scores (the “golden goal”).
C. If no goal is achieved in this three (3) minute period, a shootout, taken from the center of the floor, will occur with the following rules:
   i. Only three (3) field players from each team.
   ii. The three (3) selected field players from each team will begin a rotation alternating penalty shots from the black line.
      a. The first round of penalty shots consists of each player taking a shot. The team with the higher number of goals wins.
      b. If the score is still tied, players/teams will alternate shots with the remaining players on the team in a sudden death penalty shot format until one team scores unanswered.
   iii. *(Co-Rec Modification)* Shooters must alternate male/female or female/male.
   iv. *(Co-Rec Modification)* No player may shoot twice until all other eligible players for their gender have attempted a shot.
   v. The officials will choose the side of field for the shootout. A coin toss (see Section 2.III) will determine who shoots first.

IV. Official Game
   A. If a game has reached halftime and inclement weather stops play, the game will be over and its score will be considered official.
   B. If a game has not yet reached halftime and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING
I. Goals
   A. A goal is scored only when the entire puck has passed completely over the goal line, between the goal posts and under the crossbar, provided no infraction of the rules has occurred during this process.
      i. The puck may not be kicked into the opponent’s net.
   B. Goals are worth one (1) point.
   C. *(Co-Rec Modification)* goals scored by females are worth two (2) points.
   D. After a scored goal, play resumes with a face-off from the center circle.
II. Mercy Rule
   A. If at any time during the final two (2) minutes of the second half a team is ahead by five (5) goals or more, the game shall be ended.
III. Forfeit Score
   A. In the event of a forfeit, a score of one (1) to zero (0) will be given.

SECTION 7. FACE-OFFS AND FREE SHOTS
I. Face-offs
   A. Face-offs will occur when:
      i. A period starts
      ii. A goal is scored
      iii. The puck becomes frozen between two players
      iv. The puck leaves the playing surface
      v. A net is dislodged
      vi. The puck is frozen by the goalie
      vii. An injury occurs
   B. Face-offs will be played from the center circle after a goal.
      i. All other instances will be played from the closest face-off dot.
C. Players (except the two (2) involved in the face-off) must be ten (10) feet away from the face-off spot, and must be on their defensive side of the face-off spot.
D. Players in the face-off shall stand with their feet and body squared to their opponent, with the tips of their sticks no less than two (2) feet apart and on the floor.

II. Free Shots
A. Free shots occur when play is stopped due to a violation or penalty.
B. The free shot is taken from the closest face-off dot
C. Any player from the opposing team may take the free shot.
   i. Players may pass, shoot, or carry the puck.
   ii. Players shall have three (3) seconds to play the puck after the official’s whistle.
      a. If player plays the puck before the whistle or delays longer than three (3) seconds, it is a turnover and the other team will get a free shot from the same spot.
   iii. All other players must be ten (10) feet away from the shooter.

III. Penalty Shots
A. Shall be awarded if, in the official’s opinion, a scoring opportunity was nullified by an infraction.
B. (Co-Rec Modification) A penalty shot scored by a female will be worth two (2) points except during overtime penalty shots.
C. Penalty shots will be conducted as follows:
   i. Puck shall be placed at center court
   ii. Player fouled will play the puck forward and attempt a shot
   iii. Once the puck is touched, the player shooting has 10 seconds to actually attempt the shot
   iv. The puck must be kept in motion towards the goal. Should forward motion of the puck stop an immediate shot must be taken. If no shot is taken the penalty shot is ruled invalid.
D. Goaltender responsibilities
   i. The goaltender may stop the puck in any legal manner
   ii. They must stay in the crease until the puck crosses the blue line (the attacking zone line). If they do not it is considered an infraction and the shooting player is allowed to retake the penalty shot if the first attempt fails.
E. After the shot, play will resume with a center floor face-off.

SECTION 8. GOALIE RULES
I. Goalie Privileges
   A. A goalie may stop the puck with their body, glove, or stick.
      i. Goalies may not throw their equipment to stop the puck.
   B. Goalies shall not place extra equipment on the net.
      i. Minor Penalty-Any instance will result in a two (2) minute Delay of Game penalty
II. Puck Possession
   A. A goalie with possession must release the puck within three (3) seconds of obtaining it.
      i. Should the goalie possess the puck for longer than three (3) seconds, a face-off will be called.
III. Pulling the Goalie
   A. A team pulling their goalie and adding a floor player will relinquish all of their goalie rights.
   B. Defensive players may enter the crease to stop a shot on goal, but may not freeze the puck.
      i. Minor Penalty — Any instance will result in a two (2) minute Delay of Game penalty.
      ii. Penalty shot — A defensive player freezing the puck in the crease will result in a penalty shot for the offensive team.

SECTION 9. VIOLATIONS AND OFFSIDES
I. Violations include but are not limited to:
   A. High sticking—a high stick that is not considered to be in traffic will be called a violation
   B. Hand pass—directly passing the puck to a teammate with your hand
   C. Kicking the puck—a puck may not be intentionally kicked into the offensive goal.
D. Player in the goal crease—no offensive player may enter the goal or break the plane of the crease at any time.

E. Dangerous play/Sliding—dangerous play includes, but is not limited to, playing a puck from your knees or sliding.

II. Violation Enforcement
   A. Play will stop immediately.
   B. The offended team will receive a free possession from the face-off dot nearest the violation.

III. Offside
   A. A player is offside when both feet on the court are completely over the line closest to the opposing team’s goal at the instant the puck completely crosses the line. The position of the player’s feet and not that of his or her stick shall be the instances in deciding an offside. To establish on side, one foot must be in the neutral zone.
   B. Once the puck enters the attacking zone on side, it remains on side until the puck is cleared beyond the centerline (floating offside).
   C. Offside will be considered a violation and will be enforced as such.

SECTION 10. MINOR AND MAJOR PENALTIES

I. Minor Penalties
   A. Shall be enforced requiring the offending player to sit out two (2) minutes of play.
      i. If a goalie receives a minor penalty another player on their team may serve the penalty
   B. The team of the offending player must play shorthanded for the duration of the penalty.
   C. Shall be over once the two (2) minutes have expired or the opposing team scores a goal
   D. If the field players are at even strength then the penalty is not releasable.
   E. Minor penalties and definitions:
      i. Too many players on the floor—may be served by any player on the offending team.
      ii. Interference—making intentional contact with an opponent not playing the puck in an effort to impede them from getting to the puck
      iii. Goalie possession of puck—goalie may not gain possession of puck outside crease unless part of his/her body is touching the crease.
      iv. Playing with a broken stick—broken sticks must be removed from the playing field immediately.
      v. Boarding—ramming a player into the boards or wall, whether they have the puck or not.
      vi. Tripping—using any part of the body to make an opponent fall.
      vii. Holding—grabbing an opponent’s jersey or stick to gain an advantage.
      viii. Elbowing—hitting or attempting to hit a player with your elbow.
      ix. Kicking—kicking or attempting to kick a player.
      x. Kneeling—kneeling or attempting to knee a player.
      xi. Pushing—pushing an opponent to gain an advantage.
      xii. Illegal use of hands—using your hands to gain an advantage over an opponent.
      xiii. Body checking/Roughing—excessive body contact with another a player.
      xiv. Delay of game—any action that hinders the completion of the game.
      xv. Hooking—using your stick to slow an opponent.
      xvi. High sticking in traffic—raising the stick above the waist within a foot of another player.

II. Major Penalties
   A. Shall be enforced requiring the offending player to sit out four (4) minutes of play.
   B. The team of the offending player must play shorthanded for the duration of the penalty.
      i. Players shall not return from goals scored by the opposing team
      ii. Players must serve the four (4) minute penalty.
   C. Major penalties may include but are not limited to:
      i. Flagrant fouls
      ii. Technical fouls
      iii. Second minor penalties

III. Penalty Enforcement
   A. Play will immediately stop and a penalty will be charged to the player at fault.
B. The offended team will receive a free possession from the face-off dot nearest the penalty.

IV. Disqualification
   A. If a player receives two major penalties they are disqualified from that game.
      i. The first penalty assessed to a player may be a minor or major depending on the severity
      ii. The second penalty is always a major

SECTION 11. MISCONDUCT

I. Ejection
   A. Violations resulting in an immediate ejection include but are not limited to the following:
      i. Is guilty of violent conduct or serious foul play.
      ii. Is abusive in language or gesture towards a player or official.
      iii. Persists in misconduct after receiving caution.
      iv. Intentionally harms another participant.
   B. Ejected players must meet with the Intramural Supervisor to fill out information, and will then be required to
      attend a misconduct meeting with the Assistant Director of Intramural Sports before they can play in the next
      game.

SECTION 12. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Officials
   A. The game’s official will determine sportsmanship ratings for each of the game’s teams.

SECTION 13. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Participant Handbook for more details), the game may
      be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving an official’s judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to
      fill out information on the protest form.