FLOOR HOCKEY RULES AND REGULATIONS

It is the responsibility of all team captains to share all information regarding intramural floor hockey.

The Floor Hockey League is designed to promote fair play, sportsmanship, and overall participation in an athletic atmosphere other than Interscholastic Varsity and Club Competition. We ask that you adhere to all rules and stipulations presented.

A BINGHAMTON UNIVERSITY ID IS REQUIRED TO ENTER THE EAST GYM AS WELL AS PARTICIPATE.

MANDATORY PARTICIPATION FEE: All teams are required to pay a participation fee of $10.00.

ALCOHOL AND DRUG POLICY: Individuals and/or teams who arrive to a scheduled competition intoxicated, suspected of consumption, or possessing alcohol and/or other illegal substances will not be permitted to play. The game will be forfeited immediately. There are no exceptions to this stipulation. The supervisor in charge will have the final decision.

MEDICAL PROCEDURES: The Intramural Program Department will not assume the responsibility for any injuries received during competition. Participants are reminded that their participation is voluntary. We strongly recommend that all participants have a physical examination and secure medical health insurance. Any injury and/or accident should be reported immediately to the supervisor in charge.

SAFETY: Proper attire should be worn while competing. All jewelry, watches, hats, and any other personal item should be removed before participation. Individuals wearing casts should have them padded and checked for approval with the supervisor in charge. Any person(s) bleeding and/or having blood on clothing will be removed from competition until this problem is resolved. Appropriate measures must be taken into account.

PLAYER PARTICIPATION: All players that appear on a team roster must be a current student, faculty, or staff member at Binghamton University. ALL PLAYERS MUST SUBMIT THEIR B-NUMBER AT THE FIRST SCHEDULED GAME IN ORDER TO PARTICIPATE. Players can not be added after the first game has been played. Any team that violates the participation rule will forfeit all games prior and be ineligible for playoff competition. A valid university ID CARD is required for all participants. In addition, all participants must be prepared to show IM staff members the ID Card at any time during league play. If an ID card is not presented when asked, the player(s) will not be able to participate and/or continue to participate. Special Note: No more than two club members (Ice Hockey and Roller Hockey, separate and/or combined) can participate on a team.

TEAM JERSEYS: All teams are required to supply their own team jerseys. All jerseys should match in color. Home teams: White. Away Teams: Dark
CHALLENGING A GAME: If there is a discrepancy for any reason related to the outcome of a game, the following actions must be taken.

1. The team making the challenge must make it in writing to The Intramural Program Department no later than two days after the original game has been played.
2. The statement should include the names of the teams that participated in the contest, the date of the contest, and the specific reason why the contest is being challenged. The Intramural Program Department members will then review the challenge and make a FINAL decision.

EQUIPMENT: Goalie Equipment as well as sticks will be provided. Ice Hockey/Roller Hockey goalie equipment is not allowed unless the equipment used is equal to what is provided. Players may use other hockey sticks- no wooden blades. Appropriate footwear must be used. Improper footwear includes work boots, sandals, tivas, and any other open toe shoe.

CANCELLATION/ FORFEIT OF GAMES: All games must start on time. However, all teams will have a maximum of 10-15 minutes after the official start time. Any games beginning after the official start time will then play in a speed-up rule format. Any team that does not show for a scheduled game will be given a forfeit.

CANCELLATION OF GAMES: At times, it may be necessary to postpone or cancel games. All captains will be notified ASAP. This could also mean up to a regularly scheduled game.

GAME TIME AND LENGTH:
- Three 12min. periods, running time. 1 minute between periods.
- Speed-Up time will be three 10 min. halves- running time. 30 sec. between periods.

OVERTIME PROCEDURE:
- Sudden death game (1st team to score) is 5 minutes, running time.
- Then there will be a shoot-out.
  1. 5 person
  2. 1 to 1

TEAM INFORMATION:
- 5 players are allowed on the floor. This includes a goalie. Appropriate changes may be made at any time during league play.
- Teams may start games with 4. If 4 players are not present and ready to play, a forfeit will result.

FORFEIT POLICY
A forfeit constitutes one of the following:
- A team does not arrive at a scheduled game (all games must start no later than 10 minutes past the scheduled time. A forfeit will result if violated).
- A team arrives with less than the minimum amount of players to start a game.
- Ineligible player(s)

Once a team forfeits, they will be removed from league play. If a team can not attend a scheduled game, notification must be made no later than the Thursday of the week before.

SUBSTITUTION OF PLAYERS: Players may be substituted any time during play. Players entering the game must wait until the player leaving the floor is completely off the playing surface. At no time may you have more than 6 players on the floor. Goalies may be substituted only after a goal is scored or before a period begins.

SPORTSMANSHIP POLICY: All teams and players must refrain from abusive language while on the floor to officials and opposing team members. Abusive language may include but is not limited to swearing, continuous challenge to official’s call, and inappropriate gestures. A violation of this policy will result in a free penalty shot and a warning to the entire team. If continued, each player in violation will be ejected for the remainder of the game. Penalty shots will continue with each violation.
SPECIAL INTRAMURAL RULES

Major Penalty: After a power-play goal, can not enter the game.
Minor Penalty: After a power-play goal, can reenter the game.

1. Ice Hockey equipment can not be used. Personal sticks can be used- No wood blades that are frayed.
2. No body checking and cross checking. Result, per official’s discretion, can/will be immediate ejection from game and suspension from tournament play. Intent to hurt will be automatic ejection from the league.
3. No fighting. Result will be an automatic ejection from the tournament and a 1 year suspension from all intramural activities.
4. Floor hockey stick can not be raised above the waist at any time. This includes when taking a shot.
5. There are no off-sides, except on face offs.
6. Face offs will occur when;
   a) a period is to start
   b) a goal is scored
   c) the puck is frozen between two players
   d) the puck leaves the playing surface
   e) a net is dislodged
   f) the puck is frozen by the goalie
   g) an injury occurs
   h) illegal use of hands
7. You can not enter the goalie crease when attempting a shot on goal
8. When a save is made, the goalie has 3 seconds to get rid of the puck. Face off will result if violated.
9. When a save is made, the goalie can not throw the puck in the air past half court.
10. If the goalie leaves the crease, all other rules apply, including use of hands
11. Player rules involving contact apply for goalies

PENALTY INFRACTIONS AND RESULTS

Substitutions are not allowed for players receiving a penalty

<table>
<thead>
<tr>
<th>PENALTY</th>
<th>RESULT</th>
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<tbody>
<tr>
<td>1. Illegal body contact. Includes, but not limited to; Checking, Pushing, Tripping, Holding, Kicking, Elbowing, Kneeing</td>
<td>2 min. in penalty box, face off</td>
</tr>
<tr>
<td>2. Spearing</td>
<td>2 min. in penalty box</td>
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<tr>
<td>3. Slashing</td>
<td>2 min. in penalty box</td>
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<td>4. Hooking</td>
<td>2 min. in penalty box</td>
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<tr>
<td>5. Personal Misconduct</td>
<td>2 min. in penalty box, subject to sportsmanship violation</td>
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<td>6. Intentional Misconduct</td>
<td>4 min. in penalty box, face off</td>
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<tr>
<td>7. Illegal use of hands</td>
<td>2 min. in penalty box, face off</td>
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<tr>
<td>8. Too many players on the floor</td>
<td>2 min. in penalty box, face off</td>
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<td>9. Delay of game</td>
<td>2 min. in penalty box, face off</td>
</tr>
<tr>
<td>10. Playing with a broken stick</td>
<td>2 min. in penalty box, face off</td>
</tr>
<tr>
<td>12. High stick above waist on the shot</td>
<td>Dead, indirect shot</td>
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<tr>
<td>Illegal use of a stick</td>
<td>4 minute major</td>
</tr>
<tr>
<td>After 3rd high stick penalty</td>
<td>2 minute minor</td>
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