

Florida Southern College Floor Hockey Rules

TEAM

Men's and Women's: Each team shall consist of 5 players on a side, one being a designated goalkeeper. Four players are required to start a game.

Co-Rec: Each team shall consist of 5 players. 2 must be males and 2 must be females as attackers. The goalie can be male or female. Our players are required to start a game. There must be a minimum of 2 males and 2 females at all time.

ELIGIBLE PLAYERS

1. All students who are matriculated, registered and who pay FSC tuition for classes.
2. Every student will be required to present his/her valid FSC student ID to the game official prior to the start of the game. The student will not be allowed to play even if his/her name is listed on the scoresheet.
3. A team may add a player at game time providing he/she has proper identification. Rosters are frozen after the last regular season game.
4. A team may only play for one co-rec team and one men's or women's team.

FORFEIT POLICY

Any team not ready to play at game time (scorecard completed, minimum number of players on the field) shall be penalized in the following manner: For every minute the team is late to start, the opposition receives 1 goal.

5 minutes after game time – the game is forfeited, 5-0, to the team ready to play.

LOCATION OF PLAY

Floor hockey will be played at the Greek Quad basketball court. All game times and directions will be given out at the captains meeting.

PLAYERS EQUIPMENT

All players are required to wear a full mouth guard. Players may also choose to wear protective eyewear. Players may choose to wear a hockey helmet with a full face shield in place of the mouth guard. The intramural staff recommends eye protection but it is not required.

NO JEWELRY IS PERMITTED AT ALL DURING INTRAMURAL ACTIVITIES EXCEPT WEDDING BANDS AND MEDICAL BRACELETS.

Wearing jewelry or playing without a mouth guard will result in a 2minute illegal use of equipment penalty.

All participants will be required to wear numbers on the shirts during game. Players may use markers to make number. Numbers made with tape will not be allowed. Jerseys will be available for checkout if teams do not have matching shirts.

Shoes must have non-marking soles. Hockey gloves and helmets are allowed. Shin guards are also allowed, but must be covered by a layer of clothing to prevent damage to the floor. Intramural sports will not provided gloves, helmets or shin guards.

Goalies: In order to have Goal Privilege (freezing the puck without penalty), a player must have:

- A. Chest protector covered by clothing.
- B. Face mask or helmet.
- C. Goalie Pads, provided by IM SPORTS.
- D. A goalie must use a goal sick, provided by IM Sports. Goal sticks may be one piece, and do not have to have an insert shaft. No aluminum goal sticks will be allowed.
- E. A goalie must use a standard baseball glove as a catching glove.
- F. No blockers, goalie gloves, or traditional goalie pads are allowed. Any pads that are deemed to provide unfair advantage by the IM staff will not be allowed. All goalie equipment must be checked by intramural Staff.

Sticks: All sticks must meet IM requirements, and will be checked before each game:

- A. A minimum length of 40 inches and a maximum of 48.
- B. Wooden shafts only. No aluminum, fiberglass, or composite shafts will be allowed.
- C. Plastic flexible blades, with no tape on the blade, must be used. The shaft of the stick must be inserted into the blade, NOT the blade into the shaft.
- D. Two or more wood screws must be used to hold the blade onto the shaft. These screws must be covered by tape.
- E. The only acceptable coverings for sticks are tape, paint, or design stickers provided by the stick's manufacturer. No aluminum, fiberglass, or composite coverings will be allowed.

PLAYERS AND SUBSTITUTIONS

Substitutions are allowed by either team on the fly, and may occur on an unlimited basis provided the player leaving the court arrives at the bench before replacement enters the court. Substitutions are at a team's own risk at any time. The referee must also be notified of any goalkeeper changes prior to the change. Goalkeeper changes must be made during stoppages in play. If a team violates the substitution rule for putting excess number of players on a court, a two minute penalty is assessed to the offending team. (Designated team member serves the penalty).

TIME FACTORS

The duration of the game is three 12 minute periods. Intermissions are 2 and 3 minutes respectively. The clock will be stopped for injuries and at the discretion of the officials (clock will be stopped on all whistles in the last two minutes of each period).

Teams will be allowed one time-out period. Time outs will be 30 seconds in length. Time-outs must be called when there is a stoppage in play. Time-outs will not carry over into the second half. If excess time-outs are used a two minute delay of games penalty will occur and the time-out will not be granted.

OVERTIME

If a game is tied after regulation time expires during regular season play the game will end in a tie.

In playoffs, a five-minute sudden death period will be played. Subsequent overtimes will be played until the tie is broken. The clock will stop when less than two minutes remain in any overtime period. Teams will switch sides after each overtime.

START OF PLAY

At the beginning of the game, sides will be decided by team status. The home team will defend the north end to begin the game. The game is started at the referee's discretion by a face-off. Every player must be on his/her half of the court and the players not taking the face off must be 5 ft. from the face-off circle. After a goal is scored, the puck is taken to the center of the court and play is started in the same manner as the beginning of a game. Teams shall change ends of the court at the start of each period.

PUCK IN AND OUT OF PLAY

The ball is out of play when it has completely gone into the bench area of the teams (out of bounds) . The ball is in play at all other times from the start of the game to the finish, including

rebounds from a goal post-or cross bar into the court. If the ball rebounds from an official when he/she is on the court, it is still in play. A ball which lodges on the top of the net will result in a face-off from the nearest face-off circle.

FACE-OFFS

A face-off will consist of one player from each team. The players' sticks must be touching the end of the face-off circle and must be linear with the extended makers. The puck is not considered in play until it has touched the ground. Once the puck has touched the ground players may cross onto the opposing side of the floor.

SCORING

A goal is scored when the whole of the puck has passed over the goal line, between the goal posts and under the crossbar. It is the position of the puck; not the position of the goalkeeper, that determines whether a goal is scored or not. Co-Rec: If a goal is scored by a female player it will result in two points being scores.

MERCY RULE

In the men's or women's games, if a team is ahead six goals with seven minutes remaining in the game it will be ended. In co-rec games, if a team is a head by nine goals with seven minutes remaining it will be ended.

SPECIAL CONSIDERATIONS

Legal:

1. Players may only their hands on the wall to slow their momentum.
2. Players may use the wall to direct a pass or shot.

Illegal

1. A player may not use two hands on the wall to gain advantage ; interference 2 minute penalty will be called.
2. A player may not use the wall to hold the puck for an extended period of time; delay of game; 2 minute penalty will be called.
3. If a player has to use two hands on the wall because he/she is forced to by the defender; charging 2 minute penalty will be called.
4. A dangerous charge along the wall (boarding) will result in an automatic major penalty; 4 minute unsportsmanlike like penalty will be called.
5. A violent charge along the wall will result in an ejection(10 minute game misconduct)

CREAE PLAY

1. NO part of any offensive player may touch the crease or its imaginary plane at any time, including a players stick. Violations will result an immediate stoppage of play, and a face off at center court.
2. No gals will be counted if an offensive player is in the crease. This includes shot follow-through.
3. Goalies may leave the crease to play the puck. Freezing the puck outside of the crease is a Delay of Game penalty. A goalie MAY carry the puck into the crease to freeze it. A goalie is considered in the crease if ANY part of the goalie is in the crease.
4. Only a goalie may freeze the puck. However, a puck may come to rest in the crease for 3 seconds, causing a freeze.
5. A defensive player MAY not pass or carry the puck into the crease at any time to gain an advantage.

GOALIE PRIVILEGES

Within own crease area, a goalkeeper may:

1. Catch, carry, strike or propel the ball with the hands or arms;
2. Not be charged, interfered with or impeded in any manner by an opponent while in possession of the ball. Penalty 2 minute minor for interference.
3. Slide to make a save if some portion of the goalies body remains in the crease. If contact is made by a goalie on a slide outside the penalty area, the goalie will be penalized as if a floor player.

PUCK MOVEMENT

1. The puck may be advanced by the use of the stick or kicking.
2. Hands may be used only to catch and drop the puck. Any advancement, movement, or covering of the puck with the hands is considered a violation, causing a face off.
3. Goalies may throw the puck to the sides of the goal. Any forward pass with the hands is considered a hand pass, and a face off would occur.
4. A goal may only be scored with the stick. The puck may be deflected into the goal off of another player's body, but this action must be unintentional, or the goal will be disallowed.
5. A goal is scored only when the puck is completely across the goal line.
6. Goals will be disallowed if any of the following occur
 - a. The stick is brought above the wait(including wind up and follow through)
 - b. The puck is intentionally knocked in with something other than the stick.
 - c. An offensive player is in the crease (including sticks)

VIOLATIONS

** There shall be no body checking. Incidental or accidental contact will occur and is allowed. No other contact will be permitted.

** Fighting, abusive, language or leaving the bench area to fight will result in automatic suspension.

** The following actions will result in disciplinary action, whether a penalty or ejection

- A. Obscene or profane language
- B. Persistent disrespect of officials or other players. This includes gestures, words or violence.
- C. Intentionally shooting a puck at a player or official.
- D. Throwing of equipment.
- E. Taunting, or "Trash Talk"

STANDARD PENALTIES

A player shall be penalized two or five minutes for the following intentional infractions (based on the severity of the act)

- 1. Hooking; 2 min.
- 2. Elbowing; 2 or 5 min.
- 3. Tripping an opponent; 2 or 5 min.
- 4. Slashing; 2 min.
- 5. Interference; 2 min.
- 6. Violent or dangerously charging; 2 or 5 min.
- 7. Cross-Checking; 2 or 5 min.
- 8. Delay of game; 2 min.
- 9. Illegal Substitution; 2 min.
- 10. High-sticking; 2 min.(Discretion will be used)
- 11. Illegal Equipment; 2 min.

MISCONDUCT PENALTIES

5 minute majors shall be issued for the following:

- 1. Persistently infringing upon any rules of the game.
- 2. Dissent by word of mouth or action to decisions by the referee.
- 3. Unsportsmanlike behavior.

Players will be ejected(10 min. misconduct from the game for:

1. Violent conduct or serious foul play.
2. Fighting.
3. Foul or abusive language.
4. Persisting in misconduct after receiving a caution.

Penalty Situations:

1. If team A has one player serving a two-minute penalty, thus playing shorthanded, the player would be allowed to return after two minutes or when a goal is scored by team B.
2. If both teams have one player serving a two minute penalty, both players would remain in the penalty box regardless of the goals scored.
3. If both teams have players serving two minute penalties and a Team A player receives a 5 minute penalty, neither of the minor or major penalized players could return to the floor regardless of goals scored.
4. Teams must play with a minimum of three players. Thus, if a team receives two penalties and then assessed a third, the team can substitute a bench player open the floor to bring the team to the required 3 player minimum, if no substitutes are available the game will be defaulted.