INTRAMURAL STREET HOCKEY RULES 2019

*All IM participants are expected to review the Intramural Participant Handbook. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.

SCHEDULE INFORMATION:
- Game and officiating schedules will be recorded daily on the Rec Hotline (717-477-1561, prompt #3) and IMLeagues.com. All participants are expected to call the Rec Hotline and check IMLeagues.com daily to confirm league schedules. In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s).
- All games will be played at the Student Rec Complex (SRC) hockey rink.
- A forfeit will be given to any team unable to provide the minimum number of players (6) at scheduled game time.

ROSTER:
- Rosters must be submitted within the registration window on IMLeagues.com.
- Shall contain a minimum of 10 players but no more than 16.
- Each IM roster is allowed the maximum of 4 Ice Hockey club players.
- The league is co-ed. However, teams are not required to be co-ed.
- Roster changes are prohibited following the completion of 50% of the regular season.
- Each player is required to present SU ID to IM staff upon arrival to the rink. Any individual failing to present SU ID, who participates in a contest, will subject the parent team to forfeiture.

EQUIPMENT
1. Wooden or plastic sticks are permitted. Stick curve may not exceed ¾”. Rink officials will verify the legality of the stick. Penalty for illegal stick is 2 minutes.
2. The following protective gear is required:
   - Gloves (no cut-off are permitted)
   - Goalies must wear mask and chest protector
   - Mouth Guards
3. The following protective gear is highly recommended:
   - Elbow pads
   - Shin guards
   - Helmets
4. Shirts, it is suggested that team members wear similar shirts
5. The IM staff will provide the following equipment:
   - 4 referee jerseys – 2 rink, 2 penalty boxes
   - 3 stopwatches - 2 for penalty box officials and 1 for rink officials (provided by IM workers prior to the first game and collected by IM workers at the conclusion of the final game.)
   - 2 Electronic whistles – rink officials
   - 3 game balls – The home team (first team listed on schedule) is responsible for all balls going out of bounds. A delay of game will result for unnecessary delay due to slow return of balls.
   - Battery Megaphone
      - WARNING – the megaphone horn function, which will be in possession of the timekeepers, is to be used only by the official timekeeper. It should not be directed toward any participants as misuse may produce injury.

GENERAL PLAYING RULES
1. Each team shall consist of 5 players and a goalkeeper in the game.
2. Each game shall consist of 3-15 minute periods. There shall be a 3-minute break between periods. A 5-minute warm-up period will be provided prior to the game. Continuous clock shall exist except in the last 3 minutes of period 3. If a game is being unduly delayed, the rink official may assess a 2-minute bench penalty and stop the clock. The clock shall be restarted when the official feels the delay is ended. Each team will designate a captain. The captain will be the only individual who may discuss official decisions. They may be invited into the official’s circle.
3. Each team shall have a single 1-minute time-out period per game. At the end of the 1-minute, the team must be ready for drop of the ball. An additional 1-minute time-out period is permitted to each team in overtime.

4. No offensive player may cross the centerline prior to the ball, or an offside call will be made.

5. Goal Creases: Players may have one foot in the goal crease and not be called for interference, however, any goals scored with an offensive player having even one foot in the crease shall be disallowed and the face off shall be at center rink. If a player has one foot in the crease and the goaltender wants the spot, the player in the crease will be penalized for interference except when a defensive player pushes the offensive player into the crease. In such a case, the offensive player must immediately make a maximum effort to get out of the crease or be subject to an interference penalty.

OFFICIALS
1. Rink Officials (2)
   o Shall call on rink infractions.
   o Shall assess proper penalty according to league rules.
   o Shall officiate in a manner that regards safety foremost among all considerations.
   o One rink official shall be the official timekeeper. The horn will be kept at the home team bench. It is suggested that the rink official hold the horn near the end of the period.
   o Shall determine if a goal has been scored.

2. Penalty Box Officials (2)
   o Shall be assigned 1 official per penalty box.
   o Shall record the name of the penalized individual and duration of the penalty assessed.
   o Shall time each penalty by using the provided stopwatch.
   o Shall be cognizant of the time-outs, which will affect penalty coordination.

3. Scorekeeper
   o Each team shall designate an individual (preferably non-player) to assist as scorekeeper.
   o The official score sheet and penalty sheet will be kept at the home team bench.
   o Scorekeepers will record the following information:
     ▪ Name and affiliation of the officials
     ▪ Players actually participating in the game.
     ▪ Goals by each individual.
     ▪ Final score

OFFICIATING:
• All competition is officiated by participants from IM Street Hockey teams not involved in the contest. No student official should officiate any game in which his or her parent organization is participating.
• Each team is required to have two (2) officials for the game which they are to officiate per the officiating schedule. Individuals designated as officials are expected to be actively following play and making applicable calls. Use of electronic devices while officiating is not permitted. Credit will be given to team who follow these guidelines. Failure to follow these policies, even though an official is present, could result in an officiating violation. Officials are assigned to specific duties as noted on the score sheets.
• Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation.

VIOLATIONS:
• Team forfeits and officiating violations may eliminate a team from competition. Team violations are used to determine a team’s continuation in the league.

LEAGUE STANDINGS
1. Each team will gain 2 points per win, 1 point per tie, and 0 points per loss.
2. Forfeiture of game may eliminate a team from future play. A team must have 5 players plus a goalie to begin play. Failure to have properly attired goalies to begin any period will constitute a forfeit.
3. Failure to provide 2 assigned officials shall result in a 2-point penalty in league points. A second such offense may eliminate a team from the league.
4. Tie games will not be broken in regular season play.
5. First place ties existing after regular season play will be broken as follows.
Team with head to head win-loss record advantage will be champion.

Tie existing after this criteria will result in co-championship.

**PENALTY ASSESSMENTS**

The officials have complete control of contests at all times. If a player shows unsportsman-like conduct, a warning will be made to the player and the parent organization. If the player continues their unsportsmanlike conduct, they will be ejected from the game, and the referee may request the Director of Intramural Sports to take additional action. Team members not among the 6 active players, who enter the rink without invitation of the official, shall be disqualified for the remainder of the contest and for subsequent contests. In the event this disqualification renders a team unable to field 6 players for a given contest, it shall be considered a forfeit. That forfeit however, at the discretion of the Director of Intramural Sports, does not necessarily disqualify that team from future play in the street hockey season.

If a spectator shows unsportsmanlike conduct, the referee will warn this person once. If the unsportsmanlike conduct continues, the referee may stop the game until the person leaves the area. If the ejected spectator is a member of any team participating in Intramurals, the parent organization may forfeit 2 points per spectator involved and will be assessed an additional penalty.

All of the following shall be considered 5-minute penalties (Major):

- **Slashing**: a player swings their stick at an opponent, whether or not contact is made. *Wild Swinging* to fake a slash may be penalized as well.
- **High Sticking**: holding or carrying a stick above normal shoulder height. Possible exceptions are an act of shooting or goal scoring celebrations.
- **Spearing**: stabbing a player with the tip of the stick blade.
- **Butting**: attempting or hitting opponent with the butt end of the stick.
- **Cross Checking**: checking opponent with both hands on the stick when no part of the stick is on playing surface.
- **Checking into Walls**: any effort to push player into the wall.

All of the following shall be considered 2-minute penalties (Minor):

- **Charging**: player takes more than 2 steps in an effort to contact opponent.
- **Holding**: holding any part of opponent’s body with hands, stick, or by other means.
- **Hooking**: attempt to limit opponent’s movement by hooking any body part with stick.
- **Elbowing/Kneeing**: checking an opponent with elbow or knee.
- **Golf Shot**: player swings stick with both hands on the stick within 4 inches of each other.
- **Throwing a Stick**: throwing a stick in an effort to stop the ball’s progress. Not enforced when goal results.
- **Playing with a Broken Stick**: broken sticks must be replaced promptly.
- **Interference**: as outlined in General Rule #9
- **Tripping**: attempt to trip opponent with stick, foot, knee, arm, elbow, or hand.
- **Falling on the Ball**: player other than goalie falls on ball.

**Penalty shots**: shall result when a player in the attacking zone is in possession of the ball and in the judgment of the rink official, is prepared to shoot when he/she is hindered by the defensive player, i.e. tripping, stick throwing, holding, etc.

**Minor penalties (2 min.)**: a player must sit in the box for the designated time with no substitution. A goal scored against the player-short team after he/she begins serving the penalty will allow his/her immediate return to the rink.

**Major penalties (5 min.)**: Any player (except goalie) receiving their first major penalty will go to the box without substitution. A second major penalty against the individual will result in a game misconduct; a substitute being allowed after the major penalty has elapsed. When major penalties are given to the same number of players on each team at the same time, all penalized players go to their respective penalty boxes. They are not permitted to return until play stops the first time after the penalties are over. Substitutions may be made immediately in such cases; neither team plays shorthanded.

**Fighting**: participation in a fight will be a major penalty (5 min.), an automatic ejection, and a one-year suspension from intramural sports.