INTRAMURAL STREET HOCKEY RULES 2010

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:
   a. Gloves (no cut-off are permitted)
   b. Goalies must wear mask and chest protector
   c. Mouth Guards
3. The following protective gear is highly recommended:
   a. Elbow pads
   b. Shin guards
   c. Helmets
4. Shirts
   a. It is suggested that team members wear similar shirts

General Playing Rules
1. 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 and all overtime periods (Note: There are NO overtimes in regular season play).
2. 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 must be lined up and ready for the drop of the ball at the end of breaks or be subjected to delay of the game penalty.
4. The home team (listed first on the schedule) will pick up all equipment at the Recreation Storage Shed (see rink map for shed location). To receive the equipment bag, a valid University ID must be given to the intramural worker at the recreation shed. The ID will be returned to the owner of the ID after the equipment bag has been returned, with all items accounted for. The equipment bag must be returned within 5 minutes of the game’s completion. The equipment shall consist of:
   a. 4 referee jerseys – 2 rink, 2 penalty boxes
   b. 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.)
   c. 2 Electronic whistles – rink officials
   d. 3 game balls – The home team is responsible for all balls going out of bounds. A delay of game will result for unnecessary delay due to slow return of balls
   e. Horn
      i. WARNING – the signal horn, 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.
   f. Score and penalty sheets with accompanying clipboards and pencils
      i. Results sheets must be submitted within 5 minutes of the game’s completion. If the spaces for the officials are not completed the organization will be penalized for not providing officials. Therefore, it is important to your team that you properly complete the paperwork.
5. 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.
6. Each team shall consist of 5 players and a goalkeeper.
   a. ADD/DROP PROCEEDURES: Captains/Co-Captains may add or drop players up until half of the regular season games have been played. To do so they must send an email to gepipe@ship.edu with the appropriate information prior to 8:00am the day of the game. For a new player to be eligible for a weekend (Sunday) game, their information must be submitted by 8:00am of the Friday preceding the date of the game.
7. No offensive player may cross the centerline prior to the ball, or an offside call will be made.
8. **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.

9. A continuous clock shall exist except in the last 3 minutes of period 3 and all overtime periods (Note: There are NO overtime periods in regular season play). 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.

10. *No more than 2 Roller Hockey Club members are permitted on any team.*

**Street Hockey Officials**

1. **Rink Officials (2)**
   a. Shall call *on rink* infractions.
   b. Shall assess proper penalty according to league rules.
   c. Shall officiate in a manner that regards safety foremost among all considerations.
   d. 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.
   e. Shall determine if a goal has been scored.

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

3. **Scorekeeper**
   a. Each team shall designate an individual (preferably non-player) to assist as scorekeeper.
   b. The official score sheet and penalty sheet will be kept at the home team bench.
   c. Scorekeepers will record the following information:
      i. Name and affiliation of the officials
      ii. Players actually participating in the game.
      iii. Goals by each individual.
      iv. Final score
   d. Home team shall return the score sheet with all other equipment to the Recreation Storage Shed

**League Standings and Playoff Advancement**

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 forfeiture.
3. Failure to provide 2 assigned officials shall result in a 2-point penalty in league points. A second such offense may result in playoff ineligibility.
4. Tie games will not be broken in regular season play. Overtime will be used only in playoff competition when 5 minute overtime periods will be played until the tie is broken.
5. Ties for playoff spots will be broken as follows:
   a. Team with head to head win-loss record advantage will advance or gain seeding preference.
   b. Team with head to head goal differential shall advance or gain seeding preference.
   c. Team with goal differential advantage over common opponents will advance or gain seeding preference.
   d. A Coin Flip may be used to break a tie if a, b, and C does not break the tie.

**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 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 the 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.
- **Hooking:** attempting to limit opponent’s movement by hooking any body part with stick.
- **Elbowing/Kneeling:** 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.