Intramural 6v6 Floor Hockey League

**Please refer to the Participant’s Manual for a complete list of all Intramural Sport guidelines & procedures**


A. General IM Procedures
   a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. **No ID – No Play – No Exceptions!**
   b. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
      i. **Forfeits:** If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game
      ii. **Defaults:** If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
      iii. The USC Intramural Sports Office can be reached:
         1. By email at intramurals@sc.edu
         2. By phone at 803.576.9387
         3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
   c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the REC*IT app directly to your phone. [www.recitcollege.com](http://www.recitcollege.com)
   d. **No jewelry can be worn during games.** Captains are responsible for making sure all jewelry is removed before a player takes the field.
   e. **Sportsmanship:** Each team will be given a sportsmanship rating 0-4, in accordance with the Participant's Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
   f. **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.
      i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next ball is put in play.
      ii. Player eligibility protests can be made before, during, or after the game to any supervisor or pro-staff member.

B. Location
   a. All games will be played in the Strom WFC South Center.

C. Players
   a. Each team will consist of five (5) players on the floor and one (1) goalie (6 total) at one time. To avoid a forfeit, a team may start with no less then three (3) players on the floor and one (1) goalie (4 total).
      i. **CoRec:** The players on the floor (non-goalie players) shall ensure a balance of no more than plus one. 3 males/2 females, 2 males/3 females or 2 males/2 females.

D. Player Positioning
   a. Substitutes may enter the game at any time through the door next to their team’s bench, provided the player being replaced exits the floor first. Substitutions should be made when the ball is away from the door.
   b. No part of the player, or his stick, shall be in the crease, unless the ball is in the crease.

E. Timing
   a. The game shall consist of three (3) twelve (12) minute running clock periods with a two (2) minute break between periods. The clock will only stop on whistles in the last minute of the 3rd period.
   b. Each team will receive one (1) 30-second timeout per game.
c. During the regular season there will be no overtime. Games which end in a tie will be recorded as such.

F. Equipment
   a. All players must wear non-marking athletic shoes.
   b. All equipment (goaltending & sticks) will be provided.
      i. Goalies must use goalie sticks only.
   c. Goalie equipment will be provided to the participants.
      i. Goalies are not allowed to bring or use outside equipment.
   d. Non-goalie players may bring and use their own hockey gloves.
      i. Gloves will be provided and are recommended for use but not required.

G. The Game
   a. Face-offs will be used to start each period, after each goal, after an inadvertent whistle by the official (when no team has clear possession of the ball), and every other whistle blowing the play dead during the game. During the face-off, the players involved will be squared off, with no movement until the ball is dropped and touches the floor. Players not involved in the face-off must be outside the circle and on their side of the ball.
   b. The ball may be advanced by using the stick or the foot.
   c. The blade of the stick must be kept below the waist when advancing, shooting, or deflecting the ball.
   d. Hands may be used to knock down an airborne ball as long as the ball is dropped straight down (no forward advancement or directional placement).
   e. Players cannot play the ball if they are on the ground.
   f. There will be no body-checking allowed. Any unnecessary contact will not be tolerated.
   g. The goalie is allowed to catch the ball and may freeze it in his crease for a face-off or play the ball out immediately.
   h. The goalie may leave the goal crease, but while outside the crease may not freeze the ball, catch it, or throw it. The goalie may always play the ball with his stick without restriction.
   i. After catching the ball, the goalie may throw it out to a teammate so long as the ball lands or is played before it crosses the center line. The goalie may drop it and hit it in any direction with the stick with no restrictions.
   j. If the ball becomes trapped in the indoor soccer goal and neither team moves it out, a face-off will be held to put it back in play.
   k. If the ball leaves the playing area through one of the doorways, the ball will be brought out to the center circle for a face-off.

H. Violations/Penalties
   a. An infraction of the rules of play will result in a face-off in the offending team’s zone.
   b. Infractions resulting in turnovers:
      i. Goalie tossing ball forward across the center line.
      ii. Player who holds ball or does not drop it straight down
      iii. Ball kicked in, offensive player/stick in goal crease.
   c. Two (2) minute penalties may include the following:
      i. Roughing/Boarding
      ii. Charging
      iii. Cross-checking
      iv. Tripping and hooking
      v. Holding/Interference
      vi. High sticking (only exception is goalie when no one is around)
      vii. Slashing
      viii. Elbowing/Kicking/Kneeling
      ix. Hitting ball while on the ground/sliding
      x. Playing with a broken stick
      xi. Too many players on the court
      xii. Goaltender interference
      xiii. Delay of game by player freezing puck along wall or goalie freezing puck outside goal crease
      xiv. Unsportsmanlike conduct
   d. Five (5) minute penalties:
i. Severe penalties are assigned at the discretion of the official.

ii. Any extreme violation of a two (2) minute penalty will result in a 5 minute major penalty and may also carry a game misconduct (ejection) with it.

e. When a penalty is called, a face-off will occur to restart play. The face-off will occur in the nearest face-off circle in the penalized team’s zone.

f. The penalized player will exit the court and may re-enter the court when the penalty is over through the door of their bench.

g. In the case of a penalty against the goalie, any player may sit out in his/her place for the duration of the penalty

h. A team shall not be required to play more than two (2) players short. If more than two (2) players are penalized during the same time, penalties shall be served in succession

i. If a goal is scored while a team is shorthanded, the player may return before the penalty is up. If there are two (2) players in the box, the player who was there first may re-enter the game. A team is not considered shorthanded if both teams have the same number of players on the floor

j. When a penalty is called on the defensive team, the referee will not stop play until a defensive player touches the ball (delayed penalty)

I. Scoring

a. A goal is scored when the ball is completely across the goal line.

b. Shots which bounce off a player’s body and into a goal will be counted as a legal score if the contact with the person is unintentional

c. An automatic goal will be awarded if a defensive player throws a stick to prevent the ball from entering into an open net

d. A penalty shot will be awarded to a player who had a clear path to the goal and was impeded by an opponent’s illegal act. (Such as tripping, throwing a stick, holding, etc.)

e. Goals will not be counted if:
   i. The stick blade was above the waist on the shot
   ii. The ball is kicked in
   iii. The ball is batted in with the hand
   iv. An offensive player is in the goal crease prior to the ball entering the crease

f. Mercy Rule: When a team is up by five (5) or more goals with two (2) minutes or less in the 3rd period, the game shall be declared over.

J. Playoffs

a. All teams are eligible for post season play provided that they do not forfeit more than once, default more than twice and have a 3.0 sportsmanship rating average.

b. If a player is ejected for unsporting fouls during a play-off game, the game may be forfeited regardless of time or score.

c. During the playoffs, if a game is tied at the end of regulation, there will be four (4) minute, sudden death overtime period.

d. If the score is tied after the overtime period, a three (3) person shootout will occur. CoRec must alternate gender.
   i. Any 3 eligible players may participate in the shootout.
   ii. This procedure will continue if still tied after first shootout, however, team has option to alter shooting order and/or players.