

Open Floor Hockey Rules

Season League

Games are played at UCCS Recreation Center

Number of Players: 5 vs. 5

MAXIMUM OF 14 PLAYERS ON A ROSTER

1. GOVERNING RULES

- a. Situations not specifically covered or implied by these rules shall be governed by the University of Colorado Colorado Springs Intramural Sports rules.

2. ELIGIBILITY

- a. All Participants must be either students registered at the University of Colorado Colorado Springs or Faculty/Staff/Affiliate with a Recreational Sports Membership.

3. PREGAME

- a. All participants will need to bring their ID card to sign in for their game.
- b. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- c. Team captains will take part in meeting with the officials prior to game time.
- d. Teams must have jerseys with numbers (each player must have their own number). Team jerseys may be checked out at Equipment Issue.

4. GENERAL

- a. All participants **must** bring their current UCCS ID to each game. Participants without proper identification will **not** be allowed to play. No other forms of identification (driver's license, class schedule, etc.) will be accepted. **Every player must sign in at least one time in order to be eligible for the playoffs.**
- b. **Intramural regulations and policies concerning eligibility are in effect.**
- c. **All** injuries must be reported to the supervisor on duty. IM supervisors are trained in first aid and CPR.
- d. Regulations published in the Intramural Sports Captain's Manual will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested.

SPECIFIC GAME RULES AND SITUATIONS

1. **NUMBER OF PLAYERS:**

- a. Teams consist of five players (4 plus a goalie). The minimum number of players to begin a game is three.

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- b. **OPEN**
 - i. The team shall be open, meaning any combination of men and woman can comprise a team.
 - ii. There may be all men, all women, or any combination of both genders on a team.

- 2. **EQUIPMENT:**
 - a. Goalies are required to wear helmet with facemask. Goalie can use baseball mitt or a hockey glove on either hand. However, approved goalie equipment will be provided.
 - b. Gloves and shin guards are strongly suggested for other players.
 - c. Goalies are strongly encouraged to wear an athletic supporter (i.e. cup): this will NOT be provided the UCCS Recreation Department.

- 3. **GAME:**
 - a. **Forfeit Time**
 - i. Five minutes after game time is forfeit time.
 - b. The game will consist of three, 12 minute periods with 1 minute intermissions.
 - c. **Mercy Rule**
 - i. When one team is up 5 or more with 5 minutes left the game will be end.

 - d. **Weather**
 - i. If for any reason the game must be called before completion, it will be called official if two periods have been completed.
 - 1. Whichever team is up in the third period will be declared winner.
 - e. A face-off will be used to begin each half and after each goal.
 - f. Ball may be stopped by hand, but not held, passed, or advanced by hand.
 - g. No personal sticks may be used during intramural competition.
 - h. Players may not raise their stick to play a ball that is above their waist level.
 - i. When a player commits a foul, or when the ball is deemed unplayable, play is resumed from a face-off or a free hit. A free hit involves a player from one team to start play from the place where the ball was last deemed unplayable (similar to a free kick in soccer).
 - j. If games are tied at the end of regulation play, a shootout will be used to determine the winner of the game.

- 4. **SCORING:**
 - a. Each goal scored counts as one point.
 - b. The puck may deflect off a player or equipment but may not be kicked or thrown deliberately into the net.
 - c. Under no circumstances may a goal be scored when there is an infraction by the offensive team.
 - d. A goal scored from a high stick is not allowed.
 - e. A goal is scored if a defending player puts the puck into the goal in any way.
 - f. Players may advance the ball with their feet, but MAY NOT kick it directly into net to score. If a player kicks the ball and it deflects off a defensive player and into the goal-the goal counts.
 - g. A ball cannot be thrown in the goal to score.

5. **PENALTIES:**

a. **Major Offense**

- i. No physical contact with either an individuals' stick or body is allowed at any point during the match.
 1. First offense - two minute penalty
 2. Second offense - ejection from the match
- ii. Any intentional striking or contact with an opponent will result in an immediate ejection and suspension from intramural play.

b. **Minor Offense**

- i. High Sticking:
 1. The carrying of the stick above the normal standing height of the waist is prohibited, and a minor penalty shall be imposed.
 2. A minor penalty will occur if a stick rises above the waist level during the process of a shot, including the follow through. If a goal is scored, the goal will be disallowed.
 - a. One minute penalty for high sticking
- ii. Slap Shots:
 1. One minute penalty for any and all slap shots.

c. **Interference**

- i. A minor or major penalty shall be imposed when:
 1. A player interferes with or impedes the progress of an opponent who is not in the possession of the puck.
 2. A player who deliberately knocks a stick out of an opponent's hand.
 3. A player prevents an opponent from regaining his/her stick once it has been dropped.
 4. A player throws the stick or broken stick towards an opposing puck carrier in a manner that would distract the carrier.
 5. A player intentionally trips or otherwise fouls from behind thus preventing a reasonable scoring opportunity. The violating player shall be automatically ejected with a designated player from the floor serving a two-minute major penalty. There are no penalty shots.
- d. Players serving penalty time must be next to score keeper prior to penalty time being served.

6. **INDIRECT FREE HITS:**

- a. An indirect free hit will result when:
 - i. The goalkeeper throws the puck past half court

7. **GOALIE LIMITATIONS AND PRIVILEGES:**

- a. Goalie may not throw the puck in a forward direction or beyond the half-court line.
- b. Goalie may not maintain possession of the puck for more than three seconds.
- c. The goalie may use any part of the body to stop the puck.

8. **THE FOLLOWING ACTIONS WILL RESULT IN AUTOMATIC EJECTION FROM THE GAME:**

- a. Continuous unnecessary roughness.
- b. Hitting or shoving officials or other players.
- c. Any other unsportsmanlike conduct in the opinion of the officials.
- d. Players using sticks other than those approved by University Recreation.

9. **SPORTSMANSHIP:**

- a. Team captains are responsible for the eligibility and conduct of all their players.
- b. Referees are instructed to speak with **team captains only**. The Referee may eject players who choose to ignore this rule.

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- c. The Referee may forfeit the game if physically or verbally abused by any team member or spectator.