



# FLOOR HOCKEY

## I. GENERAL

### A. Rosters

- i. Players may play for only **one** men's or women's team and **one** co-rec team.
- ii. A team consists of 5 players. A minimum of 4 players is needed to start the game.
  1. Acceptable combinations of males and females for co-rec included: 3M & 2W, 2M & 3W, 2M & 2W.
  2. If a team is reduced to less than 3 players due to fouls or ejections, the forfeit fee will not be charged
- iii. There is no limit to players on the roster. Please note the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.

### B. Roster Restrictions

- i. No current varsity basketball player may play in intramural sports basketball. (player must be 1 year removed from the team)

## II. Equipment

- A. All floor hockey equipment will be provided at game time by the FAU Campus Rec Staff
- B. All participants must wear proper athletic attire as per Campus Recreation Center policy in order to participate. This includes non-marking court shoes.
- C. Team members are encouraged to wear like colored shirts/jerseys with numbers.
  - i. Intramural Sports has pennies for teams without like colored shirts/jerseys.
    1. Participants must wear a shirt with sleeves underneath the intramural sports pennies.

### D. Prohibited Equipment

- i. Participants **may not wear jewelry**.
  1. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- ii. Participants **may not wear** hats, caps or bandanas.
- iii. Cast or splints (hard or soft) **are not permitted**.

## III. Timing

- A. A game will consist of two 10 minute halves with a 2 minute halftime
- B. The clock will run except for the last 2 minutes of the second half.
  - i. During these last two minutes the clock will stop on all dead ball situations

## IV. Regulations

## **A. The Game**

### **i. Referees**

Each match is controlled by an official who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed to. The decisions of the officials concerning the play are final there will be NO NEGOTIATIONS made between teams.

ii. One – two officials will be provided for all matches

iii. . Officials are responsible for controlling and calling the game.

1. Officials must be treated with respect

### **iv. Forfeits**

#### **1. Ready to Play and Game Time**

a. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time

b. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:

i. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.

1. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

ii. Elect to NOT offer the 10-minute grace period, and automatically take the win.

c. The decision made by the captain of the team ready to play is final. He/she may not change their mind.

#### **2. Penalty Points**

a. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:

i. Elect to start the game tied 0-0

ii. Elect to start the game up the following amount of points:

1. Men's: 3

2. Women's: 3

3. Co-Rec: 3

b. The decision made by the captain of the team ready to play is final. He/she may not change his mind.

## **B. Rule Clarifications**

i. General Play and Scoring

1. Standard rules of hockey apply at all times. Free substitution is allowed. Change of goalies can only take place during the half. Goalies cannot switch gear with another goalie during the game.
2. Officials may stop play for injuries of extenuating circumstances.
3. Players may catch the ball if it is in flight, but then must drop it from where they caught it.
4. Players not in the game must stand in the designated area only. These will be clearly marked.
5. A goal is scored anytime the ball fully crosses the goal line
6. On shots where the ball is deflected off a player or equipment into the goal, the goal counts.
7. Goals do not count if the ball is kicked or hit with the hand or foot into the goal by the offensive team.

ii. Goaltending

1. The goalie may use their hands, stick or glove to clear the ball from the goal.
2. A misconduct foul is assessed if the goalie throws the ball past the centerline. The ball must hit the ground or be touched by a player before the half line in order to be legal.
3. The goalie may use their stick to clear the ball any distance down the court.

iii. Penalties

1. No more than two players on the same team can serve a penalty. If a third member of the same team receives a penalty, the time will not start until one of the first two penalties is served.
2. The captain of the team is the only member who can argue a call to the referee(s) in regards to a penalty. If another member argues, the referee has the right to issue a minor penalty

iv. Minor Penalty (One Minute)

1. NOTE: If a player gets three minor penalties in one game, they will be immediately ejected from the tournament.
2. High Sticking
  - a. Any player that lifts their stick past their waist and hits another player at any point.
3. Holding
  - a. Any player who holds onto an opponent's body and/or stick to impede their progress.
4. Hooking
  - a. Any player who impedes the progress of the opponent by hooking any part of the opponent's body with the blade of their stick
5. Interference
  - a. Any player who attempts to impede the motion of an opponent not in possession of the puck, deliberately knocks a stick away or impedes the goalie around the net area.

6. Slashing
  - a. Any player who deliberately swings their stick at an opponent, whether or not contact is made.
7. Tripping
  - a. Any player who uses their stick, or any part of their body, under or around the feet or legs of an opponent, causing them to lose their balance.
8. Boarding
  - a. Any player who uses any method (body check, elbow, or tripping) to throw an opponent into the boards.
9. Elbowing
  - a. Any player who uses their elbow in any way to foul an opponent.
10. Too Many People
  - a. When one team has an excessive amount of players on the court (4+).
11. Un-Sportsmanlike Conduct
  - a. Any player who, in the referee's judgement, does something unsportsmanlike. This includes swearing excessively at the other team or referee, throwing the stick after a call, or any general harassment.
- v. Major Penalty (Three Minutes)
  1. Roughing
    - a. Any player who subjects an opponent to intentional and unnecessary roughness or uses excessive force to push or hit an opponent. NOTE: If there is intent to injure, or if the players do not stop when whistle is blown, both participants will be automatically ejected from the tournament.
- vi. Penalty Shot
  1. A penalty shot may be issued if:
    - a. An attempt to hook or trip occurs as the opposing player has a breakaway
    - b. Any player attempts to block a shot to the net by going down on one or more knee
    - c. A player releases a stick with intention of released stick to impede on any play
- vii. Change of Possession
  1. A change of possession occurs when:
    - a. A player uses their blade of their stick past their waist to retrieve the ball (when no harm occurred)
    - b. When the ball goes out of bounds. This will be up to the official's discretion.
    - c. Hand Pass -Any player who passes the ball using their hands. A player can catch the ball, but must immediately drop it at their feet or stick.

- d. Any player that lifts their stick past their waist during a slap shot
  - e. Goalie covers the ball outside of his crease
- viii. Overtime
  - 1. IF tied, the game goes to a 3 player shootout. Higher seed chooses to shoot first or second.
    - a. Everyone on team must shoot before players can shoot again.

## V. SPORTSMANSHIP

### A. Ratings

- i. FAU Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
  - 1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
  - 2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "5".
  - 3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
  - 4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
  - 5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is not eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. ***All ejections will warrant a minimum 1 game suspension!***

### B. Rating Criteria

- i. **"5" - Good Conduct and Sportsmanship**
  - 1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.
- ii. **"4" - Average Conduct and Sportsmanship**

1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.
- iii. **“3” - Below Average Conduct and Sportsmanship**
  1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.
- iv. **“2” - Poor Conduct and Sportsmanship**
  1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.
- v. **“1” - Unacceptable Conduct and Sportsmanship**
  1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

**C. Positive Contributions to Sportsmanship Rating:**

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
  1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
  2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
  3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
  4. Respect is shown for FAU Campus Recreation facilities and equipment.

**D. Negative Contributions to Sportsmanship Rating:**

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
  1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal

behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.

2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
4. Taunting an opponent or opposing team spectator (trash talk)
5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.