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**FLOOR HOCKEY RULES**

**Participation:** All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

**Game time is forfeit time.**

1. **Game and Equipment**

Game

* 1. A team consists of six players (five players on the court plus one goalie). A game may start with four players.
		1. **Co-ed:** Acceptable ratios are (3M/3F, 3M/2F, or 2M/3F, 2M/2F)
		2. No more than two members of the **Elon Club Hockey Teams** may be on one roster.
		3. If, at any point throughout the contest, a team is reduced to less than four players, a forfeit will result.
	2. A player may substitute only during a stoppage in the play after being summoned by the referee.
		1. Players cannot substitute freely (i.e. “line changes”)
		2. At any point throughout the contest, the goalie can be pulled in order to gain a player advantage.
		3. If teams wish to switch their goaltender, they can do so only during halftime.
	3. Games will consist of three ten-minute periods with a running clock. Clock will only stop for timeouts and injuries
		1. Mercy Rule: If, in the last five (5) minutes of play a team is up by six (6) or more goals, the game will be called.
	4. Face-offs will be used at the beginning of each period and after each goal
		1. The ball/puck must touch the floor prior to contact by a player
		2. All players must remain on their half of the court prior to the ball/puck being touched
	5. The ball/puck may never be intentionally kicked, thrown or deliberately diverted by any means other than a stick
	6. A goal will not count on a penalty by the offensive team
	7. A goal scored with high sticking will result in no goal
	8. Offense may NOT be in the free throw lane for more than three (3) seconds, similar to the 3-second violation in basketball. The result will be a faceoff from the nearest faceoff mark
	9. Slap shots are allowed
		1. Forward and backward arc must be kept below the waist. If the stick breaches the waistline high-sticking will result
	10. No player other than the goaltender may leave their feet for any reason
	11. A shot must cross the goal line before time ends at the end of a period or overtime to be counted as a scored goal (ball must be across goal line before 0.0 seconds on clock).
	12. Boundary lines are the same as the basketball court lines (thick black lines)
		1. Any play that continues out of bounds after a referee has whistled the play dead will result in a two-minute minor penalty.
	13. **Passing and Catching the Ball/Puck**
		1. Passing the ball/puck off of the wall is illegal
		2. If the ball/puck goes out of bounds, a face-off will commence at the nearest mark
		3. Players are permitted to catch a ball/puck that is airborne. Only the hands may be used to catch the ball/puck, and the ball/puck must be dropped into play immediately with no intentional advancement and directional placement
		4. The goalie can catch the ball/puck with a glove but must immediately (at least within three (3) seconds) put the ball/puck back in play
	14. Goals are worth one (1) point in value. Any shot that is deflected unintentionally will count as a goal.
	15. Goals will not count if:
		1. The stick is held and/or brought above waist level
		2. If the ball/puck is intentionally kicked into the goal
		3. Goals will not be counted if the ball/puck is batted into the goal with the hand
		4. If a player from the offensive team is in the goal crease
	16. Each team will have one (1) timeout of 30 seconds per game which may only be taken when the ball/puck is not in-play
		1. In the event of overtime, each team will be granted one (1) timeout of 30 seconds. Unused timeouts from regulation do not carry over
		2. A timeout may only be called by a player on the court
	17. The goaltender is required to wear a facemask (provided) and may also wear shin pads, non-bulky chest protector, a goalie glove, and a blocker
		1. Large shin pads will not be allowed
		2. All plastic knee guards must be coved by pants or hockey socks as to not scratch the floor
		3. The goalkeeper must play the ball out of the penalty area within three (3) seconds after a save
		4. If the goaltender maintains possession longer than three (3) seconds, a faceoff will occur
		5. The goaltender must have possession of a goalie stick in their hands at all times
		6. Once the goaltender leaves the crease they must obey all rules applicable to the rest of the players
	18. **Crease Play**
		1. At no time is a player of the Offensive Team permitted to enter the goalie crease with any portion of the body.
		2. If a goal is scored while the player is illegally in the crease it shall be disallowed
		3. A faceoff occurring at the nearest face-off area will resume play. However, if the official determines that the goalie was interfered with, an interference penalty will be assessed
		4. An offensive player’s stick is not allowed to enter the crease at any time
		5. If an offensive player places the stick in the crease area, she/he will be penalized for interference. This includes breaking the plane of the crease with the follow through of a shot
		6. Goalies are permitted to leave the crease area to establish a better angle of defense or to play the puck
		7. The goalie may not leave the crease for purposes of freezing the puck outside the crease area
	19. **There will be no overtime during the regular season.**

***During the* *post season tournament:***

In the event of a tie, a 1-minute rest period is followed by a 5-minute, sudden death overtime. If the period ends in a tie, a shootout will occur

* 1. Shootout: The tie will be broken by three (3) alternating penalty shots taken by three (3) different players from each team
		1. The ball will be placed on the center line and each player will have ten (10) seconds to complete their attempt
		2. If the shootout results in a tie a second sudden death shootout period will follow
		3. All players on a team must shoot once before a shooter can repeat
		4. Co-Rec teams must alternate shots between male and female shooters
	2. Campus Recreation will provide all necessary equipment
1. **Penalties**
	1. THERE IS NO OFFSIDES.
	2. Running Penalties – result in faceoff in the opposing team’s attacking zone. Examples:
		1. Player slides or dives after the puck
		2. A player enters the crease
		3. High stick with no players around you
		4. The goaltender throws the puck past half court
	3. Minor Penalties - result in the offending player sitting out for two (2) minutes of play. The offending team will play shorthanded for the duration of the penalty or until the opposing team scores. Examples:
		1. High-sticking
		2. Too many players on the court
		3. Tripping, holding, pushing, checking, hooking, or any other illegal contact
		4. Intentional lifting of an opposing players stick above the knee or placing stick between another player’s legs
		5. Bending the blade of the stick
	4. Major Penalties - result in the offending player sitting out for five (5) minutes of play. The offending team will play shorthanded for the duration of the penalty regardless of how many goals the opposing team scores. Examples:
		1. Use of profane language directed at another player or official
		2. Continued unnecessary roughness
2. **Additional Policies**
	1. All participants must wear athletic footwear. No boots, hard sole shoes, or cleats.
	2. Each team shall designate a captain to act as team spokesperson and make decisions. Only the captain may talk to officials.
		1. The Team Captain is responsible for the conduct of his/her teammates, spectators, and managers/coaches. Team representatives are subject to sanctions as listed in the Elon Intramural Sports Participant Guide.
		2. A player may be warned and/or may be ejected from the game for unsportsmanlike conduct