

**MILLERSVILLE UNIVERSITY
CAMPUS RECREATION DEPARTMENT**



INTRAMURAL STREET HOCKEY RULES

GOVERNING RULES

All intramural street hockey rules follow the rules and regulations of ice hockey & the intramural department @ Millersville University has modified the street hockey intramural rules with several exceptions for program needs.

Persons subject to the rules are team representatives, including players, substitutes, replaced players, coaches, trainers, spectators & other persons affiliated with the team are subject to the rules of the game & shall be governed by decisions of officials assigned to the game.

All rules apply to coed, men's & women's street hockey unless otherwise noted

EQUIPMENT, PLAYERS & GAME TIMING

- 1) It is highly recommend for teams / individuals to arrive 10 minutes early before the scheduled game time. At the scheduled game time, if a team does not have the required number of players a 10-minute grace period is in effect. If a team/individual does not appear within the grace period, a win by forfeit will be accredited to the opposing team.**
- 2) Illegal / Prohibited Equipment is as listed by not limited to the following:**
 - a. Pants, shorts, jeans or TEAR AWAY material MAY NOT be worn or exposed drawstrings or zippers
 - b. Jewelry: Includes earrings, rings, watches, bracelets, necklaces
 - c. Any exposed body or facial piercing must be taken out
 - d. Any item containing exposed knots: Includes bandannas, do-rags & stocking caps
 - e. Hard & unyielding leg & knee brace material
- 3) Equipment**
 - a. Personal equipment may be used.
 - b. Protective equipment may be worn.
 - c. Only goalkeepers may wear pads on their legs.
 - d. A mask and chest protector must be utilized.
 - e. **A GOALIE'S LEG PADS MAY NOT EXCEED 10 INCHES IN WIDTH.**
- 4) ELIGIBILITY**
 - a. **Only three members of the Women's Field Hockey Team**
 - b. **Only 1 member Ice Hockey and Roller Hockey clubs may participate per team**
- 5) The game men's & women's game shall be played between 2 teams with 5 players**
 - a. (i.e. four forwards and one goalie).
 - b. 4 players are required to avoid a forfeit (either four forwards or three forwards and a goalie).
 - c. Rosters are limited to 12 players.
 - d. If the number of players during the game falls below three due to penalties, the game will be forfeited.
 - e. In regards to penalties, the minimum number of players on the court at one time is two forwards and one goalie (or three forwards in case of an empty net). If a team is already short handed by two players, then the first player penalized must wait until the first dead ball after his penalty is over to enter the court. If the team with the extra person scores, the person with the shortest amount of time in his/her penalty is the first to come on to the court.

- 6) **The coed game shall be played between 2 teams with 6 players** (i.e. five forwards and one goalie).
- At least 3 women must be on the court at all times.**
 - 5 players are required to avoid a forfeit (either five forwards or four forwards and a goalie).
 - Rosters are limited to 12 players.
 - If the number of players during the game falls below three due to penalties, the game will be forfeited.
 - In regards to penalties, the minimum number of players on the court at one time is two forwards and one goalie (or three forwards in case of an empty net). If a team is already short handed by two players, then the first player penalized must wait until the first dead ball after his penalty is over to enter the court. If the team with the extra person scores, the person with the shortest amount of time in his/her penalty is the first to come on to the court.

7) **GAME**

- The game shall consist of 2 periods of 15-minute each.
- Running clock throughout game.
- Clock stops for injury and out-of-bounds ball only.
- There will be a 5- minute break between periods.

8) **OVERTIME (REGULAR SEASON)**

- A five-minute sudden death period will be played in the result of a tie. If the score is still tied following the sudden death period, the game will be going into a shootout. There will be three players from each team to shoot. The home team chooses if they want to shoot first or second. If the game is still tied after the three players have shot, each team will send a different player to shoot until someone scores.

9) **OVERTIME (PLAYOFFS)**

- A five-minute overtime will be played in the case of a tie in the playoffs. If the game is still tied a five-minute sudden death overtime will follow. If there is still a tie another five-minute sudden death overtime will follow again and the process is repeated until a winner is determined.

10) **DELAYING THE GAME**

- A minor penalty will be imposed on any player or goaltender who delays the game by deliberately shooting or batting the puck outside the playing surface, or deliberately displaces the goal post from its normal position.
- Any coach who refuses to place the correct number of players on the floor to commence play after being warned by a referee shall receive a bench minor penalty for delay of game.
- If the goal is deliberately displaced by a goalkeeper or player during the course of a breakaway, a penalty shot will be awarded to the non-offending team, the shot will be taken by the player last in possession of the puck.
- If by reason of insufficient time or by reason of penalties already imposed, the minor penalty assessed to a player for deliberately displacing his own goal cannot be served in its entirety within the regular playing time of the game or at any time in overtime, a penalty shot shall be awarded against the offending team.
- A minor penalty will be imposed on a player, other than a goalkeeper, who deliberately falls on or gathers a puck into his body.
- A minor penalty will be imposed on a goalkeeper who, when his body is entirely outside the boundaries of his own crease area and when the puck is behind the goal line, deliberately falls on, gathers into his body, holds, or places the puck against any part of the goal or against the boards.
- No defending player, except the goalkeeper, will be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease. If an infringement of this rule occurs, play is to be immediately stopped and a penalty shot is to be called against the offending team. The coach may designate any player to take the penalty shot regardless of whether or not he/she was on the court at the time of the infraction.

11) **SUBSTITUTIONS**

- Substitutions may be made on the fly. The player being replaced must be off the rink before the replacement is on the rink.

PLAYING REGULATIONS

1) OFFSIDES

- a. An attacking player may not precede the puck into the attacking zone. If a player enters the zone before the puck, off-sides are called and a face-off is held in the neutral zone.

2) CHECKING

- a. Checking is illegal and will result in at least a minor penalty at the discretion of the referee.

3) PENALTIES

- a. Minor penalties are tripping, roughing, holding and interference. A minor penalty is usually done incidentally and will result in a two-minute penalty. No yellow or red card. Major penalties will last five minutes and will most likely result in a red card. Major penalties last five minutes and are not “washed out” if a power play goal is scored.
- b. Special cases
 - i. **Attempt to Injure** is an automatic red card. An attempt of injury is the intentional use of a stick to injure someone. An attempt of injury not only results in a red card but it also dismisses the participant from competing in IM hockey for the rest of the season. Also, you may face criminal charges and face fines up to \$10,000.
 - ii. **Fighting** is an automatic red card. A player will receive a red card and will be dismissed from IM hockey for the rest of the season.
 - iii. **High Stick:** A goal scored by an attacking player who strikes the puck with his stick which is carried above the height of the crossbar of the goal frame, shall not be allowed. A goal scored by a defending player who strikes the puck with his stick which is carried above the height of the crossbar of the goal frame shall be allowed. High sticking shall occur when the hockey stick is carried above the normal height of the waist of the opponent, and the referee may, at his discretion, assess a minor, double minor, or major and game misconduct.
 1. Minor - obvious contact above the waist with no injury potential.
 2. Double minor - contact to the head or face causing injury but deemed to be accidental by the officials.
 3. Major and Game Misconduct - obvious contact above the waist that possesses injury potential, causes an injury, or causes an injury and was deemed to be careless