



UTSA INTRAMURAL SPORTS

Floor Hockey RULES

TEAM CAPTAINS:

- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- **Captain's Meeting is March 21st at 5:00 p.m in the Texas room located upstairs in the Recreation Center.**
- Only the team captain may address an official, on matters of rule interpretation or obtain essential information.
- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules will be available via the web at www.utsa.edu/recreation.
- Team captains are responsible for their team's behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team
- Gloves and team balls. **(Team captains, you will be charged for the missing items)**

PLAYERS & ELIGIBILITY:

- Mens & Women shall be played between two (2) teams of six (6) players each, including a goalie. Four (4) players are required to avoid a forfeit.
- The Co-recreational game shall be played between two (2) teams of six (6) players, three (3) men and three (3) women. Teams with five (5) players shall be three (3) women and two (2) men. Four players, two (2) men and two (2) women are required to avoid a forfeit.
- Alumni and outside visitors are not eligible to participate.
- Team may add/drop players to roster until the 2nd round of playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA ID Card to the Intramural Staff on duty, in order to be eligible to play; Players must sign in individually.

PLAYING AREA:

- All games will be played in the MAC Gym
- The floor is marked with (5) five face-off spots; one (1) at the center of the floor, and two (2) adjacent to the sides of each goal.
- The playing area will consist of the entire surface, divided by a center line.

TIMING OF THE GAMES:

- Playing time shall consist of three (3) periods of ten (10) minutes each. The clock will be stopped only after an injury, otherwise it will be a continuously running clock until the final two (2) minutes of the game, at which time it will stop on every whistle, unless a team is winning by three (3) or more goals. Any games ending in a tie during league play **WILL REMAIN A TIE.**
- Each team will be granted one (1) one-minute time-outs per game
- **Play-Offs Overtime Procedures** A five (5) minute running clock sudden-death period will be played. If the score is still tied, the deadlock will be broken by three (3) alternating penalty shots taken by three (3) different players from each team.

FORFEIT:

- Game time is forfeit time. There will be no re-scheduling. Please be on time for your scheduled game.

PLAYING THE GAME:

- Starting the Game Each team will defend the net closest to their bench in the first period. The teams will switch sides after each period, except for the overtime. The game will start with a

center-floor face-off. In case of a game ending in a tie score, the officials shall bring the two captains to the center of the floor. They will discuss tie-breaker procedures and will answer all questions prior to the overtime period. After this meeting, the teams will defend the same goal they defended during the last period.

- Putting the Puck in Play - Every time the whistle is blown, the puck is put into play by a face-off
1. Face-offs occur at center floor dot when: **A.** A period is to start **B.** The puck lands in the bench area **C.** The puck gets stuck in the rafters **D.** A goal is scored. **E.** After a penalty shot is taken.

GENERAL:

- Substitutions may be made at any time during play. Players entering the game must wait until the player leaving the floor is completely off the playing surface before entering, otherwise it will result in a **penalty**
- Goalies may only be substituted for during a time-out, during intermission, due to an injury, or if an equipment change is necessary

EQUIPMENT:

- Goals, balls and hockey sticks are provided. Players must wear sneakers. No turf-shoes, bare feet or hard soled shoes. No jewelry is allowed to be worn at any time.
- All goalies must wear a full face mask or helmet with a cage, chest protector, a protective glove or blocker on their stick hand, a catching glove on their non-stick hand, goalie stick and leg guards/pads.
- **Optional Equipment** - Eye Protection, Mouth and Tooth Protection, Shin Guards, Gloves, Elbow Pads, Helmets & Cups.

PENALTIES

- **Five (5) minute penalty** - Spearing, Body fouls: Butt-Ending, elbowing, kneeing, cross checking, leg checking, charging, cross checking, avoidable checking, checking opponent above shoulders with forearm, checking opponent after whistle, Stick fouls: slashing, high-sticking, hooking, stick thrown out of playing area, throwing stick at player, Fighting, Disrespect to an official, excessive profanity, Continuing altercation after warning
- **Two (2) minute penalty** - Too Many Players on the Floor, Playing With a Broken Stick, Tripping, Elbowing & kneeing, Illegal Use of the Hands, Holding, Checking, Pushing, **High Sticking** - High sticking shall be defined as raising the stick above your waist at any point during play when the stick is within a foot of another player. Lifting the stick of another player in the air above their waist is also a penalty.

DISCIPLINE

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
 - **Ejected Player consequences:**
 - Team will be automatically deducted two (2) sportsmanship letter grades.
 - Ejected player must leave playing area (out of sight and sound).
 - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick, or have been officially reinstated.
 - Must contact Andrew Chadick, Assistant Director of Intramurals, to set up a meeting to determine what action should be taken.
 - It is the responsibility of the ejected player to schedule the reinstatement meeting.
 - Ejected player is ineligible until meeting has taken place.

- Ejected player will face a *minimum* one (1) game suspension from all Intramural activities.
 - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
 - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
 - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
 - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
- If a player is found to have played on two teams:
 - **Consequences for Playing on Two (2) Teams:**
 - Player will be permitted to play on the first team he/she signed in and played for.
 - Both teams will be notified of the player violation.
 - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
 - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:
 - **Illegal Player Consequences**
 - Team in violation will receive a loss, and opposing team will receive an automatic win.
 - Both teams will be notified of illegal player violation.
 - Illegal player is not permitted to play any Intramural sports or activities.
 - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
- **Faculty/Staff:**
 - Must have a Campus Recreation membership in order to participate in Intramural Sports.
 - Faculty/Staff must also present their UTSA ID at each game.
 - Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.