



# 2004 Street Hockey Rules Summary

The Complete FSU IM Hockey Rulebook is Available Online at [fsu.campusrec.com/im](http://fsu.campusrec.com/im)

**No Tobacco** and **No Alcohol** are permitted on the Salley Hall Courts. Violators will be ejected.

## PLAYER ELIGIBILITY, TEAM COMPOSITION, EQUIPMENT

Players **MUST** be current Florida State University students, faculty or full-time staff. FAMU and TCC students are **NOT** eligible for FSU IM sports and events. All players **MUST** show their valid FSU Card prior to their first game and valid photo ID prior to any subsequent games in order to participate.

Games are 5-on-5 (4 players plus a goalie). Team rosters may include an unlimited number of players. Teams must have a minimum of 4 players to start a game. A game must finish with at least 3 players. If a player is ejected with no available substitutes, the game is a forfeit whether a team starts with 5 or 4 players.

Jewelry is **NOT** allowed to be worn by any participant during IM hockey. This jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similar jewelry. Taping of jewelry is not permitted. Only medical alert bracelets are permitted. A player is subject to ejection for failure to remove any jewelry after the first warning.

Mouthguards are required for all players. None will be available for checkout. Tennis, running, or other soft-soled shoes must be worn by all players. Sandals and boots are not permitted. Hockey sticks will be available for checkout, as is goalie equipment. Goalies must wear long pants under the leg pads. Sweat pants or wind pants are acceptable.

A player whose stick is broken may not participate in the game until the broken portions are dropped and a new stick is obtained. A goalkeeper may continue to play with a broken stick as long as the broken stick is placed behind the goal until the next stoppage in play.

## GAME RULES

FSU Intramural Hockey is played following NIRSA Floor Hockey Rules with few exceptions.

Free substitution is permitted without stoppage of play. The player entering the game during live action must not gain an advantage or become part of the play prior to the replaced player leaving the game.

Games will consist of three (3) periods of ten (10) minutes each. The game clock will be a running clock, stopping only for injuries and time-outs. Intermissions are two (2) minutes in length. Games tied at the end of regulation will enter a three-minute sudden-victory overtime period. A one-minute intermission will be observed between overtime periods.

Each team will receive two (2) timeouts per game. Each timeout is one (1) minute in length. Teams must be in possession of the puck to call timeout. Teams do not receive additional timeouts in overtime.

When a team is winning by seven (7) or more goals at or after the 5:00 mark of the 3<sup>rd</sup> period, the game will be called.

## GAME PLAY

Goals will not be counted if the stick is held and/or brought above waist level, if the puck is intentionally kicked into the goal, if the puck is batted into the goal with the hand, or if a player from the offensive team is in the goal crease.

Running fouls (without penalty minutes) include high sticking, hand passing, kicking the puck, player/stick in the goal crease, dangerous play or sliding by any players, and goalie freezing the puck outside of the crease area.

Minor penalties include delay of game, hooking, interference, and holding. Minor penalties are 2 minutes in length. Minor penalties are served by the offending player, unless called on the goalie, in which case the team captain will designate a player currently on the floor to serve the penalty. Minor penalties end when the opposing team scores a goal or at the end of the penalty time.

Major penalties include elbowing, kneeing, slashing, spearing, tripping, butt ending and cross checking, charging, and roughing. Major penalties are 5 minutes in length. Goals scored by the opposing team do not end a major penalty. The entire 5 minutes of the penalty must be served.

Misconduct penalties include directing profane language at officials, supervisors, or opponents, persistently showing disrespect towards game staff, intentionally knocking the puck out of the reach of an official, deliberately throwing game equipment or other items before, during, or after the game, intimidation of an opponent into obtaining a penalty, and other offenses which warrant ejection.

Player disqualification results when a player accumulates (a) any combination of five (5) running, minor, or major fouls, (b) three (3) minor penalties, or (c) two (2) major penalties during a single game.

### ***Important Numbers***

Intramural Sports Office

136 Tully Gym

open Mon-Fri from 9:00a until 6:00p

644-2430

***[fsu.campusrec.com/im](http://fsu.campusrec.com/im)***

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