



-Arkansas State University-
INTRAMURAL SPORTS
TOURNAMENT EVENTS
5-ON-5 FLOOR HOCKEY
SPRING 2013



RULE 1. EVENT INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration: Closes Friday, 3/1.** Teams are to be submitted using www.athleague.com. After the captain's meetings, all teams submitted late will not be added to the playing rotation. Entries turned in late will be added to the substitution/waiting list. If a team drops out of pool play, the team first in line on the substitution list will take their place (same gender). Teams that have not played in pool play will not be eligible for the postseason.
2. **Rosters & limitations:** The **minimum amount** of players that you need to turn in on an event roster is **five (5)**. The **maximum amount** of players that you can have on your event roster is **sixteen (16)**. An intramural roster turned in is a binding contract stating (among other things) that you will be providing a team at the time that is scheduled. Failure to do so will result in fines & possible suspensions. For a player to be added onto your event roster the captain must provide the following: 1) participant's proper name, 2) participant's valid ASU ID, 3) player's signed waiver.
3. **Pool Play Availability:** Major & Team Events are the only events that we ask for team's "Time Preferences" for scheduling games. If games get cancelled, team's availabilities are not considered. You must be able to play where & when we have time to fill them in. During Tournament & Special Events teams do not have the luxury of picking team time preferences due to the time frame of the event.
4. **Waivers:** All participants must read and agree/sign the waiver stating they understand the document. Any teams that want to add players must go through this process. Players that do not do this will not be allowed to participate.
5. **Classifications & Leagues:** We have two types of classifications: **Men's & Women's**. Within those divisions we have three of four types of leagues (depending on sport and/or participation standards) : **Division I - Competitive, Division II - Intermediate, Division III - Recreational, and Greek.**

Division I - teams are comprised of those individuals who are more skilled and are looking for a highly competitive atmosphere. Faculty/Staff are not allowed to participate in Division I (if offered). Teams in this conference will be eligible for extramural tournaments, both state & regional tournaments.

Division II - teams are made up of those individuals that are not as skilled as others in a particular sport, enjoy a competitive setting, but are participating for the fun and social aspects of a sports team. Faculty/staff are eligible for this league. Teams in this division are not eligible for extramural events.

Division III - teams are made up of those individuals who are more interested in a purely recreational setting and the social aspect of participating, rather than the intense competition. Teams in this league will not have playoffs. Formats will be round-robin style. Faculty/staff are eligible for this league. Teams in this conference are not eligible for extramural events.

Greek - teams comprised of IFC, NPC, & NPHC organization who are interested in playing only Greek teams. Within this league, Divisions I and II, will be offered for specific sports only. Teams in Greek league are not eligible for extramural events. If a Greek team wants to be considered to participate in an extramural event, teams must participate in Division I.

When necessary, leagues may be combines to create an Open league. All restrictions will be dropped. Not all sports/activities offer Divisions I, II, and III.

Schedules: Pool play schedules will be out Friday, 3/1. Schedules can be viewed and printed at www.athleague.com.

6. **Caps:** What is a cap? Cap is the amount of teams that we can allow to participate in an event due to the lack of time & space. For this event the cap is twenty (20).
7. **Captain/Players meeting:** There are no scheduled captains/players meetings for any Tournament or Special Events. Once registration closes for the event the captain & co-captain (if contact information is provided) will be contacted for any & all useful information that is needed or required about the event.
8. **Pool & tournament play:** Pool play will begin on Monday, 3/4. The tournament will begin on Tuesday, 3/12.

Teams are taken to playoffs based on regular season standings, point differential, head to head, and sportsmanship ratings. **NEW THIS YEAR: Only 50% of teams in Division I and II will qualify for playoffs. This means not all teams will make playoffs.** In the event there are an odd number of teams, an additional team will be added (+1) to the group to create an even number of teams. Playoffs are a PRIVILEGE and not a right; therefore, no team is guaranteed to make the playoffs.

Your record and sportsmanship among other factors will determine where you place in the brackets.
For players to be eligible for the tournament:

- 1) Patrons must have turned in their ASU ID for at least one (1) game during pool play.
- 2) Their name must not appear on the drop list.

9. **Cancelled & rescheduled games:** Due to length of the season you don't have the luxury of rescheduling.
10. **Defaults:** We here at the Intramural Sports Department understand that there will be scheduling conflicts with game times versus work, social events, class time, study time, i.e. During **ANY** team event that we offer we allow each team 2 defaults to be used **during pool play only**. A default is when you know that your team will not be able to make your game ahead of time. To be considered for a default your team must notify the Coordinator of Intramural Sports or the Intramural Sports office by 1:00 PM the day of the game. You are given the loss, but there is no charge. If a default is used after the maximum (2), the team will be charged the regular forfeit fee of \$30.
11. **Forfeits:** A forfeit is when a team does not show up or notify the Coordinator. When this happens a team is given a forfeit. A team is given a loss, will obtain a point differential of one (1) point against their overall score, **AND** is charged a fee of **\$30 per forfeit**. The maximum amount of forfeits a team can get to make it to the tournament is **zero (0)**. If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit's out the season (forfeits out of pool play or during the tournament) then they will be automatically suspended from registering for any future intramural event until fee or fees are paid in full. Everyone on the playing roster will be blocked from future & current intramural registration. If that team or organization forfeits another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. When reinstated for the next semester the team or organization that was suspended the previous semester will be on intramural probation for that semester. What does this mean? If they forfeit one (1) event during the probation semester then they will be suspended for that semester. This includes using the team or organization name, everyone on the playing roster. How do they get off of intramural probation? They must not forfeit ANY events during a probation semester. In short...don't forfeit!
12. **ASU ID's:** Each participant must present a current, validated ASU student ID. Faculty/Staff must present a Red WOLF Center membership card. Information on these cards can be found at the Red WOLF Center. Faculty/Staff of Students who do not have ID's: 1) Will not be allowed in the Red WOLF Center & 2) Will not be allowed to participate in our program. **NO EXCUSES WILL BE TOLERATED! ASU ID's or memberships that are outdated or not valid, with no number, no picture, or is broken into several pieces will no longer be accepted!**
13. Before a player is allowed to participate during the pool play their name must be on the roster with a valid ASU ID **AND** must be **READ & SIGN** the waiver. Players **CAN BE** added to the roster on the field. However, they must **READ & SIGN** the waiver on the roster addition form. They can either come by the Intramural office or verified on the field prior to game time to verify their status.

14. **Number of players:** The game shall be played between two teams of five (5) players each. Each team must have a minimum of four (4) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
15. **Equipment:**
 - a) **Attackers & Defenders**
Players **MUST** wear the following equipment: Leg protectors, helmet, & stick. If players have hockey gloves that they wish to use to protect their hands they may do so.
 - b) **Goalies**
Goalies **MUST** wear the following equipment: Leg protectors, chest protector, helmet. A softball/baseball glove, & a goalie stick will be provided. Again, if a goalie wishes to provide their own gloves in which to better protect themselves they may do so.
 - c) All outside equipment will be deemed illegal. There are exceptions to this rule if the equipment is deemed necessary with the intent to better protect the player.
16. **Jerseys:** Players on a team must wear **numbered** shirts of one distinguishable color. This is the only way that official's & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys then the visiting team must wear a different color.
17. **Shoes:** Regulation rubber-soled shoes are the only foot ware that is eligible. The following foot ware is illegal: barefoot, combat boots, hiking boots, or flip-flops. Before participating please ask an intramural supervisor for any questions concerning appropriate foot ware.
18. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
19. Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor **BEFORE** the game begins.
20. Glasses or sport goggles may be worn as long as they are pliable and non-rigid.
21. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
22. Jewelry is prohibited. Religious & medical-alert medals are not considered jewelry. A religious medal must be taped & worn under the uniform. A medical-alert medal must be taped & may be visible.

RULE 2. RED WOLF CENTER POLICY

1. **ALL** games on the MAC Gym & will be played Sunday – Thursday from 6:00 PM – 11:00 PM in the Red WOLF Center. The Red WOLF Center is located on Aggie Road next to Arkansas Hall. Times, days, & location will vary during the season.
2. **Personal items such as bags are not allowed in the gym!** Bags must be placed in the day lockers that are located in the locker rooms. The purpose of this is to free up space on the bleachers for spectators & space for players on the players side.
3. Neither food nor drinks are allowed in the gymnasium space.
4. This is a tobacco & alcohol free campus. Same rules apply for the Red WOLF Center. If any is suspected of being under the influence of alcohol or narcotics UPD will be notified.
5. Spitting on the courts is prohibited & will result in that person being removed from the facility.
6. Only gym appropriate shoes are allowed the courts.
7. Foul or abusive language towards an opponent, teammate, or staff will result in an immediate removal from the facility whether committed by a player or spectator.
8. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the Red WOLF Center. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!
9. Team spectators must watch the game from either:
 - a. Behind the plexi-glass

- b. Upstairs in the spectator area
If their names **DOES NOT** appear on the roster then it would be in the team's best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

RULE 3. CONDUCT OF PLAYERS & COACHES

1. Any player who acts in a manner not showing good sportsmanship shall be penalized with an unsportsmanlike conduct penalty and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
 - a. Disrespectfully addressing an official or IM staff member.
 - b. Questioning the official's judgment or decisions.
 - c. Showing disgust with official's decisions.
 - d. Using profane or insulting language or gestures toward an official or opponent.
 - e. Baiting or taunting players of the opposing team.
 - f. Disrupting the game so that it may not be continued in an orderly fashion.
2. Captains and/or coaches are responsible for the action of their team members.
3. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Recreation & Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the field of play but the **NEXT BUSINESS DAY!**
4. If a player receives two (2) yellow cards or one (1) red card they are ejected from the game & the complex.
5. If a team receives a grade less than a 2.0 (C) during tournament play, they do not advance. This rule is in effect even if that team is winning. The opposing team will advance in their place.
6. **Sportsmanship:** If a team receives two (2) minor or one (1) major penalty it will affect their sportsmanship grade that game to a 2.0 "C", three (3) minor penalties will result in a 1.0 "D", four (4) minor or (2) major penalties will result in a 0.0 "F", & the game shall be called.

RULE 4. GAME FORMAT & TIMING

1. Matches will consist of two (2) twelve (12) minute halves. If at the end of regulation time of the score remains tied during pool play it will end in a tie. During tournament play if at the end of regulation the score remains tied we will go to two (2) six (6) minute golden goal halves. If it still remains tied then we will go to a shoot-out.
2. **Game time is forfeit time.** If a team has the minimum amount of players (4) to begin a game & their opponent does not **AT GAME TIME** the game shall be forfeited.
3. The clock will stop on:
 - a. Goals
 - b. Penalties
 - c. Injuries
4. No time outs.
5. There will be no more than five minutes given for half time.
6. No time added on.
7. Substitutions are unlimited as to how many time's players that have not been ejected are switched for one another.
8. Substitutions may be made at any time as long as they don't interfere with an attacking play.
9. Goalie substitutions must always be reported to the referee. No substitutions will be allowed for a team defending against a penalty shot, unless the player going into the goal is already on the floor at the time of the foul or if the goalie is hurt.

10. **Overtime:** If the score remains tied at the end of regulation play during pool play then the game shall end in a tie. If at the end of regulation play during tournament play we shall play two (2) five minute periods. The “golden goal” rule will be into effect. “Golden goal” rule states the first team to score a goal legally will win the match. If we are still tied after the two 5 minute halves then we will go to a shoot-out.

RULE 5. SCORING & FACE-OFFS

1. **Scoring:** A goal is scored when the **WHOLE** puck has passed **COMPLETELY** over the goal line. A goal **CAN NOT** be scored if it has been **INTENTIONALLY** thrown, carried or propelled by hand, arm, or foot.
2. **Mercy Rule:** Mercy Rule shall go into effect if:
 - a. If a team is 5 (five) or more goals ahead at the two (2) minute mark in the second period the game shall be called.
 - b. If a team is winning by 10 (ten) goals at any time the game shall be called.
3. **Face-off** is used when:
 - a. A period is to start
 - b. A goal is scored
 - c. The ball is frozen
 - d. The ball leaves the playing surface
 - e. The ball is caught up in the back part of the netting of the goal
 - f. A net is dislodged
 - g. The puck is frozen by the goalie
 - h. An injury occursFace offs may take place at one of five (5) spots. The official will drop the puck into the center for a face-off. At this point only one (1) player from each team may be in the face-off circle.
4. **Free Shots:** A free shot occurs when a play is stopped due to a foul or penalty. The free shot will be taken from the nearest face-off circle. Any player from the opposing team may take the free shot. Players may pass, shoot, or carry the puck. All other players must be 5-7 feet away from the shooter who shall have three (3) seconds to play the puck after the referee’s whistle. If the player plays the puck before the whistle, or delays longer than three (3) seconds allowed, it is a turnover & the other team will get a free shot from the same spot.

RULE 6. PLAYING THE PUCK

1. **Offside:** There are no offside!
2. **Advancing the puck:** The puck may be advanced by the blade of the stick. No goal may be scored by kicking the puck directly into the opponent’s net. Players may not bat or throw the puck at any time. Players may pass the puck via their lower limbs to their teammates. Players may use their hands to pass the puck to themselves but not to others.
3. **Playing the puck from your zone:** Before the puck leaves the defensive zone it must touch another player in that zone. This mostly effects the puck being put back into play via the goalie. Penalty – Two (2) line pass (minor foul)
4. **Playing the body:** Players must play the puck **AT ALL TIMES**. Any player checking another player will be penalized & possibly ejected from the game &/or tournament.

RULE 7. GOALIE RIGHTS & RESPONSIBILITIES

1. **Designating a goalie:** One player may be designated as the goalie for each team. The goalie is the only player to have rights within the goal crease. Wearing a mask, chest protector & leggings are required.
2. **Stopping the puck:** The goalie may use any means possible to stop the puck with their body, glove, or stick. This includes leaving their feet to play a puck within their crease. With this being said, goalies **CAN NOT** slide into the opposing players. The goalie may only smother or freeze the puck inside his/her crease. The goalie **MAY NOT** use his/her hands to pick up & throw the puck **OUTSIDE** of his/her crease.

3. **Possession of the puck:** Upon gaining control of the puck, the goalie has three (3) seconds to play the puck to the side or behind the net. If the goalie does not distribute the puck, a face-off will be called. The goalie may throw the puck forward but it must be under hand & the puck must be played by another player before it crosses the second furthest line. Penalty – two line pass (minor foul).
4. **Leaving the crease:** The goalie may leave the crease at any time. However, once out of the crease, they must follow all rules that apply to court players.
5. **Dislodged net:** On the case that the net becomes dislodged, but is not involved in the ensuing play, the referee shall allow play to continue & will replace the net. If it is dislodged & is in play, the referee shall blow the play dead & a face-off will restart at the nearest face-off circle. An intentionally dislodged net will result in a penalty, or a penalty shot. A referee may award a goal if the shot was headed into the net when the net was intentionally dislodged.
6. **Pulling the goalie:** For safety purposes team **CAN NOT** pull their goalie with the intent of having an extra attacker

RULE 8. FOULS & PENALTIES

1. **Minor Fouls:** Results in the loss of the puck & an indirect shot at the nearest center circle. An **INDIRECT SHOT** is an uncontested shot taken by a player with all players at least 5-7 feet away in all directions. The shooter may touch the puck only once. A goal **CANNOT** be scored off an indirect shot until touched by another player first other than the goalie.
2. Minor fouls are:
 - a. Interference on face-off
 - b. Hand pass
 - c. Two line pass
 - d. Goalie throwing the puck above waist height
 - e. Player in the crease or breaking the plane crease with stick or body. When the offensive team violates this rule, the referee shall stop play immediately & award the indirect shot. When the defensive team violates this rule, the referee shall blow the whistle & issue a penalty shot.
 - f. High sticking (non-contact) – blade comes above the waist (on an open shot or just carrying the stick down the floor). In regard to the shot, this includes the back swing & the follow through.
 - g. Body Contact – incidental or accidental body contact
 - h. Goalie violation – playing puck forward (2 line pass), holding the puck for more than three (3) seconds
 - i. Kicking or throwing the ball into the net

A player who continuously fouls will receive minor penalty.

RULE 9. MINOR PENALTIES

1. All roughing penalties will result in the player serving a two (2) minute penalty. Play will start with an indirect free hit awarded to the offended team.
2. Minor penalties include:
 - a. Equipment abuse – any beating or bending of equipment.
NOTE: Players can be held responsible to pay for damage to equipment not associated with the normal wear & tear from playing!
 - b. High sticking (contact) – blade comes above the waist (on an open shot or just carrying the stick down the floor). In regard to the shot, this includes the back swing & the follow through.
 - c. Holding
 - d. Persistent Infringements (Constantly fouling)
 - e. Interference – slowing down the progress of an opponent who is not in possession of the puck, or knocks the stick out of the opponents hand, or who prevents a player from regaining possession of a dropped stick.
 - f. Illegal substitution
 - g. Kicking or throwing the ball at opponent
 - h. Moving the net by the defensive team with no shot on goal (if intentional act with a shot on goal, it will result in a penalty shot)

- i. Contact with the goalie inside the crease whether accidental or not
- j. Intentional delay of game not applicable to the goalie 3-second rule
- k. Slashing – stick to stick contact

RULE 10. MAJOR PENALTIES

1. All major penalties will result in the player serving a four (4) minute penalty. Play will start with an indirect free hit awarded to the offended team.
2. Major penalties include:
 - a. Tripping – intentional tripping with the stick or any body part
 - b. Elbowing – use of the elbow to impede an opponent
 - c. Throwing the stick – intentional throwing of the stick to gain an advantage
 - d. Hooking – wrapping the stick around a player
 - e. Checking/Roughness – any unnecessary body contact
 - f. Intentional holding of a player from scoring on a breakaway
 - g. Constant questioning of referee's judgment/unsportsmanlike conduct
 - h. Two charging (accidental with intent to harm) fouls

RULE 11. PLAYER MISCONDUCT

1. Misconduct penalties will result in a player ejection.
2. Misconduct penalties include:
 - a. Excessive use of profanity
 - b. Extensive abuse of the facility &/or equipment
 - c. Slashing (Stick to body)
 - d. Unnecessary rough play
 - e. Fighting
 - f. Deliberate roughing/checking
 - g. Verbal or physical abuse towards an official, opponent, or intramural staff
 - h. Any unsportsmanlike conduct that in the opinion of the referee warrants an ejection
 - i. Spearing
 - j. Checking from behind
 - k. Cross checking
 - l. Charging with intent to harm
 - m. Boarding

RULE 12. PENALTY ENFORCEMENT

1. Minor penalties will expire if a goal is scored by the team playing with the advantage. Penalty minutes will carry over into the next period. If two (2) or more players are penalized only one (1) player may return per goal scored against their team. The player who has the least amount of time left on their penalty will return.
2. When a violation occurs, a delayed penalty (held whistle) will be called if the offended player/team retains possession of the puck & has a clear opportunity to score.
3. Player fouls shall be recorded as in the game of basketball. A player who receives five (5) fouls of any combination shall be disqualified from the remainder of the game. In addition, any player who receives two (2) major penalties shall be disqualified.
4. Any player ejected from a game must take an appointment the next business day to be reinstated for ANY intramural events.

RULE 13. PENALTY SHOT (SHOOT OUT)

1. A penalty shot will be awarded to a player who, in the referee's judgment had a clear opportunity to shoot on goal & was prevented from doing so by an opponent tripping, holding, etc.
2. All players except the goalie & player attempting the shot will move to the opposite half of the floor.

3. The shooting player will place the puck anywhere on the penalty mark. The shot must be taken within five (5) seconds, following the referee's whistle. It must be a shot with no interruptions, i.e. no pauses prior to the hit or fakes. If the puck is moved prior to the shot, a face-off will be called by the referee.
4. The goalie must be stationary inside their crease, with both feet on or near the goal line until the puck is played.
5. If the shot is missed, play will immediately be dead & a face-off will occur at the nearest circle on the floor. If the shot is made a face-off will occur at center court.