

## **Floor Hockey 7vs7**

### **Schedules**

League schedules will be posted on the bulletin boards at the Student Activity Center and on imleagues.com

### **General Procedures**

1. All participants must register on imleagues.com and be accepted by the captain 24 hours prior to the game they wish to play. Upon the start of a competition, the IM Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Coordinator in writing by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings and a "Needs Improvement" sportsmanship rating.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule. A 10 minute grace period will be allowed before a forfeit is awarded.
5. All players must have their valid LSSU ID card at the appropriate playing area in order to play.
6. Teams must present their LSSU ID's to the Student Activity Center to enter the facility and must present their LSSU ID to the site supervisor to check-in prior to play that night. Community members and alumni must present a photo ID to the site supervisor to check-in prior to play that night
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. The Sport Supervisor and Intramural Assistant is responsible for recording scores, running clock, and keeping order. The Sport Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc.). See Intramural Participant Handbook for more details.

### **Reporting Scores**

1. Final scores and team sportsmanship ratings must be reported to the Sport Supervisor.
2. If you have another game, always check with the Sport Supervisor about return time before you leave the facility. It is our intention to keep games moving.

### **Game Format**

#### **Players**

Teams will consist of 5 players and 1 goalie per teams. A team must have four players and a goalie to participate in game play. This is an open league meaning that there is no gender requirement.

#### **Equipment**

1. Tennis shoes MUST be worn by all players.
2. All players must wear a helmet (provided). All helmet must have an eye shield or face cage. Helmet straps must be buckled during game play.
3. No padding inserted in clothing or regulation hockey pads will be allowed, except for limited padding for the goalkeeper. Goalie must wear a helmet, glove, blocker, and leg pads (provided by University Recreation).

### **Timing**

1. Each game will consist of two 20 minute halves with a 5 minute break between halves.
2. Play shall be non-stop except for official time-outs.
3. Each team shall receive one 1 minute time out.
4. Substitutions may enter the game at any time as long as officials feel that their position does not result in an unfair advantage; i.e. entering a fast break or entering to stop a fast break.

### **Scoring**

1. One point will be awarded for each goal scored.

### **Playing**

1. A face off is used to begin each half, after each goal, and if a supervisor inadvertently blows a whistle and no team has clear possession of the puck. These face-offs will be at center circle.
2. Face-offs are started by having the supervisor drop the ball on the floor. No movement is allowed until the puck is dropped.
3. The players not involved in the face-off must be at least 10 feet away from the face-off.
4. The puck may be advanced by use of the stick or by kicking it.
5. The hands may be used to knock down an airborne ball with no advancement or directional placement.
6. Shots may be taken only by shooting or deflecting with the stick when the stick blade is being held below the waist. Shots bouncing off a player and into the goal shall be legal as long as the ball contact with the person is accidental as determined by the official.
7. Shots may be taken from anywhere on the floor. However, if the shot is taken from behind the center line, it must be touched by a player (on either team) on the offensive side of the floor to be scored.
8. A goal is scored when the entire ball has crossed the goalline.
9. Goals will not be counted if:
  1. The stick blade is held above waist level.
  2. The ball is kicked in.
  3. The ball is batted in with the hand.
  4. An offensive player is in the crease.
  5. The shot is taken from the other side of the half court line and is untouched by any player.
10. When the goalie catches the ball, they may hold it for approximately 3 seconds and have it remain in play. To keep the ball in play, the goalie may throw the ball to either side of the goal, but not towards the opposing goal. The goalie may also drop the ball on the floor and hit it in any direction with their stick.
11. If the goalie holds the ball for more than 3 seconds or throws the ball directly forward a minor foul will be called and the opposing team will get the puck in the nearest offensive corner.
12. The goalie can only freeze the ball if they are in the crease. If the goalie leaves the crease he becomes a regular player. If players freeze the puck, possession is received by the other team.
13. If the puck leaves the playing area or is tied up along the wall, the team nearest to the puck receives control.
14. There will be no offside or icing.
15. An automatic goal will be awarded if a defending player throws a stick to prevent the ball from entering an open net.
16. A penalty shot will be awarded to a player who had a clear scoring opportunity and was tripped, held, etc. by the opponent.

17. The aluminum part of the stick shall be deemed part of the person and "violations of the stick" will be penalized as though directed to the person.
18. There will be no body checking. Any heavy contact, accidental or intentional, will not be tolerated.

### **Penalties**

- All penalties will result in a 2 minute man advantage for the opposing team. The player that commits the penalty will stay in the box next to the scorekeeper and can't re enter until their penalty time completed.
  - HIGH STICKING: anytime the stick is raised above normal waist height on either the back or front swing on a shot.
  - SLASHING: intentional or unintentional hitting with stick.
  - INTERFERENCE AND CHARGING: anytime opposing player pushes a player out of position.
  - ELBOWING: using one's elbow to hit an opponent
  - CROSS CHECKING: use of stick to push opponent out of the way
  - TRIPPING AND HOOKING: use of stick to trip or hold back an opponent from playing the ball.
- Penalties of Unsportsmanlike conduct.
  - Immediate removal from game and/or game suspensions for player and/or five minute penalty.
  - Repeated violation of above, unnecessary roughness, unwillingness to play within the spirit of intramurals or deliberate intention to hurt someone.
  - Fighting: automatic permanent suspension of player.
  - Any behavior deemed unruly or dangerous by the supervisors will result in ejection from the game either temporarily or permanently.