

RENSELAER INTRAMURAL GYM HOCKEY RULES

Before the Game:

All players must wear helmets with full-face shields. A forfeit will result from failure to comply with this rule.

Each team will play with 4 forwards and 1 goalie. **A minimum of 4 players is required to start a game.**

Once a player has played with a team, he/she may not play for any other team in that sport, regardless of division. Violation can result in suspension of the player and forfeiture of the game in question. See IM General Rules for details.

All players must be prepared to show their Rensselaer ID cards for roster checks.

PERIODS: The game is divided into three 15 minute running time periods. There will be a 2 minute rest period between periods.

EQUIPMENT: No hockey pads may be used by players other than goalies. This means no shin pads by forwards whatsoever. The goalie may use a mask, shin pads, and a BASEBALL or hockey forward's glove. A player may wear hockey gloves.

REFEREES: One referee will be assigned per game for B, C, & D League games. Two officials will be present for all A league games whenever possible. If the referee(s) does/do not show, each team will provide one referee and the home team captain will go to the cage to check out the equipment by leaving their I.D. card. **ALL EQUIPMENT IS TO BE RETURNED TO THE CAGE IMMEDIATELY AFTER THE GAME. THE EQUIPMENT IS NOT TO BE GIVEN TO PLAYERS OF NEXT GAME!**

STARTING TIME: Teams must be ready to start within 5 minutes after scheduled start time (according to the gym clock), otherwise the team not ready to play will have to forfeit.

UNIFORMS: Home team (**listed second**) wears dark colored shirts and visiting team must wear white shirts. See the schedule for details.

During the Game:

PLAY: Play begins with a face-off at center. The puck should not be caught or held in the hand (It can be knocked down by hand but cannot be held or passed by hand). A hand pass to yourself if knocked straight down is o.k. Hand passes from the defensive or neutral zone must not cross into the offensive zone. Violation results in face-off in zone where hand pass occurred.

TIE UP OF PUCK: Whenever a puck is tied up along the wall, a face off shall occur 10 feet from the point of the tie up or the nearest face off spot.

STICKS: Players may provide their own sticks or check out sticks from the '87 Gym Equipment Room. They may have a plastic or wooden blade. However, wooden blades **MUST** be taped and not longer than 70 inches (for the taller people). If any stick is recognized by the official to be hazardous (i.e. broken or splintered) the player will be asked to remove the dangerous stick from play. Failure to do so will result in a two minute penalty.

GOALS: If the offensive player deliberately kicks or throws the puck into the net, the goal is not allowed. If the goal is made by deflection off any player and is not deliberately kicked or thrown in, the goal is allowed. If a man on defense shoots, kicks, or throws the puck into his/her own net, the goal is awarded. If the puck is kicked by a defensive player and then enters the net, it is a goal.

LINE CHANGES: Line changes may be made at any time.

TIMING GAMES: Running time. Time must stop if a player is injured.

End of the Game:

TIE GAMES: There will be no overtime during the regular season. Games tied after 3 periods will count as a tie in the standings.

REPORTING SCORES: Winning team captains must report scores to the online score reporting system within 24 hours of the scheduled game. Unreported scores will be recorded as a loss for both teams.

SPECTATORS: Spectators will be allowed to watch games. They must stand **BEHIND THE BOARDS AT TEAM BENCHES.**

INFRACTIONS AND PENALTIES:

Throwing the puck – Only the goalie may throw the puck. Penalty and loss of possession - face off. To keep the game flowing, after making a save, the goalie may toss the puck behind the goal line.

PENALTIES: A two-minute penalty will be assessed for the following infractions:

- CHARGING
- CHECKING FROM BEHIND
- CROSS CHECKING

- DELAY OF GAME
- ELBOWING
- FIGHTING
- HIGH STICKING
- HOLDING
- INTERFERENCE
- KNEEING
- ROUGHING
- SLASHING
- TOO MANY MEN ON THE FLOOR
- TRIPPING

FIGHTING: Players will be ejected from the game and receive a one-game suspension. Fights after the end of the game will result in a two game suspension. Any player leaving the bench during a fight is automatically ejected.

HIGH STICKING: High sticking is a penalty when the blade of the stick is above the shoulders. An intentional high stick will result in a 2 minute penalty. When a high stick is called a face off in the defensive end will be awarded.

MISUSE OF STICK: Any use of a stick as a weapon will be assessed a game misconduct/match penalty and suspended for the remainder of the season.

BODY CONTACT: Body contact is allowed if the player is going straight for the puck. Intentional blocks or “moving picks” will result in a two minute interference penalty.

UNNECESSARY ROUGHNESS: Immediate ejection from the game and one or two game suspension which will be determined by the referee and Assistant Intramural Director.

DELIBERATE ATTEMPT TO INJURE: Immediate suspension from the league.

DELAY OF GAME: A delay of game penalty will be assessed if a player knowingly steps on the puck or the goalie ties the puck up in back of the goal line. As a result, the

attacking team will receive an automatic penalty shot. A portion of the goalie's body must be beyond the goal line to avoid a penalty. Enclosing a hand over the puck will result in a 2 minute delay of game penalty. If a defender grips the puck in his/her crease, an automatic penalty shot is awarded to the attacking team.

MISCONDUCTS: Misconducts will be assessed if anyone other than the captain disputes a call. Any person verbally assaulting or threatening a referee will be ejected from the game. This can be done without prior warning. If the player does not leave the playing field immediately, the offending team will forfeit.

OFFSIDES: The puck must precede all offensive players across the defensive team's penalty shot line. If any offensive player precedes the puck, "offside" is called and there is a face off in the neutral zone.

TIMING PENALTIES: Penalty time starts when play starts after the infraction has been called. Time runs continuously unless the game clock is stopped.

Suspensions:

Any player that incurs two separate game suspensions over the course of the season will not be eligible for the playoffs. A team attempting to play with a suspended or ineligible player will automatically forfeit the game. A player may appeal a suspension directly to the Gym Hockey Coordinator. In the event the Gym Hockey Coordinator is the official, the player may not appeal the decision.

Playoff Format:

TIE BREAKERS:

Number of games forfeited

Head to head record

Number of wins

Number of losses

Record in division

Record vs. common opponents

Record vs. playoff teams

Coin flip

Forfeits:

Forfeits will have a direct impact on playoff standings. If a team cannot make a game for some reason they should call the league coordinator. A team with two forfeits will be ejected from the league and will not be allowed into the league next season without further review. In the event of a forfeit the opposing team has the gym for the scheduled hour and can practice if they want to.

Please read carefully....

Assumption of Risk and Hold Harmless Agreement

Rensselaer Polytechnic Institute does not provide accident insurance coverage for injuries received by Intramural participants. Each participant should make sure that he/she has coverage either through family policies or the student insurance plan. We cannot emphasize this point enough.

By registering a team, team captains assume the responsibility that they shall make their teammates aware of the various risks of participating in this activity. Captain's that do not agree to this responsibility will not be entered into intramural leagues.

Participation in sporting and athletic activities involves certain inherent risks. These include, without limitation, the significant risk of serious personal injury or death and the significant risk of personal property damage or destruction, and hereby assume all risks and consequences associated with or arising in connection with such participation. Participants agree to indemnify and hold harmless the State of New York, the Board of Trustees of RPI, and Rensselaer Polytechnic Institute (RPI), and their employees and students, and all organizations involved in the coordination, hosting, staffing and contribution of equipment and supplies, and their agents, servants and employees from and against any and all claims, damages, actions, liability and expenses in connection with loss of life, personal injury and/or damage to property arising out of my participation in the above-referenced activity.

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