

Bemidji State University Intramural Hockey Rules

****All players must bring a valid BSU ID to all games.**

If a player does not have an ID they will not be allowed to play.**

A. Fee - There is a \$40.00 entry for teams participating in this sport. There are no forfeit fees. If your team does forfeit a game or miss the captain's meeting then a team can come in and pay \$15 by noon on the day of their next game to be reinstated back in the league and be eligible for the playoffs. This is a one time thing. If a team forfeits for a second time or they fail to come in and pay the \$15 on time they will be removed from the league.

B. Injuries - In case of an injury, please contact an Intramural Sports Supervisor. The supervisor will contact University security for emergency treatment if needed. Minor first aid is available with the supervisors. (Band-Aids, gauze pads, ice packs, etc) Individuals participate at their own risk. They are responsible for their own health and safety.

****Teams listed first on the schedule or bracket will be considered the "light" colored team and should dress appropriately.****

C. Equipment

1. Players are required to wear the following equipment: shin guards, helmet with a chinstrap and full-face mask, hockey gloves, elbow pads and protective cup. (for men)
2. Figure skates are allowed.
3. Goalies are required to wear full protective padding. Goalie skates may only be worn by the goalie.
4. Goalie equipment may be checked out. Available equipment includes: helmet, blocker, glove, chest and arm protector, pads, and a stick.
5. Players will not be allowed to compete without a chinstrap fully and completely fastened to the helmet. Helmets are available for checkout with a valid BSU ID.
6. Players must furnish their own equipment, and are recommended to wear any other equipment available to them, with the exception of shoulder pads.
7. If the goaltenders mask is dislodged during play, play shall be stopped immediately.

D. Players

1. Each team should have 6 players to start the game. A team may play with a minimum of 5 players.
2. All team members must be in the team bench area. Only team members are allowed in the bench area - NO FANS!
3. Substitutions may be made at any whistle or on the fly provided the player coming off the ice shall be at the player's bench and out of play before the sub enters onto the ice.
4. Goalkeepers shall not freeze the puck behind the goal line, and may not play the puck beyond their own blue line or they will be called for a delay of game.

E. Scoring and Timing Regulations

1. We will try to have a five-minute warm-up before each game, time permitting.

2. Games will consist of two 20-minute halves with running clock.
3. Stop time will be played in the last five minutes of the second half if the goal difference is two or less.
4. Overtime will consist of a five-minute stop time sudden death period.
5. If tied after overtime, a tie will be declared, except in playoffs.

PLAYOFFS:

If at the conclusion of the overtime period the score is still tied, there will be a 4-person shootout.

A shootout will consist of the following:

1. There will be a coin toss to determine which team shoots first.
2. The puck will be placed on the centerline.
3. The goalie must stand on the goal line until the opposing player first touches the puck.
4. The puck is immediately dead after the shot is taken.
5. The team with the most goals at the end of the shootout will be declared the winner.
6. If there is no winner we will continue the sudden death shootout.
7. All players on the team must shoot once before a shooter can be repeated.

F. Putting the Puck in Play

1. All general rules regarding face-offs, icing, offsides, etc. will be enforced.
2. Fouls which result in a face-off, are as follows:
 - A. Playing the puck with the blade of the stick higher than the shoulder.
--Delayed whistle with a face-off in the defensive zone of the offending team.
 - B. Carrying the puck with hand or forwarding the puck to a teammate with the hand in the offensive zone.
--Face-off outside the zone.
 - C. Offsides
 - D. Icing
--Icing occurs when a player sends the puck from their own defensive zone, beyond the goal line of the opposing team.

G. Penalties

1. Holding - any holding of a player or part of a player, including the stick in an attempt to keep a player from making a play.
2. High Sticking - any use of the stick on another player above the waist.
3. Hooking - any use of a players stick to keep an opponent from making a play.
4. Slashing - any swing of the stick intentionally at an opponent.
5. Interference - any deliberate obstruction by one player on another player to interfere with making a play.
6. Checking - any deliberate body contact.
7. Cross-Checking - a check with two hands on the stick across the body of an opposing player.
8. Tripping - use of any body part or stick to interfere with an opponent.
9. Elbowing - intentional use of an elbow to strike an opponent.
10. Fighting - any punching motion with gloves on or off.

11. Spearing - use of the stick blade or end as a spear on an opponent.
12. Unsportsmanlike Conduct - any act of aggression during or after play aimed towards opposing players or officials.
13. Delay of Game - an attempt to delay the game whether intentional or not.
14. Too Many Men - too many players on the ice for one team.

ALL PENALTIES LISTED ABOVE WITH THE EXCEPTION OF DELAY OF GAME OR TOO MANY MEN MAY BE CALLED AS A MAJOR PENALTY.

ALL PENALTIES ARE UP TO THE DISCRETION OF THE OFFICIALS. IF AN OFFICIAL FEELS AN ATTEMPT TO INJURE SOMEONE OCCURRED, A MAJOR PENALTY WILL BE CALLED.

ANY PLAYER RECEIVING A MAJOR PENALTY WILL RECEIVE A GAME EJECTION, A TWO GAME REGULAR SEASON SUSPENSION, PLUS SUSPENSION FOR THE FIRST PLAYOFF GAME. THE PLAYER MUST ALSO MEET WITH THE INTRAMURAL COORDINATOR BEFORE RETURNING TO GAME PLAY.

ANY PLAYER WHO IS EJECTED IN TWO SEPARATE INSTANCES SHALL FORFEIT THE PRIVILEGE OF PLAYING INTRAMURAL HOCKEY. ANY PLAYER EJECTED IN THE PLAYOFFS WEATHER FOR THE FIRST OR SECOND TIME OVER THE COURSE OF THE SEASON ALSO FORFEITS PRIVILAGES FOR THE REMAINDER OF THE SEASON.

ANY PLAYER RECEIVING THREE MINOR PENALTIES SHALL BE EJECTED FROM THE GAME AND MAY HAVE TO SERVE A SUSPENSION.

ANY PLAYER RECEIVING TWO EJECTIONS FROM MINOR PENALTIES SHALL FORFEIT INTRAMURAL HOCKEY PRIVILEGES.

ANY PLAYER THAT IS EJECTED FROM A GAME MUST MEET WITH THE INTRAMURAL COORDINATOR BEFORE RETURNING TO PLAY.

H. Penalty Time: There is no penalty time. All penalties will result in a penalty shot for the non-offending team.

I. Penalty Information

1. Penalties will be called on a delayed basis. If a team scores on a delayed minor penalty, the delayed penalty shall be waived.
2. Coincidental minors will result in off-setting penalties.
3. Offending players must come off the ice for a minimum of one shift.
--If this puts a team under 5 skaters then that player comes off the ice until next whistle.

J. Penalty Shot

A penalty shot is awarded when:

1. Any minor or major penalty.
2. An extra player attempts to stop a breakaway.
3. A stick or other equipment is thrown to stop a reasonable scoring opportunity.
4. A defending player other than the goalie traps or covers the puck in the crease
5. A player deliberately displaces the cage to prevent a goal.
6. A player fouls from behind on an open breakaway in the offensive zone.

NOTE: If a player is fouled and that player's team scores a goal on the play, no penalty shot is awarded. If an infraction occurs which calls for a minor penalty, the minor penalty is not served. However, if the infraction should call for a major or misconduct penalty, such penalties shall be served.

K. Special Rules

1. No fans allowed behind team benches.
2. Hockey players must come dressed. Players may not dress in hallway. -----Players not obeying this rule will be barred from playing in that game.
3. Players must wait for hockey players to leave before going to benches.
4. NO CHEWING TOBACCO, NO POP, NO SEEDS, NO ALCOHOL.
5. Teams must clean bench area after each game.
6. After each game please try to leave as quickly as possible so that the next teams can get ready.
7. The team listed first on the schedule or bracket will be considered the "light" team and should dress accordingly
8. THE PUCK MUST REMAIN BELOW THE CROSSBAR FOR A COMPETITIVE GAME AND BELOW THE WAIST FOR A REC GAME WHEN A SLAPSHOT OCCURS.
9. NO TEAM, may have more than 4 Men's or Women's Club Hockey players on their roster.

L. Adds and Drops

- All add/drops must be turned into the intramural office before 12 noon on the day of the game for the change to be in affect for that game
- All Add/Drops for a Sunday game must be turned into the Intramural office by 12 noon on the Friday before to be in affect.
- Teams must remain at 15 players or fewer

M. Mutual Postponements

- Due to time constraints and ice availability, all games must be played as scheduled.

SPORTSMANSHIP RATINGS: All teams must have a minimum cumulative Sportsmanship Rating of a 2.75 to be eligible for the playoffs. A team that does not meet this standard will be ineligible for the playoffs regardless of team record. Each game the

participating teams will be graded on their behavior by the referees and the intramural supervisor. Each team will be awarded a grade from A-F. If a team has a player ejected from the contest, a "D" is the highest grade they can receive. Sportsmanship grades will be posted along with schedules and standings. Any team that receives lower than a 1.99 cumulative sportsmanship grade for a playoff game will be automatically removed from the playoffs.