

HWS INTRAMURALS: 6v6 Floor Hockey

1. **Eligibility:** Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
 - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
 - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
 - c. For questions on this please email Deven Siesel – siesel@hws.edu For this sport ice hockey players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

Sportsmanship Rating System:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case, they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY ISTAFF
5 (Excellent)	Very respectful of IM staff, opposing players, and teammates. Games start on time; language was inclusive & non-offensive.	Respectfully communicates with IM staff to understand the rules and officiating decisions. Has strong relationship with team members and is able to anticipate/resolve conflict efficiently & effectively	No trash left behind	No actions were taken
4 (Good)	May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time	Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue	Very little trash	1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off
3 (Moderate)	No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late	Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue	Some trash	2+ minor warnings or 1 stoppage of play warning
2 (Poor)	Constantly verbally questioning calls, trash talking other teams, excessive cursing	Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)	Lots of trash	2+ minor warnings & 1 stoppage of play warning
1 (Unacceptable)	Ejections of players, constant verbal dissent, constant trash talk, excessive cursing	Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)	Lots of trash	Several minor warnings or 2+ stoppage of play warnings
0 (Fighting)	Physical altercations, threatening comments, game gets too physical without actual fights breaking out	No control of self or team (All players must meet with Assist. Director before they are permitted to play any Intramurals)	Lots of trash	Game ended for sportsmanship reasons

Based upon team sportsmanship ratings HWS Recreation Administrative staff can conduct a meeting with team captains or individual players if it is believed to be necessary

Max Roster and Participants on Field: Rosters can be as large as you want but no more than 6 players on the court at one time, including the goalie.

Forfeits: Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A team does not have enough players to start and/or continue play

Start of Game: All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Face-offs are used to start and restart each game.

General Play:

1. The game will be 3 periods, 10 minutes in length.
2. 1 minute rest between periods if desired.
3. 2 60 second timeouts per game.
4. Substitutions can be made on the fly, but the exiting player cannot make a play on the ball.
5. Clock shall be continuously running for the entirety of each game until the final 2 minutes of 3rd period.
6. A goal is scored when the ball crosses over the goal line completely. 1 goal = 1 point.

Mercy:

Soft Mercy = When a team is up by 5 goals the clock will not stop, even during time outs.

Hard Mercy = When a team is up by 10 goals or more halfway through the 2nd period, the game will end.

Overtime:

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures:

1. If a postseason game ends regulation in a tie, a 5-minute, sudden death period will follow.
2. If the sudden death period ends in a tie, penalty shots will follow.
 - a. 3 players will be picked to take shots from each team.
 - b. Teams will alternate shots on a goalie from the penalty line.
 - c. If the game is still tied after the first round of penalty shots, repeat for a 2nd round.
 - d. If the game is still tied after the second round, repeat for a 3rd round, but move the penalty shot further from the goal.
 - e. If the game is still tied after the third round, the officials and coordinators will discuss which team's collective shots were closest to going in and declare that team the winner.

Field: The playing area is determined by white, bordering curtains and/or black nets.

Rules:

High Sticking- A player's stick may never go above their waist, including on the back swing and follow through of passes and shots. Only the goalie's stick, to block a shot, may ever come above a player's waist = ***Turnover on the spot***

Illegal Kick – Players may advance the ball with their foot but may not kick the ball into the goal. If the last thing to touch a ball other than the goalie was a player's foot, the goal does not count. = ***Turnover on the spot***

Illegal Use of Hands – Players may catch the ball with their hands. However, they may not throw it or roll it down the court. The ball should come immediately down to the floor in front of them/their stick = ***Turnover on the spot***

Trapping – Players may not trap the ball underneath or between their feet = **Turnover on the spot**

Player in the Goal – No player other than the goalie may contact the goal in any way = **Turnover on the spot**

Player in the Crease – No player other than the goalie shall be allowed within the crease area = **Turnover on the spot**

Illegal Goalie Possession – Goalies may not cover the ball for more than 2 seconds. Goalies may not leave the crease to get a ball and then bring it back into the crease = **Turnover on the spot**

Equipment Abuse – No throwing, slamming, or breaking etc. of equipment = **Automatic penalty shot & potential ejection**

Personal Misconduct – No disrespecting IM Staff = **Automatic penalty shot & potential ejection**

Illegal Physical Contact – No hooking, slashing, checking, charging, fighting, pushing, elbowing, tripping, holding etc. of any kind = **Automatic penalty shot & potential ejection**

Violations = Turnover at spot of call	Major Penalties = Automatic penalty shot with potential for ejection
High Stick	Illegal Physical Contact
Illegal Kick	Equipment Abuse
Illegal Use of Hands	Personal Misconduct
Trapping	
Player in the Goal	
Player in the Crease	
Illegal Goalie Possession	