
FLOOR HOCKEY IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

OPEN TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
- 3.
4. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
5. **COURT RULES:** Only officials, players (including substitutes), and one (1) coach per team wearing proper shoes are permitted on the court. Failure to comply with all Intramural Rules and Regulations for floor hockey and the Burdick Hall Rules by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.
6. **SCORING:** An Intramural Sports Supervisor will keep the official score.
7. **TEAMS:** Five (5) players constitute a team. A team may not start with fewer than four (4) players.
8. **CLUB TEAM MEMBERS:** No more than two (2) members of the active club ice hockey teams' rosters are eligible for participation in the game per team.
9. **GAME EQUIPMENT:** Teams can choose to use their own sticks or sticks provided by Towson University Intramural Sports. Teams must use the ball provided by Towson University Intramural Sports.
10. **JEWELRY:** No jewelry may be worn. Any participant wearing jewelry will be removed from the game. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate.

Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.

11. **UNIFORMS/PLAYER EQUIPMENT:** Teams that are designated as 'Home' on the Fusion Play schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the Fusion Play schedule will be required to wear black or matching dark team color. *Note: Goalies will not be penalized for wearing colors that differ from their team colors.*

Designated goalies must wear provided protective gear.

PLAYING THE GAME

12. **GAME TIME:** The game will consist of three (3) periods consisting of 10 minutes each. The clock will be running during the entire first and second set. During the third set, the clock will stop on the officials' whistle in the last two minutes for all goals, penalties, and timeouts. This does not apply if a team is up by 4 or more points in the third set. Each team will receive one 1-minute timeout per game. There will be a 1-minute break between periods. A maximum of fifty-five (55) minutes per game from the scheduled starting time is permitted.
13. **OVERTIME:** During the regular season, any game ending in a tie will be recorded as a tie. During the playoffs, the winner of a tie game will be determined by a five (5) minute sudden death overtime. If the game is still tied at the end of overtime, penalty shots will decide a winner. The team that had the ball first in overtime will shoot first. Each team will then have five (5) shots. If the score remains tied, the process will continue with each team receiving one (1) shot until the tie is broken (the team that shoots second will have an opportunity to match a goal scored by the first team). A different player must be used for each shot until the roster has been played through. After that, the team must go through the roster in the same order as the first time.
14. **SUBSTITUTES:** Substitutions are unlimited, but must be made during a dead ball and from mid-court
15. **GOALS:** A goal is scored when the entire ball passes over the goal line.
16. **GOALKEEPER:** The goalkeeper has six (6) seconds to clear the ball.
17. **CHECKING:** Checking is prohibited. The penalty is a yellow card and direct free kick for the opposing team. If the act is deemed intentional and/or dangerous, a red card may be issued.
18. **SLIDING:** Sliding is prohibited. The penalty is a yellow card and direct free kick for the opposing team. If the act is deemed intentional and/or dangerous, a red card may be issued.
19. **Penalties:**

PENALTIES

- Blocking stick
- Lifting stick, High stick
- Holding, pushing, kicking, striking, or tripping an opponent
- Protesting
- Obstructing the goalie
- Incorrect equipment

AGGREGEIOUS PENALTIES

- Violent hit
- Dangerous Play
- Hooking, Roughing
- Repeated Offenses

20. MERCY RULE: A game will be ended if a team is ten (10) or more goals ahead at any point in the third set.

SPORTSMANSHIP

21. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

22. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.

23. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

24. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products inside Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

25. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.