MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION
Intramural Street Hockey Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES ARE TO BE PLAYED ON THE MULTI-COURTS NEXT TO THE SOFTBALL FIELD
BEHIND FLOYD HALL ARENA

ELIGIBILITY:

1. All team sports are broken down into 4 different leagues which include: Men’s, Women’s, Organization, and Open. The Organization league is open to all MSU-affiliated Clubs and Organizations who register using the $60 team fee. There will be two specific divisions for Greek Fraternities and Sororities. The Open league is a league without restriction placed on gender, gender identity, or gender expression. Each player can only join one team per league (i.e. A player is allowed to play in one Open league and one Women’s/Men’s league). In leagues with multiple divisions, such as basketball, players are permitted to play in Men’s A or Men’s B only. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.

2. Team Sports: A team’s roster is formed throughout the regular season. All players participating in a game must be listed on that game’s scoresheet. The players who are listed will be entered onto that team’s roster. Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player’s name as well as his/her ID number on the scoresheet. A player must play in at least one regular season game to be eligible to participate in the playoffs. Rosters can have a maximum of 16 players.

3. Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season, if players are added to the roster at any point during the season, that player(s) must fill out the waiver before participating.

4. Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.

5. Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.

6. The captain is the representative of his/her team and may address an official and/or director on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the playing field or court.

7. A player must play in at least one regular season game in order to be eligible to participate in playoff games.

PLAYERS:

8. Games are played 6-on-6 (5 players and a goalie).
9. A minimum of 5 players must be present in order to play.
10. Only 2 Club Sport Hockey members can participate on each team.
11. Players are not allowed to wear jewelry of any kind.
12. Players are required to wear athletic sneakers with non-marking soles.
TIME:

13. Each game will consist of three 12-minute periods. The clock will run continuously, and will only stop in the last two minutes of the third period.
14. There will be 3 minutes between each period.
15. Each team is allowed two 30-second time outs per game.

FORFEITS:

16. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. **GAME TIME IS FORFEIT TIME!!**
17. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
18. If at game time neither team has the minimum number of participants required to play, the IM Sports Supervisor will call the game a double forfeit.
19. Any team that forfeits, or defaults, a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IM Leagues, at the time of registration.

GAME PLAY:

20. **Equipment**
   a. Campus Recreation will provide game balls, sticks, goalie equipment including a helmet with cage (must be worn), chest protector, glove, and leg pads
21. **Optional Equipment**
   a. Participants can play with their own stick, but it must be approved by the Campus Recreation supervisor. The stick shall consist of a wooden or composite shaft with a non-taped plastic blade. The butt-end, or top, of the stick should be covered to prevent injury.
   b. Eye Protection. It is strongly recommended that all players wear some type of protective eye guards.
   c. Mouth Guards - It is strongly recommended that a mouth guard be worn by all players.
   d. Players may wear non-ice hockey style shin guards or knee pads.
   e. Gloves
   f. Players may wear non-ice protective elbow pads.
22. **Illegal Equipment**
   A player wearing illegal equipment shall not be permitted to play. This applies to any equipment which, in the opinion of the official, is dangerous. Types of equipment which shall be declared illegal include, but are not limited to:
   a. Ice hockey equipment, except hockey gloves
   b. Any stick that does not meet specifications listed previously
23. **Game Play & Substitutions**
   Teams are only allowed to make substitutions on a dead ball. This would be:
   a. After a goal
   b. After a goalie makes a save
   c. A time out
   d. A penalty
   e. At the beginning of a new period
24. **Provisions of Game Play**
a. **Restarts**
   
   i. Play is started at the beginning of each period and after a goal has been scored by a face-off at the center floor dot.
      
      1. All other face-off locations will be determined by the officials.
      2. All players, except the 2 involved in the face-off, must be on their defensive side of the face-off spot, at least 8 feet away.
      3. Individuals taking the face-off shall stand with both feet and body square to their opponent with the tips of their sticks on the floor.
   
   ii. Every time the whistle is blown, the ball is put into play with a face-off when:
      
      1. The ball is frozen between two players.
      2. The ball leaves the court.
         
         a. After the ball leaves the court, it shall be the responsibility of the team who touched it last to retrieve the ball immediately. Officials will communicate to the team that must retrieve the ball. This may be done by substitute players on the sideline.
         
         b. In the event a ball goes over the fence and out of play, the faceoff will occur nearest the spot where it exited.
      
      3. A net is dislodged.
      4. The ball is frozen by the goalie.
      5. An injury occurs.
      6. A penalty or violation occurs.

b. **Playing the Ball**
   
   i. All players must be in position and onside for face-offs.
   
   ii. The centerline will also act as the offside line. The centerline is used to separate the playing area in half. The ball must always precede offensive players into the attacking zone. They must either stay in their defensive zone or straddle the line until the ball fully passes into the offensive zone.
   
   iii. There is no icing.

c. **Advancing the Ball**
   
   i. The ball may be advanced by the blade of the stick or by the player’s foot. However, no goal may be scored by kicking the ball directly into the opponent’s net.
   
   ii. Players may not bat or throw the ball at any time. They may, however, catch the ball and drop it at their feet. Players may not roll the ball forward and a ball may only be played by the player who originally caught it.

d. **Playing the Body**
   
   i. Players must play the ball at all times. Any player checking another player will be penalized. For information on penalties and consequences, please see Article VII.

c. **Goalie Rights & Responsibilities**

a. **Designating a Goalie**
   
   i. One (1) player may be designated as the goalie for each team. This player is required to wear a mask, and is the only player to have goalie rights within the crease.

b. **Stopping the Ball**
   
   i. The goalie may use any means possible to stop the ball with their body, glove, or stick. This includes leaving their feet to play a ball. Goalies may not throw equipment to stop the ball. If a goalie throws any piece of equipment to try and stop the ball, play will be stopped and a penalty shot will be awarded to the opposing team.

c. **Possession**
   
   i. Upon gaining control of the ball, the goalie has 3 seconds to play the ball to the side or bend the net. If the goalie does not distribute the ball a face-off will be called. The goalie may not throw the ball forward or a violation will occur.
d. Leaving the Crease
   i. The goalie may leave the crease at any time, however, once out of the goal area, they
      must follow all rules that apply to court players.

e. Dislodging the Net
   i. In the case that the net becomes dislodged, but is not involved in the ensuing play, the
      official shall allow play to continue and will replace the net. If it is dislodged and is in
      the play, the official shall blow the play dead and a face-off will restart play at the nearest
      face-off dot. An intentionally dislodged net will result in a penalty, or a penalty shot. An
      official may award a goal if the shot was headed into the net when the net was dislodged.

f. Adding a Floor Player
   i. If a team wishes to pull their goalie and add a floor player, this team relinquishes all of
      their goalie rights. Defensive players may enter the crease to stop a shot on goal; they
      may not however freeze the ball.
   ii. A team may pull its’ goalie at any time during game play or a dead ball
      1. If the defensive player freezes the ball in the crease, the result shall be a penalty
         shot.

g. Equipment Violations
   i. No extra equipment may be placed on the net. If the player designated as the goalie
      chooses to use and then discard a glove or other goalie equipment, this equipment must
      be discarded out of play and not into or onto the net or playing surface. If discarded
      equipment, not including a broken stick, comes into play, it will result in a 2 minute
      minor penalty for delay of game.

d. Scoring
   a. Awarded Goals
      i. All goals scored shall be worth 1 point. A goal is scored when the ball completely
         crosses the goal line before time expires. If any part of the ball remains on or over the
         goal line, it will remain in play.
   b. Disallowed Goals
      i. No offensive player may score a goal by kicking or throwing the ball into the net. A goal
         will be disallowed if an offensive player is in the crease and the ball is shot in from
         outside the crease. Only an offensive player’s stick may enter the crease if there is a
         loose ball in the crease.

e. Violations & Penalties
   a. Violations - All violations will result in a face-off unless specified otherwise
      i. High Sticking - Raising the stick, specifically the blade, above the waist at any point
         during play, including the shot. May result in a minor penalty if deemed dangerous by the
         official.
      ii. Hand Pass - Passing the ball directly to a teammate with your hand. Catching an airborne
         ball is considered legal provided the player drops the in a straight line down to the floor
         to their stick.
      iii. Kicking the Ball - The ball may not be intentionally kicked into the offensive goal.
         However, the ball may be kicked to a teammate. The ball may go into the opposing net
         if an offensive player’s foot if it is a deflection and no kicking motion is present.
      iv. Player in the Goal Crease - No offensive player may enter the goal or break the plane of
         the crease at any time during the course of play, except their stick may enter the goal
         crease if there is a loose ball in the crease.
      v. Goalie Possession of the Ball - The goalie may not gain possession of the ball outside of
         the crease unless part of his body is touching a portion of the crease. The goalie may not
         gain possession of the ball within the crease, drop the ball outside of the crease to put it in
play, and intentionally bring it back into the crease without another player first touching the ball.

b. **Minor Penalties** - All minor penalties will result in a two minute penalty for the violating player. Their team will play down a player for the entire two minutes or until the opposing team scores a goal – also called a “power play.”
   i. **Dangerous Play/Sliding** - Playing the ball from your knees and sliding leads to dangerous play, and shall be defined as either playing or attempting to play the ball while not being on your feet. This shall include a floor player leaving their feet in an attempt to stop a play or the ball.
   ii. **Too Many Players on the Floor** - Having more than the legal number of players on the floor. This penalty may be served by any member of the offending team.
   iii. **Interference** - Making intentional contact with an opponent who is not in possession of the ball in an effort to impede them from getting to the ball or play
   iv. **Playing with a Broken Stick** - Any player who continues to use a stick which is broken. When a stick breaks it should be dropped immediately, and should be removed from the playing surface at the next stop in play.
   v. **Tripping** - Using or attempting to use any part of your body or stick to cause an opponent to fall.
   vi. **Holding** - Grabbing an opponent or an opponent’s stick/jersey with your hand, arm, or leg to gain an advantage.
   vii. **Elbowing** - Hitting or attempting to hit an opponent with your elbow.
   viii. **Kicking** - Kicking or attempting to kick an opponent.
   ix. **Kneeing** - Hitting or attempting to hit an opponent with your knee.
   x. **Pushing** - Pushing your opponent to gain an advantage.
   xi. **Body Checking/Roughing** - Excessive body contact with another player
   xii. **Hooking** - Using your stick to slow an opponent, usually from behind. When only the sticks come in contact, NO penalty shall be called.
   xiii. **High Sticking** - Raising the stick above your waist at any point during a play when the stick is within a foot of another player. Lifting the stick of another player in the air above their waist is also a penalty. A high stick that makes contact with another player will be an automatic minor penalty.
   xiv. **Illegal Blocking** - Players are prohibited from laying down anywhere on the court to block a player or a shot, however, there is an exception for the goalie when inside their crease and wearing the proper equipment. If a player does not follow this rule it will be considered an illegal block, which they will be penalized with a minor penalty.

c. **Major Penalties** - All Major Penalties will result in the offending player’s immediate ejection and disqualification from the contest as well as a four minute penalty. Their team will play down a player for the entire four minutes or until the opposing team scores two goals – also called a “power play.” Furthermore, since the offending player is ejected from the game, the team must designate another player to serve the entire duration of the penalty.
   i. **Personal Misconduct** - Disrespect to an official, excessive profanity, abuse of facility or equipment, or actions that incite a fight.
   ii. **Spearing** - Stabbing at an opponent with the tip of the blade end of the stick.
   iii. **Butt-Ending** - Stabbing at an opponent with the butt-end of the stick
   iv. **Cross Checking** - Thrusting your stick shaft across an opponent with no part of the stick on the floor.
   v. **Slashing** - Hitting or attempting to hit your opponent with your stick in a chopping or swinging motion.
   vi. **Fighting** - Any acts of aggressive physical violence towards another player or official.
d. **Penalty Enforcement** - In reference to penalty enforcement, the term shorthanded will mean: the offending team will be at least one (1) player below the number of players of their opponent. At no time may a team have more than two (2) floor players fewer than their opponent.

i. **Power Plays** - A Power Play is defined as any time either team is shorthanded (by either 1 or 2 players) as the result of a penalty. It is not a power play if a team is shorthanded as a result of starting a game with the minimum amount of players.

   1. Provisions of the Power Play:
      a. When a team has eligible substitutes, those players are required to be used to serve any penalty which would result in that team being more than two (2) players shorthanded.
      b. If a team has no substitutes, the third penalty will be served by the offending player. In this instance, the player who receives the third penalty will also serve the remaining time on the first penalty in addition to the time of his/her own penalty. The player who he/she replaces in the penalty box will return as an eligible floor player.

ii. **Minor Penalties** - Minor penalties shall be enforced by requiring the offending player to sit out two (2) minutes of play. The team of the offending player must also play shorthanded for the duration of the penalty. A minor penalty is over when the two (2) minutes has expired or the opposing team scores a goal.

   1. If both teams commit minor penalties at the same time, both players committing the penalties will sit out for the full length of their penalties, but neither team will play shorthanded. Players may only return to the bench at the first stoppage of play after their penalty time has expired. If either team does not have an eligible substitute remaining, both teams will play a player short for the duration of the penalty.
   2. If team A commits a minor penalty and shortly after team B commits a minor penalty, both teams must play shorthanded for the duration of team A’s penalty. If team A’s penalty expires and then they score a goal, team B’s player will then be allowed back on the floor.
   3. If Team A has two (2) players in the penalty box, and Team B has only one (1), a goal by Team B will result in the first penalty against Team A ending.
   4. EXCEPTION: If two players receive coincidental penalties and then a third player is penalized, a goal by the team with the advantage would result in the penalty on the third player ending.
   5. There will be a face-off at the nearest spot.

iii. **Major Penalties** - Major penalties shall be enforced by requiring the offending player to sit out four (4) minutes of play. The team of the offending player must also play shorthanded for the duration of the penalty or until two goals are scored on the Power Play. Penalties which also involve an ejection shall be served by any individual on the offending team. If the major penalty was due to a personal misconduct penalty, the team will not be shorthanded, only the offending player will have to serve the penalty.

   1. If team A commits a major penalty and shortly afterwards team B commits a minor penalty, both teams will have to serve the full time of their penalties.

iv. **Delayed Penalties** – In the event that a defending team takes a penalty- whether major or minor, the penalty shall be “delayed” until the defending team gains possession of the ball. During this time, additional penalties may be accrued by the defending team. If the attacking team takes a penalty while in possession, the play will be blown dead immediately and both teams will play down a player for two minutes.
1. A delayed penalty shall be signaled by an Official’s arm raised straight up for the duration of the delay. Once the defending team gains possession, the official will blow his/her whistle to call the penalty.

2. The two minute power play will not begin during a delayed penalty. Instead, the two minutes will begin once the defending team gains possession of the ball.

3. During a delayed penalty, the attacking team (in possession)

f. Penalty Shots & Shootout
   a. Penalty Shots - A penalty shot is a one-on-one opportunity against the goalie for the individual of the opposing team which was obstructed which can result from:
      i. A player throwing the stick for any reason.
      ii. If a player has a clean break with the ball and is moving towards the opponent’s goal and is illegally defended or roughed during their attempt to score
      iii. An intentional violation or penalty that stops a sure goal.
      iv. If the goalie throws any piece of equipment to try to stop the ball.
      v. If a defensive player freezes the ball in the crease (whether the goalie is pulled or not)
      vi. If a defensive player intentionally moves the goal.
   b. Process
      i. The clock shall stop on all penalty shots.
      ii. During a penalty shot, the ball is placed on the center dot and the player who was obstructed (or any player as a result of throwing the stick) shall be given the opportunity to score on the goalie one-on-one. The rush on the goalie will start with the official’s whistle and end with a goal, a save, or a shot wide of the goal.
      iii. Only the player designated as goalie may defend against the penalty shot. The goaltender must remain in the crease until the player taking the penalty shot first moves the ball.
      iv. The goalie may then defend the shot as they would under normal circumstances.
      v. A goalie violation shall result in another penalty shot.
      vi. A deliberate penalty by the goalie during a penalty shot will result in a goal being awarded on the penalty shot.
      vii. No additional penalty will be assessed except when a major penalty has been called, time shall be served.
   c. Resuming Play
      i. After a penalty shot, whether successful or otherwise, play shall be restarted with a faceoff at the center dot

g. Disqualification
   a. Major Penalties
      i. Any player who is commits any of the major penalties outlined in Article VII Section C shall be disqualified and ineligible to play in the remainder of the game.
   b. Throwing the Stick - Throwing the stick is a dangerous act that can cause serious injury. For this reason when any player throws their stick (for any reason), the other team will receive an automatic penalty shot and that individual will be ejected from the game for unsportsmanlike conduct.
   c. Combinations - An individual player shall be disqualified from the game by accumulating five (5) minor penalties during a single game.
   d. Players may also be ejected from the game for any action deemed offensive by the Intramural Director.

OVERTIME:

24. If a playoff game ends in a tie there will be a 5 minute sudden death period, running clock, with no timeouts.
25. After the five minutes if the game is still tied it will go into a shootout.
26. If games remain tied at the end of the overtime period, the game will progress to a shootout:
   a. 3 players from each team will participate in the shootout.
   b. Home team will choose to go first or second
   c. Ball must be controlled until shot is taken
   d. Players start with the ball at half court prior to advancing with the ball
   e. Must be continuous forward progress until shot (may not stop or go backwards at any time)

   *All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police maybe called.*