



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

ICE HOCKEY RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual.)

A. ROSTER AND ROSTER ADDITIONS

1. **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 scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* 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 or User Pass number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.
2. **Tournaments:** A team's roster is built over the course of the preliminary rounds of the tournament. As in team sports, the individuals listed on the scorecards constitute a team's roster. Managers are responsible for the completeness and accuracy of the scorecards. In tournament events, roster additions may be made through the quarter-final games.
3. **Individual, Dual, and Team Meets:** For meets, a team must submit its roster prior to the event, and prior to the roster deadline if one is set. Rosters may not be modified after the roster deadline.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card or Department of Recreational Sports user pass. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official 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 official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.

- b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID or current Department of Recreational Sports user pass to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams that have Club Sport Members and/or current/former intercollegiate athletes on their roster should check the Intramural Sports Program Managers Manual for restrictions on these participants.

C. FORFEITS:

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. In order to be credited with the forfeit “win,” the team present for the contest must list on the scorecard the team members present. A team may waive the right to forfeit and wait for the opposing team to arrive. If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present must accept the forfeit. Should the opposing team arrive before the 10-minute time limit, and should the team entitled to the forfeit agree to play, then the contest shall be played. The time lost shall not be made up, and the team that agreed to play cannot rescind their decision.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. A meet has a total of 10 sportsmanship points, based on the conduct of the team for the duration of the meet. During the course of the contest, teams may lose points if their behavior deteriorates. It is possible to receive a sportsmanship rating below zero.
2. Yellow Cards: For each yellow SRS card a team receives, three points shall be deducted.
3. Red Cards: For each red SRS card a team receives, seven points shall be deducted.
4. Forfeits: Forfeiting a contest shall result in a seven point deduction.
5. Officials, at their discretion, may subtract one point for minor unsportsmanlike conduct which does not result in the issuing of a card.
6. Playoffs: In order to be eligible for the playoffs a team must average a SRS score of 7 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

II. SPORT RULES

NOTE: Intramural hockey will be played using the National Collegiate Athletic Association official rules. Pertinent excerpts from the NCAA rules are listed below with Intramural modifications.

A. FACILITIES

1. All games will be played at Yost Arena which is located on State street, just south of the Intramural Sports Building.
2. All players must enter the doors on the northeast side of the building.

B. EQUIPMENT

1. The captain is responsible for all equipment issued to members of the team.
2. No figure or speed skates are allowed.
3. Goalie pads, stick, gloves, and mask are available for check-out with a valid I.D.
4. All skaters must wear a protective helmet which is supplied by the Intramural program. They may use their own if it is an approved helmet and equipped with a full cage, or a full-shield. Ice hockey officials or the supervisor may require an IM helmet be worn at their discretion.
5. Shin guards, gloves, and mouth guards are mandatory, but will not be supplied by the Intramural program.
6. Long sleeve jerseys (either white or dark according to the schedule) must be worn. Jerseys will be supplied.

C. TIMING FACTORS

1. Games will be played at 60 minutes intervals.
2. Each game will consist of 3 periods of 14 minutes of running time.
3. During the playoffs, the clock will stop in the last two minutes of the third period, if the score-difference is two goals or less.
4. Intermissions will be two (2) minutes in length.
5. Teams will have five (5) minutes to warm up. The first period will begin exactly five (5) minutes after the scheduled game time.

D. TIE GAMES

1. Any games ending in a tie during league play will be official ties, and each team will be credited with a win.
2. During the play-offs, a five (5) minute running time SUDDEN VICTORY OVERTIME will be played. If the score is still tied, the deadlock will be broken by three (3) alternating penalty shots taken by each team and by three (3) different players. Whichever team scores the most will win the game.
3. If it is still tied, each team will again choose three players and will shoot alternating teams until one misses and the other scores. This will continue until one player scores a goal and their immediate opponent does not.

E. OFFICIALS

1. There shall be two (2) or three (3) officials with equal jurisdiction. Officials shall have equal authority and responsibility in calling of penalties and infractions.
2. Only the team captain is allowed to talk with the officials during the game. When the captain is not in the game, an alternate captain should be designated.

F. PUTTING THE PUCK IN PLAY

1. The puck shall be put in play by a face-off.
2. Each player making the face-off shall stand having both feet and body squarely facing the opponents end of the rink, approximately one (1) stick length apart and with the tips of the blades 24 inches apart.
3. At the time of the face-off, all players shall be face-off must position their stick and body at least 15 feet from the puck, regardless of where the face-off may be.

G. PLAYING THE PUCK:

1. Use of Hand: The puck may be batted, pushed or shoved with the hand. If caught and held or passed to another teammate an immediate face-off must follow. If it is intentionally batted out of the playing area a delay of game penalty shall be called.
2. Zone Play: Any player is eligible to play the puck (onside) when:
 - a. The player is in the neutral zone or own defensive zone.
 - b. The player is in the attacking zone and the puck preceded them into that zone.
 - c. The player is in the attacking zone and the puck is carried or passed there from the neutral zone by an opponent.
2. Off-sides at the attack blue line is determined as follows:
 - a. The position of the player's skates and not that of the stick shall be the determining factor in all instances in deciding an "offside."
 - b. A player is offside when BOTH skates are completely over the OUTER edge of the blue line involved in the play at the instant the puck COMPLETELY crosses the outer edge of that line.
 - c. To establish onside, one skate must be on the zone line.
3. Icing: Should a player shoot the puck from their own defensive zone beyond the opponent's goal line, it shall be "icing the puck" and play shall be stopped by the official immediately when the puck crosses the goal line. Face-off at defensive zone spot.
4. Diving for, Trapping, Holding puck: When the puck is on the ice no player other than the goalkeeper exercising goalkeeper privileges shall pick up, throw, cover, or trap the puck with the hand or body. (PENALTY MINOR).
5. Leaving Feet to Play Puck: If a player leaves their feet to play the puck and does not make contact with the opponent, play shall continue. If contact does occur, then a minor penalty shall be called.

H. SCORING

1. A goal is made when the puck, entering from the front, passes between the cage posts, below the top of the net, and COMPLETELY across the goal line.

I. CONDUCT OF PLAYERS AND OTHERS SUBJECT TO RULES:

1. Non Players/Coaches: Each team may have at maximum 2 non players on their bench. These persons must adhere to safety guideline by wearing a helmet at all times while in the bench area. (PENALTY: BENCH MINOR, further refusal will lead to ejection from Yost)
2. Addressing Officials: Only the playing captain of either team may talk or confer with a Referee. A playing captain may not dispute judgement decision of the Referee. (PENALTY: MISCONDUCT).
3. Personal Fouls:
 - a. Regulation hockey rules have been modified to the extent that body checking is not permissible.
 - b. There shall be no charging, roughing, illegal use of hands, elbowing or kneeing, pushing from behind, cross-checking, tripping or slashing with the stick, tripping with leg or foot, or tripping in a sliding body-block. (PENALTY-MINOR, if cross-checking, hooking, lifting, slashing or using either end of the stick results in injury to an opponent, the penalty shall be a MAJOR or MISCONDUCT at the official's discretion).
 - c. There shall be no holding of an opponent, or an opponent's stick, with the hand, arm, leg, stick, or otherwise, except when a player lifts with their stick of an opponent playing, or attempting to play, or about to play the puck. (PENALTY-MINOR).

4. Fighting
 - a. There shall be no fighting, slugging with the fists, butt-ending, kicking, malicious use of the fists, or the attempt of the aforementioned.
 - b. Players ejected for fighting will be suspended from ALL Intramural Sports for the remainder of the academic term pending a decision of the Disciplinary Board Chairman and/or IMSPAC. An ejection of this nature will cause a team to receive no higher than a "3" sportsmanship rating.
 - c. Players ejected for becoming the third (or fourth, or fifth, etc) party in a fight will be suspended for a minimum of the remainder of the academic term pending a decision of the Disciplinary Board Chairman and/or IMSPAC. Because a fight has already occurred in a situation where a player would become an additional involved party, a team will automatically receive a "0" sportsmanship rating should one of its members be ejected for this offence.
 - d. Note: In the event of an incident resulting in a Sub 7 report, failure of the individual(s) and the team manager to schedule an appointment with the IMSP disciplinary chair, will cause the suspension of the team and individual(s) from all IMSP activities until an appointment is made.

NOTE: Any player who does not retaliate after being struck will not be assessed a penalty for violation of other rules.

J. PENALTIES

TYPE OF PENALTIES:

1. MINOR: as prescribed in these rules is three (3) minutes.
3 Individual Minors to one person = Yellow Card, 4 Minors = Red Card
2. MAJOR: as prescribed in these rules is six (6) minutes. = Automatic Yellow Card. Issued to the same player: 2 Majors = Red Card, 1 Major + 2 Minors = Red Card.
3. MISCONDUCT: ten (10) minutes. = Automatic Yellow Card
4. GAME MISCONDUCT: is immediate suspension from the game (with immediate substitute permitted unless there is an additional time penalty). Automatic suspension for next contest.