



The University of Michigan  
Department of Recreational Sports  
*Intramural Sports Program*

## ROLLER 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 play 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 participants 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 11:00am 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

### A. TEAMS AND SUBSTITUTES

1. A team is comprised of four skaters plus a goaltender. A team may have an unlimited number of substitutes.

2. In co-recreational play, a team must have at least one male skater, and cannot have more men skaters than women skaters on the floor at any time. The goaltender may be of either sex.
3. Substitutions may be made at any time, including during play.

## **B. EQUIPMENT**

1. Goalkeeper equipment, helmets, jerseys, and balls will be provided by the Intramural Sports Program. Players are welcome to use their own equipment, however, the supervisor shall be the sole authority regarding legality of equipment used. Players may be asked to use equipment provided by the Intramural Sports Program if the supervisor determines that a player's equipment is illegal.
2. Each player is required to wear a helmet with a face shield or mask (partial or full) while they are on the floor. Each player is also required to wear roller blades, and a jersey. Players are encouraged, but not required, to wear gloves, elbow pads, mouth guards, and shin guards. Players must also provide their own sticks.
3. Aside from a helmet, roller blades, a mouth guard, and a jersey, goaltenders are also required to wear a blocker, a trapper, and leg pads.

## **C. GOALS**

1. A goal is scored when the ball passes between the uprights, under the crossbar, and entirely across the goal line.
2. Each goal counts as one point for the team not defending the goal in which the ball has entered. In co-recreational play, a goal counts as two points if the last touch by the scoring team is a female.
3. When a goal is scored, play will be restarted with a face-off at center rink.

## **D. PENALTIES**

1. If a minor penalty is assessed to a player, the player is ruled off of the floor for 90 seconds, for whom no substitute may enter.
2. If a major penalty is assessed to a player, the player is issued a game misconduct. A player designated by the captain shall serve the four-minute major penalty. All major penalties, unless coincidental, will result in a penalty shot against the offending team.
3. Minor penalties assessed to a goaltender shall be served by a teammate of the captain's choice. If a major or any other disqualification penalty is assessed to the goaltender, the goaltender shall be replaced immediately by a substitute.

## **E. CONTACT**

1. Intramural Roller Hockey is a non-contact sport. Any contact that is not incidental will be penalized at the officials' discretion.

## **F. TIMING**

1. The game shall consist of 3 periods of 15 minutes of running time. The intermission between each period shall be two minutes. The on-site supervisor shall keep the time of the game, and shall inform the players when there are two minutes remaining, as well as when time expires, for each period.
2. The supervisor shall also keep track of penalty times issued to any player, and shall inform them when their penalty has expired. Penalties shall not start until play has restarted.
3. Tie games shall remain tied during the regular season, and both teams shall be credited with a win.

4. In playoffs or tournaments, tie games shall be resolved by overtime periods of five minutes each, in which the first team to score shall be declared the winner.

## **G. OFFSIDE**

1. Players of the attacking team may precede the puck over the center line, provided that the puck is carried over the center line.
2. When the puck is passed over the center red line, the puck must precede the attacking player(s) over the center line.  
A player who precedes a pass over the center red line is not eligible to play the puck until:
  - a. the puck is first touched by a teammate who did not precede the puck over the center line or by an opponent.
  - b. the puck is first touched by an opponent.
  - c. the player who has preceded the puck over the center red line “tags up” by making skate contact with the center line.

For a violation of this rule, play shall be stopped and a face-off conducted at the location nearest to where the pass originated.

3. If the puck is shot from behind the center line with attacking players in the offensive zone, and the puck is shot directly on the opposing goal, play will be stopped for intentional offside, and the ensuing face-off will be conducted on an end zone spot of the offending team.
4. Tag Up on Power Play. Teams on the power play will be required to have ALL their players leave the offensive zone and make contact with center line with their skate(s) once the defending team shoots the puck completely across the center line. The offensive players may re-enter the attacking zone immediately after all players have cleared the zone by making contact with the center line with their skate(s). Should the puck enter the offensive zone while one or more of the players of the power play team is still in the offensive zone, the play will be called immediately by the officials and the face-off will take place at the nearest spot in the defensive zone, where the offside occurred, of the team with the man advantage.  
This tag-up rule is in effect on all short-handed situations and applies to both teams (power play and the penalty killing team). It does not apply when both teams are at even strength.

## **H. UNCOVERED RULES**

Any situations not covered in these pages shall be governed by the Roller Hockey International rule book.