

BOSTON UNIVERSITY INTRAMURALS
Department of Physical Education, Recreation, and Dance
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INTRAMURAL ICE HOCKEY

*****PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.*****

For the list of general IM Sports policies, please visit our webpage:
<http://www.bu.edu/fitrec/files/2014/03/IM-Policies-2014.pdf>

CAPTAIN'S MEETING - There will be a mandatory team captain's meeting that **MUST** be attended by a representative, captain or co-captain preferred, from each team. The Captain's Meeting Schedule can be found at: <http://www.bu.edu/fitrec/sports/intramural-sports/fall-ice-hockey/> . Each team **MUST** have a representative present. If a team is not represented they waive their right to veto any schedule change proposed at the meeting, and may forfeit their right to future schedule change requests. Bring along this sheet for a reference to discuss the different items. Schedules will also be handed out at this time.

TERRIER CARDS - It will be necessary for all members of each team to present a Terrier Card in order to play Intramural Ice Hockey. All Terrier Cards will be collected and held by the supervisor until the conclusion of competition when all equipment has been properly returned.

JEWELRY/HATS - NO player will be allowed to wear necklaces, rings, watches, jewelry, earrings, barrettes, hats, etc. Players are not allowed to cover jewelry with tape or "BAND-AID". ****Do not take valuables to Intramural games and leave them unattended. There has been money, jewelry, etc. stolen while persons participate. Intramural Supervisors are not allowed to keep valuables for individuals during the games.**

RULES OF THE GAME:

A. NUMBER OF PLAYERS: A team consists of six players on the ice at one time. However, a team can start a game with as few as five players.

- One Goalie who attempts to defend the goal on all opposing shots.
- One Center
- Two Forwards who work with the center on offensive plays.
- Two Defensemen who are responsible for keeping the puck out of their defensive zone.

B. GAME LENGTH: Each game will consist of three twelve-minute periods with a two-minute intermission between each period. The clock will continuously run except for injuries or until the final two minutes of the game, at which time it will stop on every whistle, unless a team is winning by four or more goals.

C. SCORE SHEET - Team captains are to fill out the entire score sheet, (first and last names, and uniform number) prior to the start of the game. **If players are going to arrive late, be sure their names and numbers are listed on the score sheet prior to the start of the game.** Names may be added in the first period after the game has started, but the player may not play until the first stoppage of play and there will be a minor penalty imposed. Once the second period has started, no new players may be added to the score sheet. Teams will only be charged with one minor penalty regardless on the number of players added to the score sheet.

D. CHOICE OF SIDES: The “HOME” team shall occupy the BU bench and the “VISITING” team shall occupy the visitor’s bench. Teams will switch nets after each period, but not during overtime or a shoot-out.

E. PLAYER EQUIPMENT: All participants must wear a hockey helmet with a full-face mask and chin strap. Should a player’s helmet come off during play, the play is dead. The referee will whistle play is dead and the face-off will be dropped in the zone where the puck is at the time the players helmet was lost. All goalies must wear complete goalie equipment. Intramurals will provide a helmet with a cage for all players along with a limited supply of goalie equipment. Intramurals will also provide Pucks. You must bring your own stick. Intramurals does not have access to any additional storage rooms within Walter Brown Arena. This includes the storage room for the ice hockey PDP class. You are responsible for being ready to play by the game’s start time. No exceptions will be made for teams with equipment that is locked within any of the storage rooms inside Walter Brown Arena.

Required Uniforms: Teams must have coordinating shirts (numbers on shirts required). Jerseys are available if the two team’s colors conflict. They may be checked out from the Intramural Supervisor prior to the game.

F. TIME OUTS: Each team will be granted one time-out per game of one minute. Time outs must be called during a stoppage of play and must be called by a player on the ice at the time.

G. TIE GAME: Time Permitting, the game will go to a five (5) minute sudden death period. The teams will not switch sides during the overtime session. If still tied, three alternating penalty shots taken by three different players from each team will break the tie. Whichever team is ahead after these shots will win the game. If it is tied after the penalty shots, the two teams will choose different players, and will shoot by alternating teams until one misses and the other scores. Each team will receive the same amount of shots on goal. It will be up to the supervisor’s discretion whether or not there is enough time to play the overtime session. If not, the game will advance immediately to the three round shootout.

H. PLAYING THE PUCK:

Icing: Blue line icing will be called if a player shoots/passes the puck the length of the ice from behind their defending blue line.

Advancing the Puck: The puck may be advanced by the blade of the stick or by kicking the puck. However, no goal may be scored by kicking the puck directly into the opponent’s net. Players may not bat or throw the puck at any time.

Playing the Body: Players must play the puck at all times. **This is a no contact league.** Any player checking another player will be penalized.

I. GOALIE RIGHTS & RESPONSIBILITIES:

Stopping the puck: The goalie may use any means possible to stop the puck with their body, glove, or stick. This includes leaving their feet to play a puck. The goalie may not throw his or her stick, glove, blocker, or any other equipment in an attempt to stop the puck.

Goalie possession of puck:

1) The goalie may not gain possession of the puck outside of the Privileged Area unless part of his body is touching a portion of the crease- unless he or she is in the act of making a save.

2) The goalie may not gain possession of the puck within the crease, drop the puck outside of the crease to put it in play, and intentionally bring it back into the crease without another player first touching the puck.

3) Upon gaining control of the puck, the goalie has three seconds to play the puck to the side or behind the net. If the goalie doesn't distribute the puck, a face-off will be called.

Leaving the crease: The goalie may leave the Privileged Area at any time, however, once out of the goal area, they must follow all rules that apply to other players. The goalie may never cross over his blue line in an attempt to play the puck.

Dislodged net: In the case that the net becomes dislodged, but is not involved in the ensuing play, the referee shall allow play to continue and will replace the net. If it is dislodged and is in the play, the referee 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. A referee may award a goal if the shot was headed into the net when the net was dislodged.

J. PULLING THE GOALIE: If a team wishes to pull their goalie and add a 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 puck. If a defensive player freezes the puck in the crease, a penalty shot shall be awarded. The goalie must be on the bench before another player enters the ice. If not, the play is whistled dead and the face-off will occur at center ice.

K. SCORING:

Goal awarded: A goal is scored when the puck **completely** crosses the goal line **before time expires**.

Goal disallowed: No offensive player or their stick may enter the goal, or break the plane of, crease before the puck enters the crease. This is a rule to protect the goalie from stick violations and injury. An offensive player may only score a goal by shooting the puck from outside the goal crease or playing a rebound. No offensive player may score a goal by kicking or throwing the puck into the net.

Mercy rule: If a team is ahead by seven goals at any point in the game, the game will immediately end, with that team being declared the winner. If a team is intentionally maintaining a 6 goal lead, the supervisor and officials reserve the right to end the game. Always be sportsmanlike.

L. FOULS AND PENALTIES: All penalties will be in accordance with USA Hockey rules

Minor Penalties:

2 Minutes long

MAJOR PENALTIES:

5 Minutes long

** (penalty time will stop on each whistle)**

a. High sticking: defined as raising the stick above the waist at any point during play, including the wind up and follow-through of the shot.

b. Hand pass: defined as passing the puck directly to a teammate with your hand while not in your defensive zone. Catching an airborne puck is considered legal provided the player drops the puck in a straight line down to the floor to his or her stick.

c. Kicking the puck: The puck may be played with the foot to another player.

d. Sliding: There is absolutely no intentional sliding in this league. At the officials discretion, any sliding act deemed intentional will result in a penalty.

MINOR PENALTIES

Delay of game
Holding

Roughing
Elbowing

Refusal to start play
Illegal equipment

Illegal substitution	Charging	Playing with two sticks
Interference	Tripping	Slashing
Illegal face-off (after warning)		Unsportsmanlike conduct
Playing with a broken stick (except goalie)		
High Stick - Stick coming above the waist with an opponent within 3 feet (or when such action endangers the opponent), without contact.		
Sliding		

** The officials reserve the right to upgrade any and all of these penalties as they see fit.

MINOR PENALTIES SHALL CONSIST OF TWO (2) MINUTES IN THE PENALTY BOX. SHOULD A GOAL BE SCORED BY THE OPPOSING TEAM DURING THAT TIME, IF THERE IS A MAN-ADVANTAGE, THE PENALTY WILL THEN BE CANCELED. Should an individual commit three minor penalties in a particular game, the third penalty becomes a major penalty (5 minutes). The fourth results in an ejection.

MAJOR PENALTIES

Hitting from behind
Boarding

* May include all of the minor penalties with concurrent injury of the person against whom the foul was committed.

MAJOR PENALTIES SHALL CONSIST OF FIVE (5) MINUTES IN THE PENALTY BOX. At no time will this penalty be shortened. Should the opposing team score a goal during that time, the player in the box SHALL STAY IN THE BOX for the remainder of the penalty time and the offending team shall remain short-handed during this time. Should an individual commit TWO MAJOR PENALTIES, THE SECOND SHALL RESULT IN A MATCH PENALTY (EXPULSION). The officials reserve the right to upgrade any and all of these penalties as they see fit.

MATCH PENALTIES – The following situations will result in a match penalty being issued.

If there is an intentional attempt to injure an opponent.
Throwing of stick or helmet.
Kneeing
Kicking
Fisticuffs/Fighting
Leaving the team bench to get involved in an altercation
Refusal to comply with official’s directives.

* May include all of the major penalties with concurrent injury of the person against whom the foul was committed.

MATCH PENALTIES SHALL CONSIST OF EJECTION OF THE OFFENDING PLAYER. Ejected players must also contact, and meet with, the Intramural Coordinator to determine their status before being allowed to participate in future intramural sports.

M. PENALTY SHOT: is a one-on-one opportunity against the goalie for the individual of the opposing team which was obstructed.

Penalty shots result from:

- a. **Player throwing the stick for any reason**
- b. Player has a clean break with the puck and is moving towards the opponent’s goal and is illegally defended or roughed during their attempt to score.
- c. An intentional foul or penalty that stops a sure goal.

N. OFFICIAL’S JUDGMENT: Ice hockey is one of the hardest sports to officiate because of all the judgment calls that are involved and the intensity of the sport. When you watch professional or college hockey, particularly when you have a preference as to who wins or loses, you see many calls that you question from these “Professional Officials.” If you expect the Intramural Ice Hockey Official to be above the skill level of these paid professionals, you are wrong. I will guarantee you that there will be missed calls during every game played. There is never a perfect game called in hockey at any level

because of all the judgment calls involved. Remember, if it weren't for these students, just like you, there wouldn't be any program at all. Teams, individuals, etc., not showing them respect will be disciplined as necessary.

•• All other rules not covered in the BU Intramural Rules are played in accordance with USA Hockey Rules. ••