***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/recreation/clubsims/intramural-sports/forms-policies/

NEW FOR 2019

Intramural Ice Hockey will now be an un-officiated league with no standings kept. An intramural student supervisor will be on-site to collect a BUID from each player to ensure that only BU students/faculty/staff are utilizing the ice. While teams will be scheduled against each other by the intramural office, game play will function like pick-up hockey. The supervisor will keep time and score, as well as monitor the game play to ensure players are comporting themselves safely and with sportsmanship for their fellow competitors. Individuals who are unable or unwilling to do so may be barred from future participation.

CAPTAIN'S MEETING – Captains will be contacted via email prior to the start of the league with reminders about important game play rules and policies.

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.

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.

B. GAME LENGTH: Each game will consist of 40-minutes of running time.

C. 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 player’s 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). Pinnies are available if the two team’s colors conflict. They may be checked out from the Intramural Supervisor prior to the game.

D. 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.

E. PLAYING THE PUCK:

   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.

F. 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, the 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.

G. INFRACTIONS

   Any minor infraction that is committed should be self-regulated by the players. Fair play and sportsmanship is required at all times. If a minor infraction occurs (icing, offside, minor penalty), the team that was disadvantaged will be given the puck in their defending zone to restart play. The attacking team must clear the near blue line before pursuing the puck.

   Any major infraction (checking, roughing, major penalties) should be reported to the supervisor. Any player committing a major infraction will be removed from the game at the discretion of the supervisor and if necessary, removed from the league.