



STREET HOCKEY RULES
UNC-CHAPEL HILL INTRAMURAL SPORTS

Floor

-The Floor: The game shall be played on a surface the size of 2 standard basketball courts.

General Rules

1. All players must show a valid UNC-One Card deemed appropriate by the intramural supervisor in order to play.

The Game

Single Sex: The game shall be played between 2 teams of 8 players each, including a goalie. Six players are required to avoid a forfeit.

Co-Rec: The game shall be played between 2 teams of 8 players each, including a goalie. Teams with 6 players shall have just one more of the opposite sex. For a team consisting of 8 players, 4 men and 4 women are required.

The Playing Area

-Floor Markings:

1. The floor should be marked with (5) face-off points; (1) at the center of the floor, and (2) adjacent to the sides of the goal.
2. The goal line shall be (6) feet from the end wall.

-Goal Area: The goal crease should be (4) feet wide and (3) feet deep, and should be marked by a two-inch line.

Game Equipment

-The Ball: A soft rubber ball will be used.

-Goalie Equipment: The goalie must wear a regulation catcher's mask, goal mask, protective eye wear, baseball glove and leg guard. All other non Intramural equipment must be approved by the Intramural Supervisor. Goalie pads are not allowed.

-Player Equipment: Jersey: Players of opposing teams must wear contrasting colored jerseys, without pockets, numbered on the front or rear. All players must use hockey sticks provided by the Intramural Sports Department

-Illegal Equipment: Baseball hats, jewelry, goal pads, personal hockey sticks

Periods, Time Factors and Substitutions

Section 1: Timing of the Game

Article 1: Playing time shall consist of three periods of (10) minutes each. The clock will be stopped only for injuries. Otherwise, it will be a continuously running clock.

Article 2: Intermission will be (3) minute between periods.

Article 3: Each team will be granted a one (1) minute time-out per game, one minute in duration. A team may call a time-out while in possession of the puck, or at a stoppage of play (other than an indirect free hit).

Section 2: Tie Game

Article 1: Coin Toss: In case of a game-ending in a tie score, the officials shall bring the two captains to the center of the floor. They will discuss tie breaker procedures and will answer all questions prior to the overtime period.

A. **Co-Rec Rule:** In the case of a tie after sudden death period, the players taking penalty shots to determine the winner shall alternate male, female.

Article 2: Overtime Procedures: Any game ending in a tie during regular season and tournament play will result in a (3) minute running clock sudden death period. If the score still remains tied, the winner will be decided by penalty shots.

Each team shall choose three players from those on the court at the time the game ended. Each player will have an opportunity to score as teams alternate. The team with more goals scored wins. If still tied, the remaining team members on the court will take alternating shots in a sudden death shoot out. The first team to score while preventing the other team from scoring will win. No player may shoot twice in the second round until all members of the team have shot. If every player on the court has shot and no winner has been decided, each player will shoot a second time, still alternating in a sudden death format. Only the players on the court when the overtime period ended are eligible to shoot in the overtime shoot out. Ejected players are not eligible.

Playing the Game

Section 1: Starting Play

Article 1: Playing Captains: Each coach shall designate to the referee the team captain or captains. If more than one player is designated, a speaking captain must be selected to make all decisions.

Article 2: Coin Toss: The referee will toss a coin at the beginning of the game to determine choice of side. The teams will switch sides after each period, including overtime, for the remainder of the game. The game will start with a center floor face-off.

Article 3: Putting the Puck in Play: Every time the whistle is blown, the puck is put into play in one of two ways, a face-off or a free shot.

A. Face-offs occur when:

1. A period is to start
2. A goal is scored
3. The puck is frozen between (2) players
4. The puck leaves the playing surface
5. The puck is caught up in the back part of the netting of the goal.
6. A net is dislodged
7. The puck is frozen by the goalie
8. An injury occurs

-Face-offs may take place at one of 5 spots; center court and the four spots where the volleyball lines meet the three-point lines.

-The official will drop the puck into center for a face-off.

-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. All other occasions the face-offs should be at the nearest face-off dot on the floor.

-All players (except the two involved in the face-off) must be at least (10) feet away from the face-off spot, and must be on the defensive side of the face-off spot.

B. A Free shots occurs when play is stopped due to a foul or penalty.

-The free shots are taken from the closest free shot dot on the floor. Any player from the opposing team may take the free shot. Players may pass, shoot, or carry the puck. All other players must be at least (10) feet away from the shooter who shall have (3) seconds to play the puck after the referee's whistle.

-If a player plays the puck before the whistle, or delays longer than the (3) seconds allowed, it is a turnover and the other team will get a free shot from the same spot.

Section 2: Playing the Puck

Offside: There are no offside, except during a face-off.

Advancing the Puck: The puck may be advanced by the blade of the stick. 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. Any player checking another player will be penalized.

Goalie Rights and Responsibilities

Section 1: Rights

Designating a Goalie: One 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 goal crease.

-Wearing a mask, chest protector and shin guards are required. The goal may wear anything else as long as it doesn't increase the width of the body. If approved by the Intramural Supervisor

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 only smother or freeze the puck inside the area of the basketball lane (blue area). The goalie may not use his hands to pick up and throw the puck outside of the blue basketball lane.

Possession of the Puck: Upon gaining control of the puck, the goalie has (3) seconds to play the puck to the side or behind the net. If the goalie does not distribute the puck, a face-off will be called. The goalie may throw the puck forward but it must be under hand and the puck must be played by another player before the ball crosses half court.

Leaving the Crease: 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.

Dislodged Net: On 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. This is the referee's judgment call, which can't be protested by the players.

Section 2: Pulling the Goalie

Adding a Floor Player: 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 puck. If a defensive player freezes the puck, the result shall be a (2)-minute delay of game penalty against that player.

Scoring

Section 1: Points

Goal Awarded: Men & Women: All goals shall be worth (1) point. A goal is scored when the puck completely crosses the goal line before time expires.

Goal Awarded: Co-Rec: All goals scored by males will be worth (1) point. All goals scored by females will be worth (1) points.

Mercy Rule: If a team is ahead by (7) goals or more goals with (5) minutes to play in the game, the game will be called, and the team leading will be declared the winner.

Fouls & Penalties

Section 1: Minor Fouls

1. Results in the loss of the puck and an indirect shot at the point of infraction. An **INDIRECT SHOT** is an uncontested shot taken by a player with all players at least ten (10) feet away in all directions. The shooter may touch the puck only once. A goal cannot be scored off an indirect shot until touched by another player other than the goalie. If the non-fouling team retains possession and has a clear advantage, a play-on signal will be given by the official

2. Minor fouls are:

- a. Offside or interference on a face-off.
- b. Hand pass.
- c. Goalie throwing puck past center line (may be shot with the stick) and/or throwing the puck above waist height.
- d. Player in the crease or breaking the plane of crease with the stick or body. When the offensive team violates this rule, the official shall stop play immediately and award the indirect shot. When the defensive team violates this rule, the official will blow the whistle and award a penalty shot.
- e. High sticking - blade comes above the waist (on an open shot or just carrying the stick down the floor).
- f. Body contact - incidental or accidental body contact.
- g. Goalie violation - Playing puck forward, holding puck for more than three (3)seconds.

3. A player who continuously fouls will receive a minor penalty.

Section 2: Minor Penalties

1. All roughing penalties will result in the player serving a two (2) minute penalty. Play will start with an indirect free hit awarded to the offended team.

2. Minor penalties include:

- a. Equipment abuse - any beating or bending of equipment.
NOTE: PLAYERS CAN BE HELD RESPONSIBLE TO PAY FOR DAMAGE TO EQUIPMENT NOT ASSOCIATED WITH THE NORMAL WEAR AND TEAR FROM PLAYING.
- b. High sticking - above the waist (near another player).
- c. Holding.
- d. Habitual minor fouls.
- e. Interference - inhibiting the progress of an opponent who is not in possession of the puck, or knocks the stick out of the opponent's hand, or who prevents a player from regaining possession of a dropped stick.
- f. Illegal substitutions.
- g. Kicking or throwing the puck.
- h. Goal crease violations.
- i. Moving the net by defensive team with no shot at net (if intentional act with shot on goal, it will result in a penalty shot).
- j. Contact with the goalie inside the crease whether accidental or not.
- k. Intentional delay of game not applicable to the goalie 3-second rule.
- l. Slashing – stick to stick contact

3. All minor penalties may be considered major if flagrant.

Section 3: Major Penalties

1. All major penalties will result in the player serving a FIVE- minute penalty. Play will start with an indirect free hit awarded to the offended team.

2. Major penalty fouls include:

- a. Tripping - intentional tripping with the stick or any body part.
- b. Elbowing - use of the elbow to impede an opponent.
- c. Throwing the stick - intentional throwing of the stick to gain an advantage.
- d. Hooking - wrapping the stick around a player.
- e. Checking/Roughness - any unnecessary body contact.
- f. Intentional holding of a player from scoring on a breakaway.
- g. Constant questioning of officials' judgment/ unsportsmanlike conduct.

3. Two major penalties results in an ejection.

Section 4: Player Misconduct

1. Misconduct penalties will result in a player ejection.

2. Misconduct penalties include:

- a. Excessive use of profanity.
- b. Extensive abuse of the facility and/or equipment.

- c. Slashing. (Stick to body)
- d. Unnecessary rough play.
- e. Fighting.
- f. Deliberate roughing/checking.
- g. Verbal or physical abuse towards an official, opponent, or supervisor.
- h. Any unsportsmanlike conduct that in the opinion of the official warrants ejection.

Section 5: Penalty Enforcement

1. Teams cannot play with fewer than three (3) players. If more than two (2) players are penalized during the same time, penalties shall be served in succession.
2. Minor penalties will expire if a goal is scored by the team playing with the advantage. Penalty minutes will carry over into the next period. If two (2) or more players are penalized only one (1) player may return per goal scored against their team. The player who has the least amount of time left on their penalty will return.
3. When a violation occurs, a delayed penalty (held whistle) will be called if the offended player/team retains possession of the puck and has a clear opportunity to score.
4. Player fouls shall be recorded as in the game of basketball. A player who receives five (5) fouls of any combination shall be disqualified from the remainder of the game. In addition, any player who receives two (2) major fouls shall be disqualified.
5. Any player ejected from a game must make an appointment to discuss the situation with the Intramural Director before they will be allowed to participate in any intramural activity.

Section 6: Penalty Shot

1. A penalty shot will be awarded to a player who, in the official's judgment had a clear opportunity to shoot on goal and was prevented from doing so by an opponent tripping, holding, etc. A goal will be awarded if a player stops a clear opportunity to score a goal by throwing their stick, entering the crease, etc.
2. All players except the goalie and player attempting the shot will move to the opposite half of the floor.
3. The shooting player will place the puck anywhere on the penalty line. The shot must be taken within five (5) seconds, following the official's whistle. If the puck is moved from the prior to the shot, a face-off will be called by the official.
4. The goalie must be stationary inside their crease, with both feet on the goal line until the puck is played.

5. If the shot is missed, play will immediately be dead and a face off will occur at the nearest designated spot on the floor. If the shot is made a face-off will occur at center court.