

UNIVERSITY OF WISCONSIN — EAU CLAIRE
UNIVERSITY RECREATION

INTRAMURAL ROLLER HOCKEY RULES AND REGULATIONS

1. THE GAME, RINK, AND EQUIPMENT

- A. **The Game:** The game is played by two teams consisting of six players each (full court) or five each (half court) — (co-rec = 6 on both). The object of the game is for your team to score more goals than your opponents during the specified game time.
- B. **Playing Area:** Play will take place on the University Recreation Horan playing court, which is located next to the tennis courts.
- C. **Equipment:** Game balls and pullovers will be provided by University Recreation. Knee pads and goalie helmets may be checked out with a University ID. All other game equipment (blades, hockey sticks, etc.) will be provided by the participants. **HELMETS WITH STRAPS ARE MANDATORY.**
1. **HOCKEY STICKS** — Only commercially sold hockey sticks designed for high school hockey are legal.
 2. **PROTECTIVE EQUIPMENT** — Helmets, hockey gloves, pads, etc. are permitted. The referee will be the final authority on illegal or unsafe equipment.
 3. **DRESS** — Players are encouraged to bring one white and one dark shirt or jersey to the games to wear as uniforms, and to establish home and away teams.

2. TEAMS, CAPTAINS, SUBSTITUTES, AND OFFICIALS

- A. **TEAMS:** Each team may have a maximum of six players (full court) or five players (half court) on the court at one time. A minimum of three players is required to avoid a forfeit.
- Co-Rec Rules:** In co-rec play, teams play with an equal number of men and women. However, a team may play with a difference of one of either gender, but may not surpass six or fall below three. An exception to these rules is when a team has been penalized.
- B. **CAPTAINS:** Each team will select a captain to act as a spokesperson for their team. Only the captain will be allowed to speak with the referee to question a rule interpretation during the course of the game. The captain will also be responsible for completion of the scorecard, calling the toss of the coin, checking out vests, and conduct of teammates and spectators.
- C. **SUBSTITUTES:** All players other than the six (or five) on the court are considered substitutes. Substitution may take place for any player (except goalie) at any time on the fly by tagging off in the bench area. When changing goalies, the referee must be notified prior to the start of play. A penalized player may not be substituted for until the penalty has expired. Players returning from the penalty box area must return to the court and only then can they make a move to be substituted for on the fly.
- D. **OFFICIALS:** Two on court officials will administer the rules of the game. The decision of this official shall be final. The official has the authority to penalize, eject, or forfeit any players, coaches, or teams who exhibit reckless, unsportsmanlike, or dangerous conduct. The official will make necessary decisions concerning situations not directly covered by these rules. The official's decision is final on all judgement calls and cannot be protested.

3. PERIODS AND INTERMISSIONS

- A. **Length of Game:** League games will consist of two twenty minute halves. Time will run continuously through each half, except for an official time-out or in the last two minutes of play.
- B. **Game Time:** Teams should be ready to play at the scheduled game time. ANY TEAM NO SHOWING AND NOT HAVING PREVIOUSLY CONTACTED THEIR OPPONENTS AND THE INTRAMURAL OFFICE WILL RECEIVE A FORFEIT. Ten minutes past game time is forfeit time.
- C. **Intermissions:** There will be a four minute break between halves.
- D. **Choice and Change of Ends:** Following a coin flip, before the start of the game, the team winning the toss will have their choice of goals to defend the first half. Teams will switch ends for the second half.
- E. **Tie Games:** During the regular season, games tied at the end of regulation will remain tied. (no overtime) During playoffs, games tied at the end of regulation time will be decided in the following manner:
 - 1. A sudden death overtime will be played. The first team to score wins.
 - 2. Teams will switch ends.
 - 3. Teams will be reduced to five players each (or four for half court) with no goalie. However, the player who acted as goalie during regulation time may become one of the five players.
 - 4. Players may not be in the crease area unless the ball has preceded them.
 - 5. Substitutions may take place on the fly .
 - 6. Teams penalized during overtime must play shorthanded until the penalty expires or the game ends.
 - 7. In Co-Rec overtime, each team must play with two males and two females.

4. PUTTING THE BALL IN PLAY

- A. **Face-Off:** A face-off will take place when:
 - 1. The beginning of any half or overtime period.
 - 2. The ball goes out of play and the referee cannot determine which team caused it to do so.
 - 3. Teams need to be on-side at the face-off and need to be at least 15 feet away from the ball.

5. FREE PASS

- A. The ball shall be put in play by a draw after a rules infraction or the ball leaves the court. On the free pass, the stick shall be used to pass the ball. All players, except the passer, shall be at least 15 feet from the ball.

6. PLAYING THE BALL

- A. **Use of a Stick:** A player may not carry the stick above his/her waist. He/she cannot play the ball above the waist. Any balls above the waist must be played with the hand. PENALTY is loss of possession or a minor: **illegal use of the stick**. If a player loses his/her stick, they may continue to play. Teams may not push, kick, or throw a stick lost by the opponents. PENALTY is a minor: **unsportsmanlike conduct**. No player shall ever throw his/her stick toward another with the intent to injure. PENALTY is a **major, or ejection, depending on the severity of the incident**.
- B. **Use of Hands and Feet:** Players may use their hands and feet to stop and control the ball, but they cannot push, throw, or bat the ball to a teammate. Kicking the ball is OK. PENALTY is a loss of possession. Intentionally holding the ball with the hands or feet to prevent the opponents access to it is illegal. PENALTY is a minor: **Delay of game**.

SPECIAL POINTS

Co-Rec modifications: When a female scores a goal, it will count as two goals rather than one. A goal scored by a female must not be touched by a male from the time it leaves her stick until the time it crosses the goal line.

THERE IS NO CHECKING IN INTRAMURAL ROLLER HOCKEY!! Only incidental body contact is allowed (a player must play the ball at all times)

ONLY THE GOALIE IS ALLOWED IN THE CREASE AREA UNLESS THE BALL IS IN THE CREASE

THE OFFICIAL S DECISION IS FINAL ON ALL JUDGEMENT CALLS!!

MRPA RULES APPLY THAT ARE NOT COVERED IN THE UNIVERSITY OF WISCONSIN —EAU CLAIRE INTRAMURAL RULES

NO JEWELRY OF ANY KIND IS PERMITTED WHILE PARTICIPATING IN ANY INTRAMURAL ACTIVITY. FAILURE TO REMOVE JEWELRY WILL RESULT IN EJECTION FROM THE CONTEST.