



INTRAMURAL ICE HOCKEY RULES AND REGULATIONS

INTRAMURAL ICE HOCKEY WILL BE PLAYED UNDER NFSHSA RULES THAT ARE NOT COVERED IN THE UNIVERSITY OF WISCONSIN – EAU CLAIRE INTRAMURAL RULES

SCHEDULES

- Schedules are available on IMLeagues.com/uwec.

GENERAL PROCEDURES

1. All intramural participants must be registered with UW-EC, and the University Recreation Department, or are a faculty/staff member affiliated with UW-EC.
2. The roster limit is 20 players for Ice Hockey. New players can come to the competition and be added to your roster if they have their UWEC Blugold I.D.
3. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits
4. Abusive, derogatory, and demeaning comments and gestures will NOT be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

GAME RULES

1. THE GAME, RINK, AND EQUIPMENT

- A. **The Game:** The game is played by two teams consisting of six players each. 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 at Hobbs Ice Arena on Menomonie Street.*
- C. **Equipment:** Game pucks and pullovers are provided by university Recreation & Sport Operations. All other game equipment (skates, sticks, etc.) will be provided by participants. **Hockey helmets are required.**

HOCKEY STICKS – Only commercially sold hockey sticks designed for high school hockey are legal.

PROTECTIVE EQUIPMENT – Helmets (required), hockey gloves, pads, etc. are permitted. The referee will be the final authority on illegal or unsafe equipment.

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 on the ice at one time. A minimum of four 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
OPEN: No gender restrictions or requirements.
- 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 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 on the ice 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 ice and only then can they make a move to be substituted for “on the fly”.
- D. **OFFICIALS:** One on ice official 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 three (3) 14-minute periods. 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. Game time is forfeit time.
- C. **Intermissions:** There will be 2 one-minute break between periods.
- 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 period. Teams will switch ends for the remaining periods.
- 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 five-person shootout.

4. PUTTING THE PUCK IN PLAY

- A. **Face-Off:** A face-off will take place when:
 - 1. The beginning of any period.
 - 2. The puck goes out of play.
 - 3. Teams need to be “on-side” at the face-off and need to be at least 15 feet away from the puck.
 - 4. For all fouls, infractions, and play stoppage.

5. PLAYING THE PUCK

- A. **Use of a Stick:** A player may not carry the stick above their shoulders. They cannot play the puck above the waist. Any pucks 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 their 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 puck, but they cannot push, ferry, or bat the puck to a teammate. Kick passing the puck is OK. PENALTY is a loss of possession. Intentionally holding the puck with the hands or feet to prevent the opponents access to it is illegal. PENALTY is a minor: **Delay of game.**

SPECIAL POINTS

THERE IS NO CHECKING IN INTRAMURAL ICE HOCKEY!! Only incidental body contact is allowed (a player must always play the puck.)

ONLY THE GOALIE IS ALLOWED IN THE CREASE AREA OTHER THAN WHEN THE PUCK HAS ENTERED THE CREASE AREA

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

The goal of the Intramural program is to provide fun safe, and organized sports for the university of Wisconsin – Eau Claire students, faculty, and staff. Any individuals or teams who attempt to keep this from happening will be subject to suspension of their intramural participation privileges.

SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Referees are instructed to speak with **team captains only!** The Referee may eject players who choose to ignore this rule.
2. The Referee may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with the Competitive Sports Coordinator before being reinstated for competition.

EQUIPMENT

1. A team may wear apparel of their choice. However, shoes and shirts must be worn at all times.
2. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercing must be taped. No hats, bandanas, or barrettes are allowed.

FORFEITS

1. Captains of any team forfeiting a contest must contact the IM Office by 2:00p.m. the day of their scheduled contest. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

DEFAULTS

1. A team unable to attend a game may default their contest, if this is done by 2pm the day of the game. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team and will have no effect on playoff eligibility.