



ICE HOCKEY

All players must show their Blugold ID Card before every game to participate.

A. PLAYER ATTIRE

- a. All players must wear athletic attire.
- b. 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.
- c. "Cage" style helmets (required), hockey gloves, pads, etc. are permitted. The referee will be the final authority on illegal or unsafe equipment.
- d. Only commercially sold hockey sticks designed for high school and collegiate hockey are legal.
- e. Jewelry is not allowed. All jewelry must be removed before playing – no exceptions.

B. THE GAME

- a. Teams will consist of six (6) players with a maximum of twenty (20) players on the roster.
- b. To start a game, a team must have at least three (4) four on the ice ready to play.
- c. Teams may have a maximum of two (2) club hockey players on their roster.
- d. 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.

C. CLOCK

- a. League games will consist of 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. Intermissions: There will be 2 one-minute break between periods.

D. OVERTIME- *Playoffs Only*

- a. During playoffs, games tied at the end of regulation time will be decided in the following manner:
 - i. A five-person shootout.

E. SUBSTITUTIONS

- a. 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.
- b. When changing goalies, the referee must be notified prior to the start of play.
- c. 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".

F. SCORING

- a. All goals are worth one (1) point.

G. MERCY RULE

- a. 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.

H. PLAYER CONDUCT

- a. 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.
- b. Team managers are responsible for the eligibility and conduct of all their players. Referees are instructed
- c. Team conduct will be registered, by the officials, following the game, on a 1 to 6 scale.
- d. A team will be made ineligible for the playoffs if their sportsmanship score is less than a 4

I. POSSESSION

- a. A face-off will decide the first possession of regulation.
- b. Teams need to be "on-side" at the face-off and need to be at least 15 feet away from the puck.

- c. A face-off is declared when...
 - i. A period begins.
 - ii. The puck goes out of play.
 - iii. For all fouls, infractions, and play stoppage.

J. TEAM BOX

- a. Only players and one (1) coach may be in the team box.
- b. All other fans and spectators must remain in the spectator viewing areas designated by the Competitive Sports staff.
 - i. Any player, coach, or fan that interferes with the play of the game is subject to removal from the playing area.

K. DEFINITION OF PLAYING TERMS

- 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.
 - i. Teams may not push, kick, or throw a stick lost by the opponents. PENALTY is a minor: **unsportsmanlike conduct**.
 - ii. 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.
 - i. Kick passing the puck is OK. PENALTY is a loss of possession.
 - ii. 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**.
- c. Checking: There is no checking in intramural ice hockey. Only incidental body contact is allowed (a player must always play the puck).
- d. Crease Area: Only the goalie is allowed in the crease area other than when the puck has entered the crease area.