Intramural Ice Hockey Rules

Any rule not specifically covered will be governed in accordance with the USA Hockey rules. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an OSU student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors, at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of The Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

Professional Athlete Rule
Any individual who has been paid to participate in ice hockey, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is NOT eligible to participate in intramural ice hockey.

Intercollegiate Athlete Rule
Intercollegiate ice hockey athletes are not eligible to participate in intramural ice hockey game, activity, or
event until a period of one year has passed following completion of all activities with the team. After the period has passed, former intercollegiate ice hockey athletes must participate at the highest level of competition offered in Intramural ice hockey. Intercollegiate ice hockey athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.

**Sport Club Rule**
No more than four members of the club ice hockey teams (this combines men’s and women’s together) may participate in intramural ice hockey per team. Sport club members must participate at the highest level of competition offered. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

**Rule 2: Levels of Play**
*You may only play on ONE ice hockey team!*
Exception: A participant may play as a goalie at one level and play as a skater at the next level up.

**Advanced**
Has previous experience in competitive leagues (i.e. high school or club/travel leagues); skating is not limited in any way.

**Intermediate**
Some previous experience, is somewhat of a fluid skater, and possesses the ability to stop.

**Beginner**
Limited or no previous hockey experience, not a strong skater, and stopping is difficult.

**Rule 3: Equipment**

- Jewelry is not allowed, with the exception of flat wedding bands. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- Hair barrettes are permitted as a means of securing the hair. A head sweatband is permitted; however, hats, bandanas, and “do-rags” are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- All players must wear ice hockey skates.
  - **Exception:** Goalie skates may be worn in the goal only.
- All players must wear helmets with full-face mask.
• All players must wear shin guards, gloves, and an intramural issued jersey.
• Wooden or aluminum sticks with wooden blade one inch or less may be used.

Rule 4: Team Captain Responsibilities

• Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
• Responsible for communicating game time, location, and ID policy to teammates.
• Ensure that all teammates sign a Release of Claims form located on the back of the scorecard before participating in their first game.
• Ensure teammates have a valid Ohio State ID at game time to check in.
• Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
• Ensure good team sportsmanship among teammates.
• Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
• Cooperating with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players

• Each team may have a maximum of six players on the ice at one time and must have at least five players to begin a game.
• All players must be signed in on the scorecard prior to the start of the game.
• Players in the advanced and intermediate leagues may substitute freely. The officials will make mandatory substitutions in the beginner league every three minutes.
• All players must check in using a valid Ohio State issued ID.

Rule 6: Forfeits/Defaults

Forfeit Policy:

• All late teams shall start the game with a “B” sportsmanship rating.
• Teams ready for play may choose to decline the penalty shot.
• Not Ready for Play at Game Time: Team ready for play will choose end to defend.
• Five Minutes Late: The game shall start 1-0 in favor of the team on time.
• 10 Minutes Late: Forfeit, recorded as 1-0, and the forfeiting team will receive an “F” for its sportsmanship rating.
• If neither team is ready to play at game time, but are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

There are three situations that will result in a forfeit:
• Not Enough Players – Team does not have the required number of players to participate by 10 minutes after the scheduled game time.
• Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
• Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the Rec Sports Competitive Sports Office by 4 p.m. on the day of the contest with their request. The opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a time out and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest that involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes intramural staff when necessary.
3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point “under protest.”

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the intramural supervisor and completed. The contest will continue from this point “under protest.”

Rule 8: Play
There is no checking in intramural ice hockey.

Start of Game
The game will begin with a face-off at center ice.

Timing
- Three 10-minute periods will be played and the clock shall stop with each whistle by an official.
  - Exception: The beginner league will be one running clock 36-minute period.
  - Exception: The clock will run in the intermediate and advanced leagues if a team is up by eight or more goals.
- Each team will be granted one one-minute timeout to be used in the third period.
  - Exception: The beginner league may use their timeout at any point during the game.
- During regular season games may end in a tie. There is no overtime or shoot-out.
- During playoffs a three-person shoot-out will determine the game winner in the event a game ends in a tie. The shoot-out will continue after three if the game remains tied.

Substitutions
- Intermediate and advanced will substitute on the fly as allowed by the rules of ice hockey.
- Beginner players will substitute in between each 3-minute shift.
  - All beginner players must play a minimum of three shifts.
  - No player is allowed to play on back-to-back shifts.

Scoring
The entire puck must cross the goal line by means of stick or deflection to score a goal. All goals are worth one point.

Violations
A face-off will occur after the violations listed below to put the puck back in play. The location of the face-off will depend on where the violation occurs and which team violates the rule.

- The puck may not be handled by a player’s hand outside of their defensive zone, except the goalies, unless to guide it to him/herself.
- The carrying of the stick above the shoulders constitutes high-sticking.
- The use of a “slap shot” is illegal in the beginner league.
- Icing will be enforced in the intermediate and advanced leagues ONLY. Icing shall be called when any player of a team, equal, or superior in numerical strength to the opposing team, shoots, bats with the hand or stick, kicks or deflects the puck from his/her own half of the ice to beyond the goal line of the opposing team. Play shall be stopped and a face-off will ensue at the end face-off circle of the offending team.
- Offside will be enforced in the intermediate and advanced leagues ONLY. Offside will be called when a player of the attacking team precedes the puck over the blue line into the attacking zone. The position of the player’s skates is the determining factor of the violation.
Penalties
For all minor penalties the player will be placed in the penalty box for 2 minutes, if the other team scores
before the 2 minutes expire the player may re-enter the game. Minor penalties include:

- Holding: When a player who holds an opponent with hands or stick or in any other way.
- Interference: When a player interferes or impedes the progress of an opponent who is not in
  possession of the puck.
- Tripping: When a player places his/her stick, leg, foot, arm, hand, or elbow in such a manner that it
  causes his/her opponent to trip or fall.
- Delay of Game: When a player or goalkeeper delays the game by deliberately shooting or batting
  the puck with his/her stick outside the playing area.
- Elbowing: When a player uses his/her elbow or knee in such a manner as to in any way foul an
  opponent.
- Alcohol or Tobacco: There shall be no smoking, drinking of alcoholic beverages, or spitting of
  tobacco. A red card will be assessed for any infraction.
- Illegal Equipment: A player may not use illegal equipment and any such equipment must be
  replaced prior to continuing play.
- Roughing: When a player is guilty of unnecessary roughness.
- Cross-Checking: When a player delivers a check using both hands on the stick with no part of the
  stick on the ice.
- Hooking: When a player impedes or seeks to impede the progress of an opponent by hooking with
  his/her stick.
- Slashing: When a player slashes or attempts to slash an opponent with his/her stick.

For all major penalties the player will be placed in the penalty box for 5 minutes and may not re-enter the
game until the first stoppage of play after the five minutes have expired. Any major penalty may be
accompanied by a misconduct penalty, the player will be ejected and the ejected players substitute will be
required to sit in the penalty box for five minutes. Major penalties include:

- checking from behind
- spearing
- butt-ending
- kicking
- fighting
- intent to injure
- roughing

Rule 9: Sportsmanship
Each player is responsible for the actions of his or her team and their spectators. Additionally, each player
shall ensure that they are familiar with the rules of play and intramural policies and procedures contained in
this rulebook. Sportsmanship is a vital component for success in every intramural contest. Participants and
spectators are expected to display good sportsmanship toward opponents and the intramural staff at all
times.
Unsportsmanlike Conduct
Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
- intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports employee
- mistreat the facility, equipment, or supplies of The Ohio State University and/or the Recreational Sports Department

Unsportsmanlike Conduct Penalties
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- One Conduct Yellow Card – Conduct Warning
- Two Yellow Cards or One Red Card – Ejection
- Two Red Cards or Three Yellow Cards against one team – Forfeit

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL Rec Sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

Rule 10: Co-Rec Modifications

- There are no Co-Rec modifications for ice hockey.

Rule 11: Playoffs
In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team's averages will be formulated in the same way a student's GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
- “D” – One (1) point
- “F” – Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

If a team receives two ejections or two unsporting penalties or one unsporting penalty and one ejection the playoff game will result in a forfeit and the team is disqualified from playoffs.