TEAM SIZE:
- Teams must consist of six (6) players, including the goalie.
- Each team must start and finish with five players (four players and a goalie) in order not to forfeit the game.

GAME TIME:
- Each game will consist of two 20-minute halves with running time.
- If games are running over scheduled time frame, they will be stopped five minutes prior to the next scheduled game.
- The last two minutes of the game will be stop time (unless a team is up by more than 4 goals).
- The clock will only stop for penalties, lost balls, or time-outs.
- Each team is allowed one time-out per game.

TIE GAME:
- In case of a tie game, a 5-person shoot out will occur with alternating shoots.

EQUIPMENT:
- PLAYERS MUST USE STICKS PROVIDED BY NYCC. THIS IS TO PREVENT DAMAGE TO THE GYMNASIUM FLOOR.
- The goalie is required to wear equipment. This must include facemask and a cup.
- Gloves and shin pads are also recommended for the goalies.
- Goalies must provide his/her own equipment (masks are available upon request).
- Mouthpieces, cups, and protective eyewear are strongly recommended for all players.

RULES:
- Batting the ball with the arm or hand is illegal.
- No offside with the exception of face-offs.
- A ball in flight may be caught with hand and placed directly on the floor at the player’s feet.
- Can kick the ball but CANNOT score by kicking ball directly into the goal
- NO HIGH STICKING OR SLAP SHOTS ARE PROHIBITED. Sticks may not be lifted above the waistline at any time. (Major penalty but there is no game ejection unless the action was “deliberate”)
- NO THROWING STICKS. Will result in an automatic ejection.
- NO BODY CHECKING ALLOWED. (Minor penalty and warning for first offense unless “deliberate” then major penalty will be assessed)
- Because shin pads and gloves are not required all “deliberate” slashing penalties will be treated as a major penalty - 3-minute penalty or automatic ejection.
- When the ball goes out of bounds a face-off will occur.
- When the ball is caught in the nets or the bleachers, the ball will be put back into play by the team last having possession.
- No offensive players are allowed in the opposing teams crease at any time. (A face-off at the opposing end will occur)
- All shots off the back wall are in play, provided it does not go out of bounds.

VIOLATIONS:
- Hand pass
- Kicking the puck into the goal
- Player in goal crease
- Dangerous play/sliding

MINOR PENALTIES:
- Too many players
- Interference
• Playing with a broken stick
• Boarding
• Tripping
• Holding
• Elbowing
• Kicking
• Kneeing
• Pushing
• Illegal use of hands
• Body checking/roughing
• Delay of game
• Hooking
• High sticking

**MAJOR PENALTIES:**
• Disrespecting intramural staff (Misconduct)
• Spearing
• Butt-ending
• Cross Checking
• Slashing
• Fighting

**PENALTY ENFORCEMENT:**
**VIOLATIONS:** Play is stopped and other team will receive a free possession from the center floor face-off

**MINOR PENALTIES:** Penalties will be one (1) minute stop time, with a maximum of three (3) penalties per game. The fourth penalty results in game ejection and a five-minute shorthanded penalty for the team.

**MAJOR PENALTIES:** Penalties will be a three (3) minute stop time. Ejection from the game will occur with second offense. A player is subject to league ejection with common reoccurrence of major penalties.

**PENALTY SHOTS:** Result from
• Player throwing stick for any reason
• Player has a clean break with puck/ball and is moving towards the opponents goal and is illegally defended or roughed during their attempt to score
• Intentional violation or penalty that stops a sure goal
• If the goalie throws any piece of equipment to stop the puck/ball
• If a defensive player freezes the puck/ball in the crease
• If a defensive player intentionally moves the goal

**MISCONDUCT PENALTIES:** VERBAL OR PHYSICAL MISCONDUCT OF ANY KIND WILL NOT BE TOLERATED. THE RESULT WILL BE THE PLAYER’S EJECTION FROM THE GAME. ANY PLAYER EJECTED FROM A GAME MUST LEAVE THE ATHLETIC CENTER IMMEDIATELY AND WILL NOT BE ABLE TO CONTINUE PLAY UNTIL REINSTATEMENT BY THE INTRAMURAL COORDINATOR.

**RULE INTERPRETATION PROTESTS:**
• Any rule interpretation protest must be made on the field of play by the team manager to the game official. This must occur at the time of the disputed play and before play resumes. The official shall record on the scorecard that the game is being played "under protest". All game conditions at that time will be noted (score, time remaining, etc.). Protests after the fact will not be honored.

• A written protest must then be submitted by the team manager to the Assistant Director within 24 hours after the completion of the scheduled contest, excluding days when the office is closed. A maximum of one week is given to decide each protest. If a formal protest is upheld, the game will be replayed from the point at which the improper decision was made or in its entirety in order to correct the error. If the protest is denied, the game stands.

• Absolutely no protests on judgment calls by an official will be considered.