# **Bellarmine University Intramural Sports**

# FLOOR HOCKEY (PILLO POLO) RULES

## **ELIGIBILITY RULES:**

- 1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
- 2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
- 3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
- 4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

#### THE GAME

- 1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 1 point every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 6 0 (1 point at the start of the clock and 1 point each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 4 0 with 9 minutes remaining in the 1<sup>st</sup> half).
- 1. A team must have at least four (4) players ready at game time. Any team not on the court ready to play at game time will forfeit that game. 5 Players is the maximum amount of players permitted on the court at one time.
- Each player must wear the same color shirt. If needed, the Intramural Department will provide jerseys.

Individual player equipment must meet the following requirements or he/she will be removed from the game until adjustments are made:

A. <u>Headgear</u>: Players may not wear baseball style caps, other rigid headwear, knit caps and stocking caps. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair. Also hair beads

are prohibited.

- B. <u>Pads or Braces</u>: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
- C. Shoes: All players must wear shoes. Tennis/running shoes are permitted.
- D. Jewelry: NOT allowed to be worn by any participant during an intramural event.

Exception: medical alert bracelets are permitted if taped down.

#### PLAYING REGULATIONS

- 1. The game consists of 2 halves of 12 minutes each with a 2-minute intermission between periods. Goals are to be changed after each period.
- 2. **Playoffs:** If score is tied at the end of the 2<sup>nd</sup> half, there shall be a (1) one-minute rest period, followed by one 5 (five) minute, sudden death, overtime period. If the score is still tied, a 3 person shootout will take place. Each team will have 3 opportunities to score. This will continue until a team gains an advantage with 3 new shooters each time until everyone on the team has shot.
- 3. Teams may bring their own equipment, or will need to check out IM equipment. Required equipment includes shin pads, a stick, and a helmet. Gloves are highly recommended. Goalie pads include leg pads, chest protector, blocking glove, catching glove and a helmet. Arm pads for the goalie are optional. Also, teams will need to check out jerseys.
- 4. All jewelry must be removed before the start of the game.
- 5. **Mercy Rule:** If a team is ahead by five (5) goals with five (5) minutes remaining in the second half, the game shall be ended and the winner declared.

#### **GENERAL RULES**

- 1. The clock starts when the ball is put in play at the face-off.
- Play is continuous and the clock will stop only when there is an injury. The clock will also stop the last two minutes of the game on every whistle unless a team is winning by 3 or more goals.
- 3. Free substitution is allowed (substitution on the fly) and players must tag each other in. Goalies may be changed after a goal or stoppage of play.
- 4. Officials may stop play for injuries or extenuating circumstances.
- 5. No offside will be called.
- 6. If flying ball hits any object in playing area such as backboard or basket, then drops into the playing surface outside the goal area, it remains in play. However, if first play after this results in a goal, the goal is not counted. Play will resume with a face-off at the point nearest to the goal.

- 7. When spectators hit an out of bounds ball back into play, play will be stopped and a face-off will occur at the face-off spot nearest the infraction.
- 8. If a ball becomes stationary on the back of the net of a goal or in the netting above the boards, the ball will become dead, and play will be restarted with a face-off at the correct spot.

# **PLAYING THE GAME**

## Face-offs:

- 1. Start of the game and each subsequent period (center face-off point).
- 2. A goal is legally scored (center face-off point).
- 3. A net is dislodged (point nearest the ball at the time play was stopped).
- 4. After injury (point nearest spot of infraction, unless injury is the result of a penalty).

When a ball is out of play over the through the nets, the face-off will be determined by where the ball left the court.

## Legal face-off:

- 1. Both players must be set with their sticks touching the floor.
- 2. All players must be on their own side of the ball.
- 3. The ball must touch the floor before play can begin.

#### Advancing the Ball:

- 1. The ball may be advanced by the blade of the stick only (no kicking is permitted).
- Players may use their hands to catch an airborne ball, but it must be dropped immediately with no advancement. Any advancement with a player's hand will make the play dead and a free shot will be taken at the spot closest to the infraction. <u>No hand</u> <u>passes of any kind are allowed</u>.

#### SCORING

- A goal is scored any time the ball completely crosses the goal line between the posts of the goal and under the cross bar. No offensive players are allowed into the crease. If any part of an offensive player's body or stick is in the crease and a goal is scored, the goal shall be disallowed and a free shot will be taken, by the defense, at the spot nearest the goal.
- On shots where the ball is deflected off a player or equipment into the goal, the goal counts, but a ball hit by hand or intentionally deflected off of a players foot into goal will result in a disallowed goal.

3. In cases where goalie has kicked the net or his net is not sitting squarely on goal line, goal will count if ball goes into the net, regardless of position of net, or if ball crosses goal line regardless of position of the net.

## **GOALKEEPING**

- 1. The goalkeeper may use either hands or stick to clear the ball away from goal.
- 2. At no time is goalie exempt from any type of penalty.
- 3. All rules pertaining to the goalie clearing the ball are in effect whether he is in or outside the crease.
- 4. When a goalie makes a save, he will be allowed a reasonable amount of time (two or three seconds) to attempt to put the ball back into play. If he/she does not make this attempt the ball will be returned to the offense at the top of the key.
- 5. Goalie can slide to save the ball as long as the slide starts from within the crease.

## **PENALTIES**

Penalties shall be actual playing time and shall be divided in the following classes:

- 1. Violations
- 2. Minor penalties 2 minutes
- 3. Major penalties 5 minutes
- 4. Misconduct penalties automatic ejection, no penalty time served

#### **VIOLATIONS**

A violation results in a free shot or a face off

- 1. *High Stick*: raising the stick above the WAIST at any point during the game, including during a shot (free shot)
- 2. Hand pass: passing the ball to a team with one's hand (free shot)
- 3. *Kicking the ball*: kicking is never allowed (free shot)
- 4. *Player in the goal crease*: no offensive player (or his/her stick) may enter the crease or cross the plane at any time. (free shot)
- 5. Dangerous play/sliding: Players may never play the ball from their knees or attempt to slide or leave their feet in attempt to play the puck.

#### MINOR PENALTY

Any player, other than a goalkeeper, shall be ruled off the floor for two (2) minutes during which time no substitute shall be permitted.

- 1. *High Stick*: raising the stick above the WAIST at any point during the game, including during a shot when another player is within one foot.
  - a. An apparent goal scored by an attacking player when any part of his stick makes contact with the puck above the height of the crossbar of the goal frame shall not be allowed.
  - b. Batting the puck above the normal height of the shoulders with a stick is prohibited.

- 2. Too many players on the floor: too many players on the floor at any time, including during substitutions
- 3. *Interference:* occurs when a player interferes with or impedes the progress of an opponent who is not in possession of the ball
- 4. *Checking:* shall be imposed on any player who checks an opponent in such a manner that causes the opponent to be thrown violently in the boards.
- 5. Substitution (Illegal) Players may be changed at any time from the players' bench provided that the player or players leaving the floor shall be within five feet (5') of his players' bench and out of the play before the change is made.
  - a. All players must tag in when entering the game.
- 6. *Elbowing* use of an extended elbow in a manner that may or may not cause injury.
- 7. *Tripping:* shall be imposed on any player who shall place his stick or any portion of his body in such a manner that it shall cause his opponent to trip and fall.
- 8. *Holding:* A minor penalty shall be imposed on a player who holds an opponent by using his hands, arms, or legs.
- 9. Pushing/Kicking/Kneeing: Pushing, Kicking or kneeing an opponent is not allowed
- 10. *Holding the Stick* A player is not permitted to hold an opponent's stick. A minor penalty shall be assessed to a player who holds an opponent's stick.

If while a Team is "short-handed" by one or more minor or bench minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate.

(NOTE) "Short-handed" means that the Team must be below the numerical strength of its opponents on the floor at the time the goal is scored. Thus, coincident minor penalties to both Teams do NOT cause either side to be "short-handed."

**MAJOR PENALTY:** the offender, except the goalkeeper, shall be ruled off the floor for five (5) minutes during which time no substitute shall be permitted. The official is permitted at any time, based on judgment, to eject players for malicious fouling or play.

- 1. **Butt-Ending** using the end of the shaft of the stick in a jabbing motion.
  - a. A double-minor penalty will be imposed on a player who attempts to butt-end an opponent.
  - b. A major penalty and an ejection shall be imposed on a player who butt-ends an opponent.
- 2. **Charging** the actions of a player, who, as a result of distance traveled, shall violently check an opponent in any manner. A "Charge" may be the result of a check into the boards, into the goal frame or in open ice.
- 3. Checking from Behind check delivered on a player who is not aware of the impending hit, therefore UNABLE TO DEFEND HIMSELF, and contact is made on the back part of the body. When a player intentionally turns his body to create contact with his back, no penalty shall be assessed.
- 4. **Cross- Checking -** check rendered with both hands on the stick, and the extending of the arms, while the check is being delivered. Results in an automatic ejection

- 5. **Roughing** Roughing shall be called on any player who, after a warning from the official, continues to "play the man" instead of the ball. All players must play for the ball but may attempt to gain position with their body (such as in basketball).
- 6. **Spearing -** stabbing an opponent with the point of the stick blade whether contact is made or not.
- 7. **Slashing -** act of swinging a player's stick at an opponent, whether contact is made or not.

3rd major penalty in a game on the same player, or for a major for butt-ending, checking from behind, cross-checking, hooking, slashing or spearing, he/she shall be ruled off the floor for the balance of the game, but a substitute shall be permitted to replace the player after the five (5) minutes have elapsed.

**GAME MISCONDUCT PENALTY**: involves the suspension of a player for the balance of the game but a substitute is permitted to replace immediately the player so removed.

- 1. Imposed on any player who uses obscene, profane, or abusive language to any person or who intentionally knocks or shoots the ball out of reach of the official or who deliberately throws any equipment out of the playing area
- 2. Imposed on any player who persists in continuing or attempting to continue a fight or altercation after he has been ordered by the referee to stop.
- 3. Imposed on any player who persists to antagonize (by threatening or abusive language or gestures) an opponent to incite that opponent to commit a foul.

**GROSS MISCONDUCT PENALTY**: on any player, Manager, Coach or Trainer who is guilty of gross misconduct of any kind. Any person incurring a "gross misconduct" penalty shall be suspended for the balance of the game.

A gross misconduct penalty can be assessed for the following infractions:

- 1. interfering with or striking a spectator
- 2. post-game verbal abuse from players or non-playing club personnel (on or off the ice)
- 3. racial taunts or slurs
- 4. severe grabbing of the face mask
- 5. spitting on an opponent, Official or spectator

For all game misconduct and gross misconduct penalties regardless of when imposed, a total of ten minutes shall be charged in the records against the offending player.

#### **GOAL KEEPER PENALITIES**

- 1. A goalkeeper shall not be sent to the penalty bench for an offense which incurs a **minor** or **major penalty**, but instead, the penalty shall be served by another member of his team who was on the floor when the offense was committed.
- 2. **3 major penalties**, **game misconduct penalty**, or **match penalty** he shall be ruled off the floor and his place shall be taken by a member of his own team. The player

- will be allowed the goalkeeper's equipment. (Major penalty plus game misconduct penalty (ejection).
- A minor penalty shall be imposed on a goalkeeper who leaves the immediate vicinity
  of his crease during an altercation. If the goal keeper participates in the altercation,
  he shall be penalized with a GAME MISCONDUCT, ejected, and replaced by a
  teammate.
- 4. If a goalkeeper participates in the play in any manner when he is beyond the center line, a minor penalty shall be imposed upon him.

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