Eligibility

Each team manager and participant is responsible for verifying the eligibility of his/her team. Questionable cases should be referred to the Director of Intramural Sports prior to participation. Please contact 949-824-6935 if you have questions concerning a player's eligibility.

The following individuals are eligible to participate in Intramural activities with the exception of Summer Quarter.

- Any student registered/enrolled at UC Irvine is eligible to participate in Intramurals, except students taking UCI extension classes.
- UCI faculty and staff with a current Campus Recreation membership are eligible to participate in Intramurals.
- UCI student varsity athletes may not participate in their respective or related IM sport.

Student Varsity Athletes

- **UCI Current Student Varsity Athletes** are ineligible to participate in their respective sport or a related sport. They may play in other non-related sports.
- A student varsity athlete who transferred from a two year (junior community colleges, Division II, III, etc.) or four year institution (universities, state colleges or Division I schools, etc.) is ineligible to participate in their respective sport or related IM sport.
- Former varsity athletes who are in their first year of graduate studies must follow the same guidelines as a varsity student athlete and therefore must wait for an entire year before he/she can participate in their respective or related IM sport.
- An individual is considered a varsity student athlete when he/she is listed in any of these criteria: 1.) On the final coach’s roster after the first date of competition, 2.) has received an athletic scholarship, 3.) has competed in that sport during the academic year, 4.) is “red-shirting” in the sport.
- Former varsity student athletes are eligible to participate in their sport provided one calendar year (365 days) has elapsed since their status as a varsity student athlete has ended.
- Each team is restricted to one former student athlete in their respective sport.
- An individual is not considered a varsity student athlete if he/she is trying out for the team and did not make the team.

All participants are subject to Campus Recreation Eligibility Rules, which are listed in the Campus Recreation Intramural Handbook.

Please Note: Players may not participate in two or more teams in any division and in the same sport during the Intramural season. Players may however play in a coed league or in a men's/women's league at the same time. IFC is considered a men's competitive division and therefore will follow the same guidelines as described earlier. Participants who are in violation of this policy shall be banned from the sport. Furthermore the team will forfeit that game and receive a sportsmanship rating of a one. Managers are responsible for their player's eligibility. Ignorance is no excuse. You have been warned.

**UCI Club Sport Players:**
The number of club sport players on the team roster may consist of unlimited number of club sport players but only one third (1/3) of the required number of club players may participate in a game. The other half will include non club players. For example: Hockey club players may only have one club players on the court at all times. The other players will include non club players. This will include both male and female club players on the same team. A person is deemed a club member if he/she participates in a club contest against another club team, practices during the middle of the club season, or appears on the team travel roster. Once a person has been deemed a club member, he/she will be considered a club player with regard to intramural sports for 12 consecutive months from the date that he/she last participates in a club contest, last appears on the team travel roster, or the date of their most recent signed sport club waiver form, whichever is latest. If a club player is removed or quits the team the club player is still considered a member of the club team and their status will not change until the following year. Intramural players who join a club team during the
middle of IM sport season will be considered a Club member and must follow the same IM policies concerning Club sport players.

II Game, Players, and Equipment
a. Team listed 1st on the schedule shall be the visiting team and therefore wear dark shirts.
b. Teams listed 2nd on the schedule shall be the home team and therefore wear white shirts.
c. Teams consist of five (5) players; a goalie and four players.
d. The minimum number of players needed to start a game is 4 (one of which must be a goalie).
e. IN COED: 5 is the maximum number of players; a goalie of either gender and 2 males and 2 females on the court at all times. You may start the game with 4 players; 1 goalie of either gender, 2 females at all times and 1 male. You can have more females than males but no males can exceed females by one.
f. NEW: Any team that is unprepared to play within the grace period will receive a sportsmanship rating of a 3.5. There will be a 10 minute grace period for teams unprepared to play. If a team is prepared to play after 10 minutes and before 15 minutes the game will be shortened to 9 min in the first period and the team prepared to play will be given a one (1) goal lead. After 15 minutes the unprepared team will be given a default. If both teams are unprepared to play before the 15 minutes both teams shall receive a loss. If both teams are prepared to play but after the 10 minutes and before the 15 minutes, the game will be shortened to 9 minutes in the first period. The second and third period shall be played according to the rules. (Forfeit: no players at all or a Default: lack of eligible players to participate).
g. Substitutes may enter the game at any time as long as officials feel their position does not result in an unfair advantage. Example: entering to stop a break away. Substitutions must enter and leave the playing area from their respective benches. If not, 2-minute Penalty.
h. Helmets, sticks, including goalie sticks, with plastic blades along with the puck/ball will be furnished. The team captain will be issued equipment and held responsible for returning it in good condition. Any other player equipment, such as knee or elbow pads and gloves, is optional and will be supplied by the individual participant. Goalies may not use their own equipment. Same color shirts must be worn for members of a team.
i. Jewelry, watches, earrings may not be worn during participation.
j. Jewelry may not be taped to the body. It must be completely removed.
k. Athletic shoes must be worn at all times. Players wearing dress shoes or marking shoes will be asked to leave the gym.
l. A hockey ball shall be used in the game.

III General Rules
a. Body checking or any contact, whether accidental or incidental, will not be tolerated.
b. There will be no off sides or icing.
c. Sliding of any kind is prohibited.
d. A player using one's stick or foot may advance the ball. A goal, however, may not come as the direct result of a kicked ball. The result of a kicked ball by the offensive team into the goal of the defensive team will result in possession of the ball going to the defensive team's defense behind the defensive team's net. The defense will have 3 seconds to play it from behind their net before being pressured by an attack.
e. An open hand with fingers extended may be used only to knock an airborne ball down, which must drop straight down immediately with no advancements or directional placement. If a player closes his/her fingers over the ball to control it the play will be whistled dead.
f. Shots may be taken only by shooting or deflecting the ball with the stick when the stick blade is being held below the waist. Shots which bounce off a player and into the goal will be legal provided the person contacted with the ball was accidental.
g. An automatic goal will be awarded if a defensive player throws a stick to prevent the ball from entering an open net.
h. A penalty shot will be awarded to a player who, in the official's judgment, had a clear opportunity to score a goal and was prevented from doing so by an opponent tripping, throwing a stick, holding, etc.
i. When a stick is cracked or broken, play will continue until the team that has the broken stick gains possession of the ball. At that time the play will be whistled dead so that the stick may be replaced. All broken or cracked sticks must be dropped immediately.
j. The handle and grip of the stick will be deemed part of the person and "violations of the stick" will be penalized, as though directed to a person.
k. If a player who is not in the game intentionally touches the ball, which is in play, it results in delay of game penalty.
l. Early whistles/ inadvertent whistles: Once whistle has been blown play shall be stopped. Ball will be placed near the nearest markers. If ball/puck is in mid flight and enters the goal before the whistle is blown the goal shall count.

IV Time of Play
a. The game will consist of 3 periods of 12 minutes each, with 3 minute breaks between periods.
b. Play will be running time except for official time-outs and during the final 3 minutes of the last period when the clock will be stopped on all whistles.
c. **NEW:** Mercy Rule: Game will be terminated if a team is ahead of their opponent by four (4) or more goals during the last 3 minutes of the game.
d. **NEW:** Mercy Rule: Game clock shall continue to run if an opponent is ahead by 3 goals during the last three minutes of the game.
e. One time out for the entire game. One time-out during over time. Time outs not used during regular play may not be carried over.

V Scoring
a. A goal is scored when the entire ball is across the goal line and provided the officials verify that a goal has been scored.
b. Goals may be scored from anywhere.
c. Goals will not count if a stick blade is held above the waist level, the ball is kicked in, or the hand bats the ball in.

VI Goalies
a. No player except the goalie is allowed in the crease when a goal is scored. If other individuals are in the crease, the following fouls will be called:
   1. Offensive player - no offensive player may be in the crease.
   2. Defensive player - no defensive player maybe in their crease.

b. When the goalie catches/covers the ball, he/she may hold it approximately 3 seconds (official's discretion) before putting it back in play. If the ball is held longer than 3 seconds, the whistle will be blown and the ball will be given possession to the goalies defense behind his/her goal line. The defensive player will have 3 seconds to put the ball back into play before the offensive player may attack the player behind the goal line. The offensive player must stay behind the goal line for the whole 3 second period before being allowed to pressure the defense with the ball. Once the ball has been played past the goal line within this three-second-time period, the defense is fair game for an attack.

c. **After catching the ball, the goalie may keep it alive by throwing the ball to either side of the goal, but not forward toward the opposing goal, or the goalie may drop the ball to the floor and hit it in any direction with his/her stick. If the goalie throws the ball forward towards the opposing goal, the play will be whistled dead and the possession of the ball will go to the offensive team behind the offensive net. The three-second rule will be in effect.**

d. Goalie can freeze the ball inside the crease, and outside the crease with the condition that he/she has broken up a play or made a save. If none of these conditions exist a delay of game penalty will be called.

e. Teams may pull their goalie at any time but are required to start the game with a goalie.
f. Goalies are subject to all penalties; minor penalties are to be served by a teammate.
g. The goalies' team will play shorthanded in accordance with the rules. Goalies will serve major penalties.

VII Face-Offs
a. A face-off is used to begin each period, after each goal, after all major and minor violations, after penalty shots if scored, and if an official inadvertently blows a whistle and no team has clear possession of the ball as determined by the official.

b. Center circle face-offs will be used to begin each period, after each goal and after a penalty shot if scored. If a penalty shot is missed, a face-off will take place at the face-off marks to the right or left of the defending goaltender depending on what side the ball was covered up or missed. Normal locations or face-off circles for hockey are identified by marks on the floor.

c. If any player intentionally hits the ball out of play, the other team will get a free ball (delay of game: minor foul). If the defensive team hits the ball out of play, the offensive team will get a free ball (delay of game:
minor foul). If the offensive team hits the ball out of play, there will be a face-off from the point where it was hit out.
d. If a referee is not sure which team gains possession a face-off will result in the closest face-off mark.
e. The referee dropping the ball on the court starts face-offs; no movement is allowed until the ball is dropped.
f. The players not facing off have to be at least 10 ft. away from the face-off and on their respective side of the face-off point.

VIII Penalties
a. When a violation occurs, they are whistled immediately unless the other team has the ball. This would result in a raised hand (held whistle) until the offended team gains possession of the ball.
b. Penalties will be served in a restricted area designated as the penalty box.
c. A team will not be permitted to play with fewer than 2 players and a goalie. If more than 2 players are penalized during the same time, penalties shall be served in succession.
d. There will be four (4) types of penalties:
   1. Minor fouls
   2. Minor penalties
   3. Major penalties
   4. Misconduct penalties

IX Minor Fouls
a. Enforcement: results in fouled team player taking ball at the spot indicated by the official with other players 10 feet away.
b. Infractions (all result in face-off at the closest face-off mark except #1):
   1. When the goalie throws the ball forward to a team member (note: a goalie may shoot the ball forward to a team member with his/her stick, or throw the ball to the side). For this foul, there will be no face-off; the ball will be given possession to the non-offending team behind their goal line.
   2. When a player, other than the goalie, holds the ball in their hand or advances the ball with their hand or feet to another team member.
   3. When a player stands on the ball.
   4. Offensive player standing in the crease when goal is scored. This results in no goal.
   5. Minor unnecessary roughness
   6. Sliding (with no contact)
   7. High sticking – lifting stick above the waist on the back swing or follow-through (first infraction is a warning, unless resulting in injury to another player)

X Minor Penalties
a. Enforcement: Team plays short handed for 2 minutes. Player sits out for 2-minute and is served in the designated area and is monitored by the supervisor. If a goal is scored while the team is shorthanded, the player may return to the game before the 2 minutes are up. The penalized player must return to game action before a substitute may enter a game in their place.
b. Infractions:
   1. High sticking – lifting stick above the waist on the back swing or follow-through. Second warning.
      (2nd time by the same player.)
   2. NEW: High sticking the 3rd time by the same player: Player sits out for 2 min. Each new period will reset the high sticking rule. A player maybe allowed 2 high sticking warnings for each new period.
   3. Unnecessary roughness
   4. Too many players on the floor
   5. Holding of another player’s stick
   6. Illegal Substitution: not entering game in the right area.
   7. Delay of game
   8. Minor Slashing – using the stick to strike (to attempt to strike) an opponent with "intent to injure".
   9. Sliding (contact).
   10. Hooking – wrapping the stick around an opponent.
   11. Holding (impeding progress).
   12. Interference – inhibiting the progress of an opponent whom is not in possession of the ball.
   13. Vandalizing my equipment.
XI Major Penalties
a. Enforcement: Team plays short handed for 5-minutes. Player sits out for 5 minutes. If the penalized team is scored upon, the substitute can come in after 2 minutes, but the player must serve the full 5 minute penalty.
b. Infraction:
   Body contact is not allowed. This includes:
   1. Major unnecessary roughness
   2. **NEW:** High sticking - lifting stick above the waist on the back swing or follow-through. (4 or more times by the same player in the same period.)
   3. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   4. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   5. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   6. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   7. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   8. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   9. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent
   10. Charging - any player who intentionally runs or jumps into an opponent; by deliberately stepping into the opponent

A player will foul out (disqualification) and the team will play short handed for the entire 5 minutes even if the other team scores on the offended team:
1. If a player receives 5 minor fouls (includes high sticking only when a player is sitting out for the 2 or 5 minutes)
2. If a player receives 4 minor penalties.
3. If a player receives 3 minor and one major penalty.
4. If a player receives 2 minor penalty and 2 major penalties.
5. If a player receives 3 major penalties (including the goalie).

No suspension will be given to that player who fouled out, except if he/she received an ejection for a misconduct penalty. The timekeeper/scorer will keep track of each player's penalties.

XII Misconduct Penalties
a. Enforcement: Automatic ejection from the game. The team must play shorthanded for the rest of the game. Any player charged with fighting or otherwise ejected from a game will be suspended for a minimum of one game, write a letter of reinstatement to the Director of Intramural Sports, and must appear before the Intramural Advisory Board to request reinstatement into the Intramural program. The officials will report all such incidents to the Intramural Supervisor in charge.
b. Infractions:
   1. Fighting (team plays short handed for the entire game)
   2. Striking any person
   3. Constant taunting or verbal abuse toward players, officials, or spectators, profane or offensive language during the game. Quit the trash talking!
   4. Committing any intentional foul that results in an injury.
   5. Breaking a stick or helmet. Vandalizing equipment.
   6. Spitting at an opponent.

XIII Ties
A. During regular league play, game stands as a tie.
B. During play-offs a five (5) minute sudden death period will be played.
   1. First score wins.
   2. If the score is still tied after the sudden death period, a shoot-out will determine the winner. The shoot-out will involve each team receiving 4 penalty shots on an alternating basis by 4 different players (the goalies may be a shooter). The team that scores the greatest amount of goals wins the game. A coin toss will decide who goes first.
   3. In coed 2 females and 2 males will take penalty shots. Both teams will alternate shots until we have a winner. If all 4 players have taken shots, players who have not taken shots will be given an opportunity to take the penalty shot. In coed the first penalty shot will be taken by a female and then alternate male, then female,
4. If the score is still tied after 4 shots from each team, a fifth player from each team begins to alternate shots in a sudden death manner. If the game is still tied teams may repeat shooting in the same order as before until a winner is determined.

XIV Penalty Shot:
   a. All players except the goalie and the player attempting the shot will move to the opposite half of the floor. The shooting player will take the ball at the center of the gym. The shooter will commence the penalty shot at the blow of the referee’s whistle that signifies play has begun. The goalie must start with his/her heels on the goal line before whistle blown, before moving out of the net to cut down angles. The shooter is permitted one shot on goal with an attack on the goalie. When the shot is missed, play will be immediately dead and a face-off will occur at center court.

XV Sportsmanship
The sportsmanship rating system is meant to assist officials and supervisors in evaluating the sportsmanship of the participants and spectators. The system will allow officials and supervisors to rate teams and spectators on communication respect for opponents and officials, and profanity/unsportsmanlike conduct.

   “Campus Recreation Staff and Intramural Staff reserves the right to deny participation to anyone (player or spectator) that fails to demonstrate proper sportsmanship.” (CONDUCT OF PARTICIPANTS AND SPECTATORS: IM Player Handbook)

   The Intramural Officials and Intramural Supervisors at the time of play shall have the power to make decisions on any matters or questions not specifically covered in the Intramural floor hockey rules.

   “Any protest or player ejection ruling will be reviewed by the Intramural Sportsmanship Advisory Board. The Intramural Director will make the final ruling on these issues and matters not covered in the UCI Intramural Floor Hockey Rule Book or in the Intramural Players Handbook.” (INTRAMURAL SPORTSMANSHIP ADVISORY BOARD: IM Player Handbook).

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