

# MIT INTRAMURALS

## ICE HOCKEY RULES

### Eligibility

All team members must have a current DAPER membership and be either:

- An undergrad or grad student who is registered for the semester
- A member of the Faculty, Instructors, Lecturers or Post Docs
- A cross-registered undergraduate student at Wellesley
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A member of the MIT staff who has a DAPER membership and is a member of their department's IM team or a member of one all staff team per league
- A spouse of any eligible player who has an active DAPER membership

### Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

### Sportsmanship

- Proper sportsmanship is expected of all teams at all times.
- *The captains are expected to control the behavior of their team members.*
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

### Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

### Forfeits

- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
  - \* More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
  - \* 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
  - \* Less than 24 hour notice results in forfeit and fine

### Fines

- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
  - Failure to attend captain's meeting: \$15

- Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
- Dropping out of league (once games have been scheduled): \$75

### **Number of Players**

- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- All players must register on IMLeagues.com before playing in a game.
- Each team normally consists of 5 skaters and a goalie. A team can have at most 6 people on the ice at a time or a penalty will be called. A team must have a minimum of 5 players to start the game (either 5 players, or 4 players and a goalie). You MUST have a goalie for the game. You cannot opt out of having a goalie. A maximum of 15 champion t-shirts will be awarded per team.

### **Injuries**

- All intramural ice hockey games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at the main desk within the Z Center. The Z Center staff can provide 1<sup>st</sup> aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

### **Playoffs**

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

### **Uniforms**

- At the very least, your team should be wearing the same color uniforms. Pinnies will be provided if this expectation is not met.

### **Roster Restrictions**

Each league is geared toward a specific skill set. If players from a higher league choose to play in a lower league, they will be expected to assist in teaching the sport and play at the lower skill level. No more than 1 player from a higher league can be on the ice at a time. If a player is found to be vastly over skilled for the league (usually only pertaining to D/D+), it is at the referee(s) discretion whether to restrict the player or ask the person not to play.

### **Roster Changes**

- A player shall be ineligible to compete for a team unless he is currently on the roster for that team. If a person plays for a team for which he is ineligible, the Manager must suspend the player for the remainder of the sport season, from all teams in that sport.
- Rosters can be changed thru IMLeagues only before the playoff schedule is released.

### **League Descriptions**

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

**B:** This league is for experienced players who have played organized hockey before. Full gear (chest protector & ice hockey pants) is required. The game style is very fast paced and the skating and hockey skill levels of individual players are quite high. B games are more physical than the lower leagues in respect to players will use their body to push each other when fighting for better positions. This "pushing" is the more physical play style and typically

not worthy of penalties. This is a non-checking league for the safety of everyone involved. Slap shots are allowed. Playoffs will occur at the end of the season.

C: C league is for teams who have experienced and novice players but are not quite at the B level. Teams are strong teams, generally where the weakest link is defined not in terms of basic accrued skills but natural talent, and/or teams' implementation of strategy, teamwork, and other higher level necessities. Full gear (chest protector & ice hockey pants) is not required, but is strongly recommended. Players are much better skaters here than D+. Most players can skate backwards. Players can stick handle the puck around opposing players. The speed of the game is much faster than D+ league and you begin to see more organized playing style. Players more often stick to their positions and can maintain a man-to-man defense as the players shift around the ice. Playoffs will occur at the end of the season. This is a non-checking league for the safety of everyone involved. Wrist shots are allowed but no slap shots. Slap shots are defined as a shot where the stick exceeds waist level on the backswing and follow through.

D+: Good skaters, decent puck handling, some team play and some accurate shooting are common. Players in this league can skate around without much risk of falling, though accidental collisions between players do sometimes occur. Their corresponding hockey skills are better than in D league but the majority of skaters would not be able to skate the rink from end-to-end without losing the puck. It is helpful to have a couple players on each team who have played before so that they can help teach the new players the rules/positions/etc. D+ league is meant to bridge the gap between D and C leagues. This is a non-checking league for the safety of everyone involved. Wrist shots are allowed but no slap shots.

D: This is a "no previous experience required" league. Players are novice skaters and novice at playing hockey. It is helpful to have a couple players on each team who have played before so that they can help teach the new players the rules/positions/etc. This is a non-checking league for the safety of everyone involved. Wrist shots are allowed but no slap shots.

### **Choice of Sides**

-The "HOME" team (as labeled on IMLeagues) shall occupy the MIT bench and the "VISITING" team (as labeled on IMLeagues) shall occupy the visitor's bench. Teams will switch nets after each period, but not during overtime or a shoot-out.

### **Duration of Games**

-Games will last for approximately one hour and will consist of three twelve-minute periods with a two-minute intermission between each period. The clock will continuously run.

-Last game of the night-must be off ice promptly at 11:00pm and exit the building by 11:15pm when building closes.

### **Tie Games**

-Regular season games that end in a tie shall remain a tie.

-Playoff games that end in a tie will be broken by three alternating penalty shots taken by three different players from each team. If it is tied after the penalty shots, the two teams will choose different players, and will shoot by alternating teams until one misses and the other scores. Each team will receive the same amount of shots on goal.

### **Time Outs**

-Each team will be granted one time-out per game of one minute. Time outs must be called during a stoppage of play and must be called by a player on the ice at the time.

### **Equipment**

-Full gear (including chest protector & ice hockey pants) is required for A & B leagues and strongly recommended for C League. All participants must wear a hockey helmet with a full-face mask and chin strap as well as shin guards and gloves. In leagues other than A & B, all other protective equipment is optional although highly suggested. Should a player's helmet come off during play, the play is dead. The referee will whistle play is dead and the face-off will be dropped in the zone where the puck is at the time the player's helmet was lost.

- Intramurals will provide a helmet with a cage for all players. Intramurals will also provide shin guards, elbow pads, and gloves.
- All goalies must wear complete goalie equipment, which will be provided by Intramurals if he/she doesn't have their own.
- You must bring your own stick and ice skates.

### **Playing the Puck**

*Slap shots:* A shot where the stick exceeds waist level on the backswing and follow through.

*Icing:* Red line icing will be called if a player shoots/passes the puck the length of the ice from behind their defending center/red line.

*Advancing the Puck:* The puck may be advanced by the blade of the stick or by kicking the puck. However, no goal may be scored by kicking the puck directly into the opponent's net. Players may not bat or throw the puck at any time.

*Playing the Body:* Players must play the puck at all times. This is a no contact league. Any player checking another player will be penalized.

*Offsides:* Offsides will be called if an offensive player enters the offensive zone prior to the puck entering the zone and then gains possession. The player(s) will have to exit the zone before reentering or the whistle will be blown and a faceoff will occur at the nearest offside dot.

### **Goalie Rights & Responsibilities**

*Stopping the puck:* The goalie may use any means possible to stop the puck with their body, glove, or stick. This includes leaving their feet to play a puck. The goalie may not throw his or her stick in an attempt to stop the puck.

*Goalie possession of puck:*

-The goalie may not gain possession of the puck outside of the crease unless part of his body is touching a portion of the crease- unless he or she is in the act of making a save.

-The goalie may not gain possession of the puck within the crease, drop the puck outside of the crease to put it in play, and intentionally bring it back into the crease without another player first touching the puck.

-Upon gaining control of the puck, the goalie has three seconds to play the puck to the side or behind the net. If the goalie doesn't distribute the puck, a face-off will be called.

-Leaving the crease: The goalie may leave the Privileged Area at any time, however, once out of the goal area, they must follow all rules that apply to other players. The goalie may never cross over his blue line in an attempt to play the puck.

### **Pulling The Goalie**

-If a team wishes to pull their goalie and add a player, this team relinquishes all of their goalie rights. Defensive players may enter the crease to stop a shot on goal; they may not however freeze the puck. If a defensive player freezes the puck in the crease, a penalty shot shall be awarded. The goalie must be on the bench before another player enters the ice. If not, the play is whistled dead and the face-off will occur at center ice.

### **Dislodged Net**

In the case that the net becomes dislodged, but is not involved in the ensuing play, the referee shall allow play to continue and will replace the net. If it is dislodged and is in the play, the referee shall blow the play dead and a face-off will restart play at the nearest face-off dot. An intentionally dislodged net will result in a penalty, or a penalty shot. A referee may award a goal if the shot was headed into the net when the net was dislodged.

### **Fouls & Penalties**

*Minor Penalties- 2 minutes long*

Delay of game  
Holding  
Illegal substitution  
Interference

Roughing  
Elbowing  
Charging  
Tripping

Refusal to start play  
Illegal equipment  
Playing with two sticks  
Illegal face-off (after warning)

*High Stick*- Stick coming above the waist with an opponent within 3 feet, including the wind up and follow-through of the shot.

*Hand pass*: defined as passing the puck directly to a teammate with your hand while not in your defensive zone. Catching an airborne puck is considered legal provided the player drops the puck in a straight line down to the floor to his or her stick.

*Kicking the puck*: The puck may be played with the foot to another player.

Minor penalties shall consist of 2 minutes in the penalty box. Should a goal be scored by the opposing team during that time, and there is a man-advantage, the penalty will be canceled.

Should an individual commit three minor penalties in a particular game, the third penalty becomes a major penalty (5 minutes). The fourth results in an ejection.

*Major Penalties- 5 minutes long*

- \*Unsportsmanlike conduct
- \*Slashing

Major penalties shall consist of 5 minutes in the penalty box. The player in the box SHALL STAY IN THE BOX for the whole 5 minutes. After 2 minutes, the man advantage will end. Should the opposing team score a goal during the first 2 minutes, the offending team shall remain short-handed; the penalty will not be off set.

*Misconducts/Ejectionable- player will have to meet with the Sport Manager and the Manager of Intramurals before he/she will be deemed eligible to play again.*

- \*Hitting from behind
- \*Boarding
- \*Fighting