

MIT INTRAMURALS

UNIHOOC/FLOORBALL RULES

Eligibility

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

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner 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.

Leagues

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.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's Mind and Hand Book's section on Harassment, Freedom of Expression, and Institute Expectations of Student Behavior and Integrity for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. 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
 - * No show at gametime - at manager's discretion: ejection from league

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

Injuries

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

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.
- Games are played 4 vs 4. 4 players are needed to start a game. Teams must have at least 7 players on the roster to ensure enough can show up for each game.
- Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.
- CoRec guidelines: N/A for unihoc

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

Field

- All matches will take place on the MAC Court. The yellow basketball baselines will serve as the goal lines.

Equipment

-Balls, sticks, and goals will be available at the Z Center in a locked container near the MAC Court. The code to this container will be given to team captains.

-It is the responsibility of each captain to make sure all equipment is put away if you don't see that other intramural teams are waiting to play.

-Teams will be responsible for any equipment that they intentionally damage; if equipment becomes or already is damaged, inform the manager immediately.

Rules & Clarifications

1) Matches are played for two halves, for twenty minutes each.

a. After the first half, there will be a five minute halftime break.

b. Time does not stop for free strokes or penalty shots. However, if a penalty shot is awarded before the end of the half, it must be taken.

c. Time does stop for injuries, loose sticks, broken balls, and if the net is moved.

2) Each team may only have up to four players on the court. There is no goalkeeper.

a. Players may be substituted at any time.

3) Goals are scored when the entire ball has crossed over the goal line between the goal posts and below the cross bar.

4) At the beginning of each half, or after a goal is scored, the ball starts at the center of the court, with each team on their half of the court.

a. The teams trade starting possession at each half.

b. The team that is scored against receives starting possession.

5) Playing the ball

a. The ball can only be played (shot, passed, or dribbled) with the blade of the stick, below knee height.

b. A player may block the ball using their feet, legs, or body, but may not use their hands, arms, or head (or stick when the ball is above knee height).

c. A player may kick the ball to their own stick, provided they do not touch the ball twice consecutively with their feet. Two consecutive kicks count as a dribble and are not allowed

d. No player may voluntarily "go to the ground," placing any part of their body against the ground besides their feet.

e. No player may voluntarily drop or throw their stick.

f. Violations result in consequences laid out in (8)

6) The Crease

a. The goal crease is the rectangular area in front of the goal, defined by the goal line, the sides of the yellow basketball key, and the red line marking the top of soccer penalty area.

b. No attacking or defending player may step into the crease unless the ball has already entered.

i. Sticks may enter the crease.

ii. If a player is forced into the crease by an action of another player, there is no penalty, but the player must leave the crease as soon as possible.

iii. If the ball leaves the crease, all players must leave the crease as soon as possible.

c. Violations result in consequences laid out in (8)

7) Contact

a. This is a NON-CONTACT sport. The only legal contact must be shoulder-to-shoulder, and cannot be reckless or made with excessive force.

b. No player may hold or impede another player or another player's equipment.

c. Stick checking (using the stick to lift or restrain an opponent's stick) is not allowed.

d. No player may trip or check another player.

e. No player may play their stick between the legs of another player.

- f. "High-sticking" is not permitted. This includes:
 - i. Raising the stick above knee level to play the ball,
 - ii. Raising the stick above waist level in the vicinity of an opponent,
 - iii. Raising the stick above waist level during a wind-up.
- g. Violations result in consequences laid out in (8)

8) Violations of rules laid out in 5-7 result in either:

- a. A free stroke, if the violation did not prevent a scoring chance
- b. A penalty shot, if the violation prevented a scoring chance
- c. An automatic goal, if the violation prevented an otherwise uncontested scoring chance

Note: Egregious or repetitive violations should be handled in a discussion between captains, and depending on severity could include removing the offending player from the game

9) Free strokes

- a. When a team receives a free stroke, one player gains possession of the ball near the point of the violation (this point may not be within two meters of the goal).
- b. All other players may stand anywhere on the court. However, players on the opposing team must stand at least two meters from the ball, until the ball is back in play.

10) Penalty shots

- a. The team taking the penalty shot must stand behind the half-court line.
- b. One member of the team may take a free shot on goal from anywhere behind the half-court line.
- c. The opposing team must stand behind the goal line and outside of the width of the crease until the ball crosses the goal line or hits a post or cross bar.
- d. The shooting team may not cross the half-court line until the ball crosses the goal line or hits a post or cross bar.
- e. If the ball does not score then play resumes as normal.

11) Referees – TO BE DETERMINED AT CAPTAIN'S MEETING. If referees are not present, it is the captain's duty to keep all players under control, help enforce rules, and set up/break down equipment. For leagues with referees:

- a. An impartial referee is required to attend each match. If a referee does not show up the referee is fined, as written in the League Description.
- b. The referee's powers include but are not limited to:
 - i. Awarding goals
 - ii. Managing the clock
 - iii. Calling penalties
 - iv. Penalizing poor sportsmanship
 - v. Taking any action necessary to ensure safe play and penalize dangerous behavior, including ejecting players or abandoning the match.

12) Sportsmanship

- a. Poor sportsmanship (e.g. bad-mouthing, fighting, throwing stick in anger) will result in the ejection of the offending player a penalty shot for the opposing team.
- b. A record of poor sportsmanship, including aggressive language directed towards a referee, will result in a team being removed from the league at the discretion of the League Manager.

13) Tie games

- a. There is no overtime play for tie games during regular season.
- b. League commissioner will decide playoff rules for overtime at the end of regular season.