Boston College Intramural Sports
ICE HOCKEY RULES

Eligibility: All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

Check-in: The team manager prior to the start of the game must give all BC IDs to the officials. Players arriving late are eligible to enter the game and must present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending.

Club Sports: Only two (2) Club Hockey participants are permitted to play on any team.

Facility: Conte Forum Kelley Rink

Locker Room: Players can change in the Conte Forum ‘open area’ near the visiting team locker rooms. The area is located on the Beacon side of Conte Forum.

Scheduling: The season is divided up between the Fall and Spring semester. Each team will play roughly 3 games during the Fall semester and 6 games after winter break - subject to change depending on facility availability. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling.

Playoff Format: Playoffs will be single elimination. League standings and therefore playoffs will be based on the following points system:
- 2 Points for any win
- 1 Point for tie
- 1 point for overtime loss, 1 additional point for overtime win
- 0 Points for a loss

Please refer to the Intramural Handbook for details on the tie breaker system. In leagues/tournaments with a large amount of teams, those eligible for the playoffs that have the same record will be randomly seeded.

Roster Management: Rosters will be limited to 18 spots. This includes any coaches that a team may have. Only 18 shirts and mugs are available for the eventual champions.

Minimum Player: Teams must have a minimum of five (5) players to start a game.

Goalies: A team may play without a goalie, in which case goals are scored by hitting either post or crossbar with the puck elevated in the air. If only 1 team has a goalie present, that goalie will split time with each team. Goalies must be present for the playoffs or the team will forfeit.

Game Time: Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. Exception: A team may waive the right to win by forfeit and wait for the opposing team. The game clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.
**Meetings:** Officials will hold a pre-game meeting with the two team captains. This meeting will discuss rules of emphasis and game management items. Captains may voice their concerns/protests at the meeting. Officials will hold a post-game meeting with the two team captains to review the contest.

**Team Benches/Sidelines:** Teams will be responsible for everyone that is on the bench/sideline. We discourage having non-roster personnel on the bench/sideline. All non-roster personnel located around the team bench/sideline will be seen as part of the team and will be subject to the rules. These players may receive a technical foul or call a time. To prevent any confusion, we encourage teams to allow only those on the roster around the team bench. Coaches must be registered on the team roster to be allowed on the bench.

**Clock Management:** Each game will consist of three 12 minute periods. The clock will run continuously except for the last 2 minutes of the third period.

**Overtime:** There will be overtime during regular season play. Overtime will consist of a 3 player per team shootout. The team that scores the most goals in the shootout wins the game. If the score is tied after 3 shooters, the shootout will become sudden death. If no goalies are playing in the game and it is tied after regulation, the game will end in a tie. During playoffs, overtime will consist of a 5 minute sudden death period. Penalty shots will occur if the game remains tied after the sudden death period.

**Uniform/Equipment:** Each team MUST have coordinating colored shirts for every player. It is strongly recommended that teams provide their own shirts. Pinnies will be provided if a team is unable to provide their own uniform. Teams may have to wear pinnies worn in a previous game. No individual will be allowed to participate in street clothes. All players are required to provide their own equipment. It is mandatory for all players to wear a HELMET with a full face shield. Full padding is not required, but strongly recommended.

There is NO storage space provided. Members can purchase locker rooms in the Flynn Recreation Complex for a fee. Visit the Member Services office for details.

**Game Rules**

**Governing Rules:** NCAA rules shall govern all play with the exceptions listed on this rule sheet. Final interpretations and modifications shall be determined by the Manager, Intramural Sports.

**Officials Zone:** Officials are only required to skate at most 10 feet past each blue line into the offensive zone. This is for safety reasons as officials are not fully padded.

**Time-outs:** Each team is granted one timeout per game. Unused timeouts carry over to overtime.

**General Rules**

- No boarding or checking is allowed.
- Slap shots are not allowed. Hockey sticks can not be lifted above the waist.
- Automatic icing and touch up offsides will be called.

**Minor Penalties:** Will be served for two minute duration.

**Major Penalties:** Ejection from game in progress.

**Conduct**

- Fighting **will not be tolerated**.
- Verbal and/or physical abuse towards any official **will not be tolerated**.
  - Verbal abuse will be treated as a major penalty.
- Any physical contact with an official will be treated as fighting and will be subjected to the same penalties therein.