



GUELPH GRYPHONS

Intramural Ice Hockey Rules

Administration

Referees

At least one referee will be provided for all matches. Officials are responsible for checking eligibility, attendance, controlling the game and keeping score. If an official fails to show, the teams will be responsible for scoring and calling their own games. Officials must be treated with respect. Each game is controlled by an official who has full authority to enforce the Rules of the Game in connection with the game to which he/she has been appointed to. The decisions of the officials concerning the play are final there will be no negotiations made between teams.

Equipment

Neckguards are not mandatory but recommended. It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. The University of Guelph does not assume any responsibility. No jewelry is permitted for any intramural sport. Full equipment, including full face masks, shoulder pads, and elbow pads must be worn by all players no matter what division the team is entered in. Ice Hockey skates only are to be worn, and players may not wear goalie skates. Improper equipment may result in an ineligible player penalty at the discretion of the official. Sweaters are signed out on an individual basis and upon presentation of a valid membership or student ID card to the eligibility table. Teams are responsible for and must pay for any lost and/or stolen equipment.

Defaults/Forfeits

A 10 minute default rule will apply. If the minimum number of skaters (5), plus a goaltender, are not present 5 minutes after the beginning of the game the opposing team will be awarded one goal. If the team has still not met the minimum requirements at 10 minutes after the game start time, the game will

be officially a default and the official score will be 2-0. If a team has at least 6 skaters, but no goaltender then they will forfeit the game, but not be charged with a default. No added time will be given.

Team Requirements

No player may play on more than one Ice Hockey Team. Goaltenders are exempt from this rule as they may play as goaltender for up to three teams as a goalie and one team as a player. For all mens/womens divisions 5 skaters plus a goaltender are needed to start games. For Coed divisions, teams are required to have a minimum of 2 male/female skaters (not including the goalie) to play. In the spirit of Intramurals and good sportsmanship it is considered proper protocol for the captains to introduce themselves and shake hands with each others and the officials before each game and shake hands in a congratulatory manner after each game.

Two coaches are allowed on the bench at the referee's discretion. No spectators are allowed on or around the bench areas. Teams are responsible for their own fans. Dressing room delegations will be posted in the arena and at the Issuing Room or Arena depending on where the keys may be obtained. Please treat dressing rooms with utmost respect. There will be an eligibility sign in table for every game set up in the arena foyer. Each player is required to have with them a Student ID Card, a Staff ID card, or Athletics Membership plus picture ID. Failure to return Jersey is a \$50 fine, there is a 48hr grace period to return it.

WARNING: All participants are expected to recognize and accept the risks inherent in their activity. Each participant is responsible for their own personal health, medical, dental, and accident insurance coverage.

Gameplay

General

Hockey Canada Rules will apply with some University of Guelph amendments as follows. The University reserves the right to make changes to these rules as any time.

Timing

The game will consist of two, 20 minute run-time periods, with a short warm-up and halftime. The last 2 minutes will be stop-time if there is less than a 2 goal spread.

Penalties

Minor Penalties

Any player other than the goaltender accessed a minor penalty will serve a 3 minute time penalty. If a goaltender is accessed a minor penalty, then a player from the ice must serve it. If a penalty continues into stop-time or begins in stop-time, no adjustment to the length of the penalty will be made.

Major Penalties

Major penalties are always accompanied with a Game Misconduct. Any player receiving a major penalty shall be ejected from the game and a replacement shall serve a seven minute penalty. The player serving the time penalty will serve the entire duration of the penalty regardless of the number of goals scored.

Fighting

One punch thrown will be considered a fight.

Ejections

Any player ejected from a game for any reason is immediately suspended from all University of Guelph Intramurals pending their attendance of a Protest and Appeals Meeting. Information about Protest and Appeals can be found by contacting the Intramural Office.

Hurry-Up Face-offs

At the referees discretion, he/she may drop the puck for a face off if he/she feels one team is delaying getting to the face off. The team will be given one warning then the puck will be dropped whether that team is ready or not. If it becomes a recurring problem a Delay of game penalty may be assessed.

Offside and Icing

No touch icing rule is in effect.

Playoffs

Playoffs will only occur in the winter semester. Players must have played one-third of their teams regular season league games to be eligible for playoffs. All competitive teams are guaranteed at least one playoff match after the regular season.

Playoffs start immediately after the season ends, so check IMLeagues for schedules.

Games are now 2x18 minute run-time periods. The last 2 minutes will be stop-time if there is less than a 2 goal spread. If overtime is required, it will be 3 sudden-death, run-time minutes. Games still tied after overtime will be decided by shoot-out. All players except those participating in the shoot-out must remain on their bench. Teams will shoot at the same time. The first round will have three shooters per team. If a tie still exists then a sudden-death shoot-out will occur. No player may shoot twice until all players have shot.