Administrative Rules and Information

I. Prior to the game, players must check-in at the information table with the supervisor or RecSports Assistant on duty. All RecSports participants MUST have a Comet Card.

*NO COMET CARD = No Participation. NO EXCEPTIONS!*

II. All games will be played at the UTD Soccer Complex. Teams are expected to report to their field 15 minutes before game time.

III. RecSports will provide **game balls only.** By mutual consent, teams may use their own ball.

IV. **NO TOBACCO, FOOD OR BEVERAGES allowed in gym.** Water bottles are allowed with a secure top.

V. **Ejections:** Any form of physical combat (punching, kicking, etc.) at any time during one’s use of the facility while at a RecSports event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or other intramural staff employee may eject any player or bystander for inappropriate behavior at any time. It is the responsibility of the team captain to make sure ejected players leave the area. Ejected players must be out of sight and sound within one minute or a forfeit may be declared.

*An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.*

VI. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the Recreational Sports Guidelines. Each team’s sportsmanship will be evaluated by Intramural officials and scorekeepers assigned to the game. Captains will have the opportunity to see their team’s sportsmanship total at the end of each game. **Teams may have a total of 4 sportsmanship points for each game. A team must average a 3 to be eligible for playoffs.**

VII. **Forfeits:** After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the RecSports office 24 hours in advance of their game (972.883.4087). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a “4” sportsmanship rating.

VIII. **Rosters:** Players can join teams until their first scheduled game. After this time, rosters are frozen and team captains must submit a completed protest form to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
SCOOTER BOARD HOCKEY – 2015 EDITION

Rules of Play
Any situation not specifically covered here remains at the discretion of the game officials.

I. Players
   a. Teams consist of 6 players (5 players plus a goalie). Combinations include: 3 males and 3 females, 4 males and 2 females, or vice versa.
   b. A team may start and play a contest with 4 players (3 players and one goalie). At least 1 player of each gender must be on the floor.
   c. Other legal gender combinations include 3 males and 2 females, or vice versa.
   d. There must always be 1 player of each gender ON THE FLOOR AT ALL TIMES. (I.e. If a team is utilizing 4 males and 2 females, and the 2 players in the Penalty Box are female, 1 of the males must serve the penalty for the females).

II. Equipment
   a. All team members must wear similar colored shirts. Jerseys will be provided if necessary.
   b. The ball, sticks and scooters will be provided by Intramural Sports.
   c. The wearing of protective gloves (batting gloves or similar) will be allowed. No baseball or softball mitts are allowed.
   d. Athletic shoes and athletic attire are required for participation. Unacceptable attire includes: Jeans, Jean shorts, hiking boots, street shoes and open-toed shoes.
   e. Any athletic braces with exposed metal must be covered and/or taped.
   f. Protective eye-wear and mouth guards are highly recommended and available for check-out or purchase at the control desk.

III. Protests
   a. All protests must be filed by the team captain with the Intramural Supervisor at the time a question occurs
      i. Protests may be filed concerning rules interpretations, policies or procedures.
      ii. Officials’ judgment is not subject to protest.
   b. Protests will be settled at the game site by the supervisor.

IV. The Game
   a. A player’s buttocks must be in contact with the scooter when playing the puck/ball.
   b. A coin toss will be conducted during the pre-game conference to allow teams to choose which goal they will defend. Teams will alternate goals after each period.
   c. Each period will start with a center circle face-off between any two opposing players. Three eight-minute periods constitute a game. Clock runs continuously during periods, stopping only for officials’ time-outs and during the last minute of the third period only. There will be two minutes allowed between periods.
i. All whistles during the last minute of the third period will stop the clock unless a team is ahead by three or more goals.

ii. A goal is counted when the puck/ball entirely crosses the goal line. Goals by women are worth two (2) points and goals by men are worth one (1) point, except in penalty shots where all goals are worth 1 point.

iii. Goals scored by kicking or throwing the puck/ball in the net will be disallowed and result in a face-off.

d. Each team will be allowed one (1) sixty-second timeout per game. The only other instances in which the clock will stop will be for injury and other officials’ timeouts.

e. OVERTIME: During the regular season, a game that is tied at the end of regulation will remain a tie.

i. During playoffs, a game that is tied at the end of regulation will continue with a maximum of one (1) “sudden death” overtime periods.

ii. If the score remains tied after the overtime period, a shoot-out will take place.

1. A shoot-out will consist of five (5) Penalty Shots per team.

2. After the initial five (5) shooters, if the score remains tied, the shoot-out becomes “sudden death,” with the first unanswered goal winning the game.

iii. All players who were in the game at the end of the final period must shoot before any player repeats.

V. Special Rules

a. No off-sides or icing will be called.

b. The top half of the walls and indoor soccer goals are NOT in play and will result in a face-off.

c. In any face-off situation, a player’s stick must remain in contact with the ground.

d. Substitutions may be made on the “fly” with the recognition of the scorekeeper and referee. Substitutions are ONLY allowed to enter from designated areas and are NOT allowed to participate in a play until their teammate has removed themselves from the contest.

e. If a penalty shot is awarded, the puck/ball will be placed by an official at a designated spot. The player’s initial contact of the puck/ball must be toward the net as no movement of the puck/ball is allowed.

VI. Penalties

a. Anyone receiving a penalty shall sit out the required minutes or until the other team score (whichever comes first).

b. Batting of the puck/ball will result in a face-off in the opponent’s offensive zone.

c. MINORS (2 Minutes)

i. Checking – purposely hitting an opponent in any way

ii. High sticking – swinging the stick above the armpit at any time.
iii. Delay of game – stopping play on purpose, other than the goalie freezing the puck/ball. If on goalie, any team member can serve the penalty.
iv. Goal crease – any player in the offensive in the goal crease.
v. Interference – intentionally impeding the progress of a player towards the net or obstructing the goalie.
vi. Illegal participation – occurs when a substitute gets involved in the play prior to their teammate leaving the floor.

d. MAJORS (5 Minutes or immediate ejection)
i. Slashing – intentionally striking a player with a stick.
ii. Misconduct – disrespecting an official, profanity, abuse of facility or equipment, actions that instigate a fight.

**Intramural Sports reserves the right to put into effect any new ruling or policy without prior notice***