UTM CAMPUS REC INTRAMURAL
NON-CONTACT BALL HOCKEY

RULES AND REGULATIONS
Revised October 30th, 2008

All intramural participants are expected to abide by the UTM Code of Fair Play.

A. PLAYERS AND TEAM REGISTRATION

THE NUMBER OF TEAMS TO BE ADMITTED INTO THE LEAGUE AND THE AMOUNT OF THE PERFORMANCE BOND WILL BE POSTED ON THE UTM INTRAMURAL BOARDS PRIOR TO THE LEAGUES COMMENCEMENT.

1. Each team will be allowed to register a maximum of 15 players and must register a minimum of 7 players prior to the entry deadline. All players must be registered prior to participating. Teams will forfeit ALL games in which ineligible players participate.

2. Further information on the eligibility regulations for intramural participation is contained in the UTM Intramural Handbook and is available through the Athletic Program Office (Room 060 in the RAWC) and is also posted on the web at www.utm.utoronto.ca/physed.

B. GETTING THE GAME STARTED

1. The game will begin at ten minutes past the hour. By fifteen minutes past the scheduled hour if four players are not dressed and present on the floor, the game will be defaulted.

2. The home team will take the bench under the scoreboard. Teams will not switch benches at half-time. Teams will always start the game defending the net on the side opposite their team bench.

3. All players must wear numbers, and a list of final names and numbers must be given to the officials prior to the start of the game. All players listed on the score sheet must be verified by the captain's signature prior to the start of the game.

4. A player may arrive late at any point during the game and be allowed to play, provided the player is in proper gym attire and the team captain reports the late players' name and jersey number to the scorers prior to entering the game.

5. A team may have only 3 players plus a goalie in play at any time. Teams may choose to "pull the goalie" to play with 4 players. Teams may also start the game with the goalie pulled as long as they have 4 other players dressed and ready to start.

NO TEAMS MAY ENTER THE GYM EARLY TO WARM-UP. WARM-UP FOR GAMES WILL START ON THE HOUR REGARDLESS IF THE GYM IS OPEN BEFORE YOUR TEAM'S GAME.
GOALIES MUST WEAR FULL EQUIPMENT FOR THE PRE-GAME WARM-UP.

THERE WILL BE NO SCRIMMAGE GAMES WHEN A LEAGUE GAME HAS BEEN DEFAULTED.

C. TIMING PROCEDURES AND PLAYER SUBSTITUTEs

1. The game consists of two twenty-minute periods of running time. The game may not continue past the hour, which may necessitate a shortening of the periods.
2. There is a two-minute intermission between periods, at which time the team will change ends. Teams must keep the same bench throughout the game.

3. If the score in the game is within 1 goal or less, the last 2 minutes of the game shall be played in stop-time format. Stop-time will start at any time in the last two minutes of the game, if the score differential becomes 1 goal or less.

4. Substitutions of players may occur any time during live action play or when play has stopped and a face-off is necessary to resume play. During stoppages of play, teams may make one line change only and all players must enter the game from their bench at the same time. During dead ball play stoppages, officials must wait for a completed line change before resuming play with a face-off. During sideline shoot-ins, the play is considered live. The team taking the sideline shoot-in does not need to wait for the other team to complete their line change. If they decide to change they must do so within 5 seconds as they only have 5 seconds to take the sideline shoot-in.

5. During stop-time play, the clock should only be stopped upon the official’s whistle. The clock should remained stopped until the ball hits the floor during a face-off and/or when a players has released a shot or pass from a sideline shoot-in.

6. During play-off games only, each team is permitted one 1-minute time-out per game. Time-outs can only be called when there is a stoppage in play that will require a face-off to resume play. A time-out cannot be called when the ball is shot out of play and a sideline shoot-in is required to resume play.

7. Goalie Changes- All new goalies will not be allowed any warm-up unless there is time during the half-time intermission. A goalie change may occur only:
   
a) at half-time
   
b) at any time during the game if the team has another goalie dressed and ready to step into goal.
   
c) in the play-offs, prior to the start of the overtime period or overtime regular shoot-out.
   
d) if the starting goalie is injured and a goalie change is necessary, the clock shall be stopped to allow another player to put on the goalie equipment. The injured goalie may not return to the game as a goalie or as a player.
   
e) if the goalie is ejected from the game for penalties the team will have 2 minutes or less to dress a new goalie. The new goalie must be a member of that team who was playing in that game.
   
f) when "pulling the goalie" for an extra attacker, the goalie must go to their team’s bench. The extra player must wait to the goalie is within 3 feet of their bench before they step onto the playing area.

D. SUDDEN DEATH OVERTIME AND SHOOT-OUTS

Regular Season

1. During the regular season, if a tie exists at end of regulation play, there will be a penalty shoot-out. Three players must be selected from each team. Players who are to shoot must stand at the wall at half prior to their penalty shot. Goalies do not change ends. Shooters from each team will start from half at the same time. All three players from each team will shoot and if a tie remains then the game will be scored as a tie.

2. If a goalie is injured during any part of the shoot-out, the team may replace the goalie with another player. The injured goalie is not allowed to become a shooter in the shoot-out and may not return to the net. The new goalie is not allowed to be a shooter in the shoot-out.
Play-offs

1. Sudden death overtime is required when the score is tied at the end of regulation play in a play-off game. One additional sudden death five minute overtime period (running time) is played. Teams will not change ends and will continue going towards the same net as they finished shooting at in the second period.

2. If a tie exists after the overtime period has been played, the game shall be decided by a penalty shoot-out. Three players must be selected from each team. The officials will record the names of the shooters and the order. A coin toss will determine if a team will shoot first or second. All three players from each team will shoot and if a tie remains a sudden death shoot-out will occur. The team that shot first in the regular shoot-out will go second in the sudden death shoot-out. A player from each team, alternating, will shoot until the tie is broken (these new shooters can be from the original 3 or a player who has not previously shot [except goalies]. A player may not shoot consecutive penalty shots during the sudden death shoot-out). If the team that shoots first in the sudden death shoot-out scores, the team that goes second must score on their next shot to continue the shoot-out.

3. If a goalie is injured during any part of the shoot-out, the team may replace the goalie with another player. The injured goalie is not allowed to become a shooter in the shoot-out and may not return to the net. The new goalie is not allowed to be a shooter in the shoot-out.

E. PLAYING AREA AND RESUMING PLAY

1. The ball shall be ruled out of play when it leaves the playing area: into or under the bleachers (including corners), the acoustic material, ceiling or any object fastened to the ceiling, and basketball standards. If during the play a player shoots the ball from their own defensive end out of play in the opponents end, the ball will be taken out from where the player released the ball if in the opinion of the official the player intentionally shot the ball out of bounds. If in the opinion of the official it was accidental or if the ball bounces in play before it leaves the playing area, then a sideline shoot-in shall be taken by the opposing team from the point closest to where the ball went out of play.

2. Five seconds will be given for the sideline shoot-in. If the team has not put the ball into play after 5 seconds a change of possession occurs. Sideline shoot-ins must be taken from on the blue basketball sidelines and the ball must be shot from a stopped position. The team that is defending the sideline shoot-in may not have players within 6 feet of the ball (players will be asked to have there bodies and sticks behind the white badminton court lines). On a sideline shoot-in the ball must first be touched by another player on the floor before the shooter can touch the ball again. The sideline shoot-in can be shot at net for a goal with or without another player's contact.

3. If a sideline shoot-in is shot directly out of bounds without touching the playing surface, the opposing team shall get possession of the ball where the ball was shot from. If the ball bounces in play and then goes out of bounds, the opposing team shall get possession of the ball closest to where the ball went out of play.

4. The goal crease is designated by the clear wood basketball boundary line which marks the goal line of the crease area. The blue line of the basketball key and the white line of the badminton court shall extend to the red line of the soccer crease to complete the area of the goal crease. Offensive players are not permitted in the goal crease unless the ball enters the crease first. Offensive players that are in the crease when a goal is scored will receive a goaltender interference penalty and the goal will be disallowed (provided that the player is not forced or held in the crease by a defensive player).

5. There will be continuous play behind the nets unless the ball becomes stuck on or behind the net. Play will be stopped when the ball becomes stuck on either the back or top of the goal net or between or underneath the padding on the gym walls. A face-off will occur at the closest face-off spot, regardless of what team caused the ball to get stuck.

6. During face-offs, each of the two opponents facing off must place the blade of their stick on the ground on their half of the inner circle and hold it stationary. The ball must hit the floor before it may be contacted with a player's stick.
and/or any other part of a player's body. All players not taking the face-off must be on their own side of half. Players may be waived out of the face-off circle at the official's discretion.

7. The basketball centre line will be the line used to determine offensive and defensive zones.

F. EQUIPMENT

1. Players must wear proper gym attire (no jeans) and only non-marking athletic shoes are permitted (no street shoes). Players and officials found to be wearing marking shoes will be asked to leave the game.

2. Pinnies will be provided if they are needed. All sweaters worn by a team must have numbers and be similar in colour by decision of the officials. If the two teams have the same colour jerseys, or there is too great a discrepancy in the distinction of the teams’ jerseys at game time, then the team with the least amount of identical shirts or jerseys must wear pinnies. In all other cases a coin toss shall determine what team will wear the pinnies. Pinnies must be signed-out by the team captain at the Control Counter. A student card is needed to sign-out equipment.

3. Players must wear C.S.A. approved ice hockey gloves during all games. All players, including goalies, must wear C.S.A. approved hockey helmets with full C.S.A. approved facemasks; 3/4 or 1/2 facemasks are not permitted. Mouth guards and shin guards are recommended.

4. Goaltenders must use only proper C.S.A. approved goalie equipment. It is recommended that goalies wear throat protectors. Goalie equipment can be rented from Information Services and then picked up at the Control Counter. A valid student card must be presented to sign out the goalie equipment.

5. White plastic hockey stick blades only. Blades cannot be made of wood or fibreglass or any plastic/fibreglass composite. Modifications to the blades that cause the blades to leave marks or scratches on the gym floor and blades previously used outdoors are not permitted. Shafts can be wood, fibreglass or aluminium. Goalie sticks can be wood or plastic, but wood sticks must have plastic on the area that is touching the gym floor. No screws can be protruding out of the stick and all screws used to fasten the blade to the shaft of the stick must be taped. Tape is not allowed on the bottom of any blade. Check with an UTM Athletic Program Coordinator for exact sticks permitted.

6. The ball is a plastic regulation ball hockey ball.

G. PLAYING THE BALL

1. The player plays the ball with their stick, which he may not raise above their waist to contact the ball in the air. A change of possession results if the ball is contacted in the air, when the stick is above the waist and below the shoulder. A change of possession will also result if a player attempts to play the ball with their stick above the shoulders and a player or official is within a 6 ft. radius, contact with the ball does not need to occur. If a player in a shot attempt or an attempt to play the ball, makes contact with an opponent above the waist with their stick, a double minor for high sticking will be assessed.

   Slap shots are allowed only if there are no players within 6 feet of the shooter and the players stick does not go above their shoulder on the back swing or follow through. If a player raises their stick above their shoulder on a shot and subsequently scores, the goal will not be allowed and the ball is given to the opposition at the side closest to where the shot was taken from. (IN DETERMINING THE HEIGHT OF A STICK DURING A SHOT THE OFFICIALS WILL LOOK AT **THE BLADE OF THE STICK**).

2. A player may stop the ball with any part of their body including their hands, provided the player does not close their hand on the ball and it is not knocked forward to their team's advantage in the offensive zone. In the defensive zone, a player may pass the ball with their glove without infraction. A change of possession will occur if the hand is closed on the ball or knocked to a team's advantage in the offensive zone or from the defensive zone into the offensive zone to a team's advantage.
3. A player is not allowed to step on, pick up, drag or carry the ball with any part of their body (goalies excepted). Infractions result in the opposing team getting possession of the ball along the sideline, for a sideline shoot-in, at a location closest to the infraction. A delay of game penalty will be called if the player grasps the ball and carries it or throws the ball or steps on the ball for more than one second.

4. The goaltender is allowed to play the ball within their crease with any part of their body, including their hands, even if he is on the floor. If the goalie draws the ball into their crease and freezes the ball, a face-off is called. A delay of game penalty will be awarded if the goalie freezes the ball on the wide blue line, behind the goal, while outside of their crease, after previously receiving a warning for such an infraction. Goaltenders must have at least one foot inside the crease, to be considered in the crease. A penalty shot will be awarded if a defending player closes their hand on the ball, while it is in the goaltender's crease.

5. The goalie may throw the ball forward as long as it does not pass the centre line. Change of possession will occur upon infraction and the ball will be taken at centre for a sideline shoot-in.

6. A player may not intentionally shoot the ball into the bleachers or corners to delay the game. A delay of game penalty will be assessed if the act is deemed deliberate.

7. The goalie and all players may kick the ball or play the ball with their feet without penalty, provided it was not intentionally directed into the opponents net. Goals that are scored in this manner will be disallowed and a face-off will result at the nearest face-off location.

8. If the ball touches an official anywhere on the playing surface and remains in play, the play shall not be stopped. The play will be stopped if the ball strikes an official and goes out of bounds or into the goal. NO GOALS will be allowed on a deflection off of an official.

**H. SCORING**

1. To count as a goal the entire ball must cross the clear wood line between the goal posts.

2. The face-off occurs in the centre circle at half-court, after each goal.

3. The Official will signal to the Timer and Scorer who scored the goal and award an assist to the player who passed the ball to the goal scorer. Only one assist will be awarded per goal.

4. A player may not intentionally score a goal with anything other than their stick.

5. **A ball tapped out of the air into the net must be contacted by a stick that was below the player’s waist.**

**I. PENALTY ADMINISTRATION**

NOTE: All penalties are running time

- minor penalty - 3 minutes
- double minor - 6 minutes
- major penalty - 8 minutes

1. Penalties will be blown dead immediately, regardless of advantage or team possession.

2. If a player's penalty expires while there is a stoppage of play, the player may only enter the play after the face-off or sideline shoot-in has occurred. Penalty times will start when the ball is dropped after the infraction.
NOTE: If a penalty occurs during or within 1 minute prior to the stop-time portion of the game, the penalty shall be served in stop time format for the last two minutes. If a penalty should carry over into the sudden death overtime period of a play-off game, the remainder of the penalty shall be served in running time. The penalties are served in this manner to be consistent with timing procedures for regular season and play-off games.

3. FACE-OFF LOCATION: If the offensive team receives a penalty in the offensive zone, the face-off will occur at centre. If the defensive team takes a penalty in the defensive zone, the face-off shall occur at the closest face-off location.

4. Penalties will be served coincidentally if they occur simultaneously even if they are majors. Teams will not play shorthanded on coincidental penalties. Players serving penalties that are coincidental must return to play or to their bench at the first available stoppage of play once the penalty has expired.

PLAYER EJECTIONS FOR PENALTIES

A) MINOR PENALTIES: If a player receives three minors in one game they are ejected from the game and must leave the gym. A player who was on the floor at the time of the infraction must serve the penalty. Once the penalty has expired or the opposing team scores the player serving the penalty may go into the play, provided the penalty does not elapse while there is a stoppage in play. If a player's penalty expires while there is a stoppage of play, the player may only enter the play after the face-off or sideline shoot-in has occurred. Players who have been ejected for three minor penalties, are suspended from playing in their team's next scheduled league game.

B) DOUBLE MINOR PENALTIES: If a player receives a double minor after previously having a minor, they have accumulated 3 minors in one game and they are ejected from the game and must leave the gym. Players who have been ejected for three minor penalties, are suspended from playing in their team's next scheduled league game. A player who was on the floor at the time of the infraction must serve the penalty. If the opposing team scores during the first minor, that time is erased and the second minor is then served starting at the time the ball is dropped. Once the second minor penalty has expired or the opposing team scores, the player serving the penalty may go into the play, provided the penalty does not elapse while there is a stoppage in play. If a player's penalty expires while there is a stoppage of play, the player may only enter the play after the face-off or sideline shoot-in has occurred.

C) MAJOR PENALTIES: If a player receives an 8 minute major penalty, the player is ejected from the game and he must leave the gym. A player on the floor at the time of the infraction must serve the entire 8 minute penalty, regardless of the amount of goals scored against during the penalty. Once the 8 minute major penalty has expired, the player serving the penalty may go directly into the game, provided the penalty does not elapse while there is a stoppage in play. If a player's penalty expires while there is a stoppage of play, the player may only enter the play after the face-off or sideline shoot-in has occurred. TEAMS THAT COMMIT TWO MAJORS IN ONE GAME WILL LOSE THE GAME BY DEFAULT. THE GAME WILL BE STOPPED IMMEDIATELY AFTER THE SECOND MAJOR HAS OCCURRED!

J. MINOR PENALTIES

The following infractions are considered minor penalties:

1. Holding- Clutching or grabbing an opponent, with one or both hands, to impede their progress.

2. Holding the Stick- Holding an opponents’ stick to impede their progress.

3. Tripping- Using your stick to "trip up" an opponent who may or may not have possession of the ball.

4. Interference- Assessed to any player who a) impedes the progress of an opponent who is not in contact with the ball, b) deliberately knocks the stick out an opponents hands or c) prevents an opponent from regaining possession of a lost or dropped stick, d) players whose team is in possession of the ball are not be allowed to "run" interference for the ball carrier, by preventing a defender from playing the ball.
5. Goaltender Interference- Assessed to any player who, by means of their stick or their body, interferes with or impedes the movement of the goaltender by actual physical contact.

6. Illegal Equipment- Playing with non C.S.A. approved ice hockey equipment. Illegal stick blades etc. Playing with a broken stick (includes goalies).

7. Hooking- Using the blade of the stick in a pulling or tugging motion to impede the progress of an opponent. If the hook occurs above the opponent’s waist, a double minor will be assessed.

8. Delay of Game- Any action by a player or players that unnecessarily impedes the progress of a game. e.g. Deliberately stepping on the ball, refusing to restart play with a face-off or sideline shoot-in, failure to go directly to the penalty box, intentionally shooting the ball out of play to get a stoppage in play, intentionally knocking the net out of place to get a stoppage in play (penalty shot if this occurs in last 2 minutes of the game) etc.

9. Too Many Men- Action of having more players on the floor than the legal amount allowed.

10. Sliding- Sliding or dropping to both knees to block a shot, attempt a poke-check, make a play at the ball etc. This does not include a player who unintentionally trips or falls while playing defence.

11. Golf Shot- Assessed to any player who places one or both hands near the top of the shaft of their stick and swings at the ball in a circular motion (usually 180 degrees). Contact with the ball does not need to occur. This shot is considered dangerous use of the stick.

12. Unsportsmanlike Conduct- Players caught slamming their sticks on the gym floor, walls, bleachers, or goalie nets and/or spitting on the playing surface or bench area will be assessed with unsportsmanlike conduct penalties. Also includes: inappropriate language or swearing.

13. Falling on the Ball- Assessed to any player (except the goalie) who deliberately falls on or gathers the ball into their body by any means while on the floor.

14. Illegal equipment –Using improper gloves, helmet, stick or other illegal equipment after previously receiving a warning from an official about the equipment.

K. DOUBLE MINOR PENALTIES

The following penalties are considered double minors:

1. High Sticking- A double minor penalty for high sticking will be assessed to any player who unintentionally contacts an opponent with a high stick above the waist. *Note: A major penalty will be assessed to any player who attempts to injure or deliberately injures an opponent with a high stick.

2. Cross Checking- The action of using the shaft of the stick between the two hands to check an opponent. *Note: A cross check delivered above an opponent’s chest, cross checking a goalie in their crease and deliberately injuring an opponent with a cross-check will be considered major penalties for intent to injure.

3. Elbowing- The act of hitting an opponent with an elbow or "sticking out" the elbow to impede an opponent’s progress. *Note: A major penalty for elbowing will be assessed to any player who deliberately injures an opponent with an elbow.

4. Kneeing- The act of hitting an opponent with a knee or "sticking out" the knee to impede an opponent’s progress. *Note: A major penalty for kneeing will be assessed to any player who deliberately injures an opponent with a knee.
5. Slashing- The action of hitting an opponent with a stick. A player who swings their stick at an opponent and does not make contact is still guilty of slashing. *Note: A major penalty will be assessed to any player who attempts to injure or deliberately injures an opponent with a slash.

6. Body Contact- Assessed when a player intentionally bumps, shoves or pushes an opposing player. When an offensive player is running toward a defending player, the defending player has a right to that position. The offensive player must avert body contact. If they do not the offensive player will be charged with a body contact penalty. *Note: A major penalty will be assessed to any player who attempts to injure or deliberately injures an opponent with body contact.

7. Verbal Abuse- A verbal abuse double minor will be assessed to any player who has verbally abused or taunted an opponent, referee, team official, spectator or staff member.

8. Roughing- Includes: shoving or pushing an opponent.

9. Unsportsmanlike Conduct- A double minor may be assessed to any players caught slamming their sticks on the gym floor, walls, bleachers, or goalie nets. This also includes: inappropriate language or swearing. The double minor is called at the discretion of the referee, where the unsportsmanlike conduct was excessive and warranted more than a minor penalty.

**L. MAJOR PENALTIES**

The following penalties are considered majors:

1. Intent to Injure- Includes: butt-ending, kneeing, spearing, cross checking, slashing, high sticking or using the stick as a weapon.

2. Fighting- A fight is defined as one blow or an attempted blow (i.e. punch or kick).

3. Body Contact- Body contact major is assessed when an intentional body check, boarding (contact into the walls, bleachers or benches) or charging (taking 2 or more steps toward an opponent to body check them) occurs.

4. Hitting from Behind- When a player is high sticked, cross-checked, body-checked, pushed, hit or propelled in any manner from behind into the walls, bleachers, benches or goals, in such a way that the player is unable to protect himself, a major penalty will be assessed.

5. Leaving the Player Bench/Penalty Box During an Altercation- If a player/s comes onto the playing surface without the official's permission during an altercation (any event where penalties may be assessed), the player/s will be considered participants in the altercation and subsequently, will be ejected from the game.

6. Racial Slurs or Threatening Comments- Racial slurs or threatening comments directed at an opponent, referee, league commissioner, team official, spectator, athletic staff, will result in major penalties.

7. Constant Verbal Abuse- Constant verbal abuse after a player has been warned to stop or any verbal threatening will result in a major penalty.

8. Physical Abuse of an Official- Any player or team official who intentionally touches, holds, grabs, or pushes a referee or league administrator before, during or after the game will be assessed a major penalty. Any player or team official who intentionally strikes, trips or body-checks, or who attempts to strike a referee or league administrator before, during or after the game will be assessed a major penalty.

9. Spitting on or at an Opponent- Any player or team official who deliberately spits on or at an opponent, referee, team official, spectator or staff member will receive a major penalty.
M. PENALTY SHOTS

The following infractions will result in the awarding of a penalty shot:

a) if the defensive player covers the ball in the goaltender's crease with their glove.

b) if a defensive player or goalie throws their stick or other articles of equipment in an attempt to prevent an opponents scoring opportunity.

c) if objects are thrown from a bench in an attempt to interfere or prevent an opponents scoring opportunity.

d) if a defensive player trips or holds an opponent with their stick or hand that is on a breakaway and does not score a goal. There must be no other defenders between the offensive player and the goalie and the offensive player must be making an attempt toward the net.

e) if a defensive player deliberately knocks the goal off the goal line in order to prevent a scoring opportunity.

f) if a defensive player deliberately knocks the goal off the goal line at any time (does not have to be preventing a scoring opportunity) during the last 2 minutes of the game.

N. FINES AND PENALTIES

Teams will be disciplined accordingly for the following major game ejections:

ONE EJECTION during one season of play - team probation for remainder of season.

TWO EJECTIONS during one season of play - deduction of two points from the teams’ point total column.

THREE EJECTIONS during one season of play - ejection from league.

Players who are ejected from league games must pay the following fines, which will be deducted from their teams Performance Bond:

3 Minors in a game $10.00

Major Penalty $20.00

Players who accumulate penalty minutes from all league games must pay the following fine, which will be deducted from their teams Performance Bond:

15 individual penalty minutes (minors, double minors and majors) $10.00 plus a one game suspension

24 individual penalty minutes (minors, double minors and majors) $20.00 plus league ejection

Teams who accumulate penalty minutes from all league games must pay the following fine, which will be deducted from their teams Performance Bond:

45 team penalty minutes (minors, double minors and majors) $20.00 plus 2 points from team total

60 team penalty minutes (minors, double minors and majors) $40.00 plus team ejected from league
During league play, if a team has depleted their performance bond due to individual and team fines or defaults, the team must post another performance bond to continue league play. Failure to do so will result in default of all games played and immediate expulsion from the league.

All fine money collected will go back into the ball hockey league to be used for the purchase of equipment (Balls, whistles, goalie equipment, official’s jerseys etc.) and the training of league officials.

O. PLAY-OFF ELIGIBILITY

Players must play in at least 50% of their scheduled league games to be eligible for the play-offs. See the UTM Intramural Handbook for play-off eligibility rules and regulations.

P. REVIEW BOARDS

ALL PLAYERS EJECTED FROM THE GAME ARE SUBJECT TO A REVIEW BOARD HEARING. PLAYERS MUST APPEAR BEFORE THE REVIEW BOARD TO PRESENT THEIR CASE OR HAVE A TEAM REPRESENTATIVE PRESENT THEIR CASE ON THEIR BEHALF. PLAYERS ARE INSTRUCTED TO CHECK THE BALL HOCKEY BULLETIN BOARD TO ASCERTAIN THE TIME AND DATE OF THEIR REVIEW BOARD HEARING. PLAYERS SHOULD NOT MISS THEIR REVIEW BOARD HEARING DATE!! FAILURE TO ATTEND A REVIEW BOARD HEARING IS NOT GROUNDS FOR AN APPEAL OF A REVIEW BOARD DECISION.

The purpose of the Intramural Review Board is to rule on cases of game ejections and all protests. The Review Board will make decisions on player suspensions based on the nature of the infraction and impose penalties as set within the UTM Review Board Handbook. Further information on the Review Board policies and procedures can be obtained in the UTM Review Board Handbook.

REVIEW BOARD WILL CONSIST OF: 1- UTM Athletic Program Coordinator in charge of the League or designate, 2- Ball Hockey Head Official, 3- Ball Hockey League Commissioner/s, 4- Two Students at Large nominated by the UTM DPE, 5- UTMAC Intramural Representative or designate. All members of the Review Board are voting members unless their team or player was involved in the incident or they were the official of the game being reviewed.

Q. SCORING OF LEAGUE GAMES FOR STANDINGS

Win (W) = 3 points
Shoot-out Win (SW) = 3 points
Tie = 2 points
Shoot-out Loss (SL) = 2 points
Loss = 1 point
Default/Forfeit = 0 points

R. PROCEDURES IN CASE OF INJURY

If in doubt as to the nature or extent of injury, do not move the injured player. Use the following procedures:

a) contact a staff member located at the RAWC Control Counter. If the injury is minor in nature, the RAWC Staff will treat the injury.

b) in the event of a medical emergency requiring on site treatment, the RAWC Staff may use the emergency call box to call the Campus Police.
A FIRST AID KIT, OTHER EMERGENCY NUMBERS AND A TELEPHONE ARE LOCATED AT THE RAWC CONTROL COUNTER.

Athletic Injury Forms must be filled out by the RAWC Facility Staff immediately! The forms must be then sent to the Athletic Program Office (Room 060) within 24 hours of the incident. Injury Forms are available at the Control Counter or in the UTM Athletic Program Office.

ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD BE BROUGHT TO THE ATTENTION OF THE RAWC STAFF IMMEDIATELY!