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McGILL INTRAMURALS ICE HOCKEY

Updated – August 2023

ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be inspected by the scorekeeper and immediately handed back to the participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

DEFAULT RULE

- The start of a game will be delayed up to five **(5) minutes** if a team has fewer than six **(6) players** dressed and ready to play.
- The amount of time that the start of the game has been delayed will be subtracted from the first period of play.
- The team responsible for the delay will be assessed a three **(3) minute** bench minor penalty.
- Should the team still have too few players following the five **(5) minute** delay, the game will be classified as a default. The offending team automatically loses the game **3-0**.
- To begin the game, each team must have a minimum of six **(6) players** to start the game, dressed, signed-in and ready to play.

LEAGUES

- The McGill Intramural Hockey league reserves the right to change a team from one league to another. Teams will not be able to move down in calibre, they may only move up.
- The onus is on the team captains to register in the correct league/tier that is reflective of the team calibre.

EQUIPMENT

- Full equipment including C.S.A. approved helmet, a full face mask, and neck protector is mandatory.
- Players not wearing proper equipment shall not be permitted to play or be seated on the players' bench.

UNIFORMS

- All OPEN/WOMENS/MIXED teams must supply their own matching uniforms with unique number to each player on the back. See Article 4.1 (McGill Intramural Uniform Policy) of the IM Handbook.
- All PLAY-FUN teams are not required jerseys with numbers but must be matching in colour.

CAPTAINS

- Captains are required to introduce themselves to each other and to the officials prior to each game.
- Only the team captain may address an official. Any other player who addresses an official may be assessed a minor or misconduct penalty (referee's discretion).

RULES

- **Canadian Hockey Association** (C.H.A.) rules apply for all Intramural Hockey games with the following amendments and exceptions:

PLAYERS

- Each team must have a minimum of six **(6) players** to start the game.
- Staff and alumni wishing to participate must purchase an "Outdoor/Arena Membership" from the client services office g20c in the sports complex.

ELIGIBILITY

- Players can only play for 1 intramural hockey team, no exceptions

COACHES

- Teams are allowed a **maximum** of two (2) coaches per game at the players' bench area. The coaches names **must** appear on the official line-up card before the game begins.
- Coaches must sign in by presenting their McGill ID or Sports Complex Membership Card to the timer/scorer.
- In order for an individual to be eligible to coach during the playoffs he/she must meet the same eligibility requirements as the players.
- Coaches are **NOT** permitted to stand on the bench or boards at any time. Teams should be warned that violations of the above rules will result in a three minute bench minor penalty and expulsion of the coaches from the arena. Coaches will be held responsible for their conduct.

GOALIES

- Goalies must be identified as such on IM Leagues
- As per the Intramural Handbook & Player Code of Conduct, players (including goalies) may only be registered for one team in the league.
- If a team is missing a goalie for a particular game, it may borrow one from a lower division up to a maximum of four games in the fall and three games in the winter.
- Since the PLAY-FUN league is a non-competitive recreational division, PLAY-FUN teams can borrow a goalie from another PLAY-FUN team. However, it is highly encouraged that another player on the roster experience the position.
- Regarding playoffs, goalies are only eligible for one playoff team.

SPECTATORS

- Spectators are NOT permitted during the Fall 2021 season due to COVID protocols.

GAME TIME

- Games will consist of two **(2) 22 minute** periods, running time.
- The last two **(2) minutes** of the game will be stop time if the difference in the score is two **(2) goals or less, or if the game is tied.**
- The clock will also be stopped for a penalty shot.
- The game clock will **not** be stopped at any other time (i.e. injuries).
- **No** overtime (except playoffs)
- In the playoffs, each team will have one 30-second time out per game.

CENTRE LINE

- The centre line will only pertain to icing calls. There will be no zone (2-line) passes.

BODY CHECKING

- Body checking of any type is **NOT** permitted in intramural hockey.
- A minor or major penalty will be assessed at the discretion of the official.

LINE CHANGES

- Teams **may** change players at any time during the game, however, if the officials feel a team is deliberately delaying the game, a delay of game penalty may be assessed.
- A delay of game bench minor penalty will be assessed for violation of this rule.

PENALTIES

- **Minor** - 3 minutes.
- **Double Minor** - 6 minutes
- **Major** - 6 minutes & ejection from game, and an automatic additional one or two game suspension.
- **Misconducts** - 10 minutes, however team doesn't play short-handed. (if less than 10 minutes remaining in the game, possible suspension from additional games).
- **Game Misconduct** - ejection from game, and possible suspension from additional games.
- **Gross Misconduct** - ejection from game, and an automatic additional suspension, the duration of which is to be decided upon by the disciplinary committee.
- **Three (3) minor** penalties to any one player in a game will result in ejection of that player from that game, and possible suspension from additional games.
- Disrespect of a Referee, or consistently disputing a Referee's call, will result in a minor penalty, at the discretion of the Referee
- **ANY PLAYER WHO RECEIVES A MAJOR PENALTY DURING THE PLAYOFFS WILL AUTOMATICALLY BE SUSPENDED FOR THE REMAINDER OF THE POST SEASON.**
- Any player dropping their gloves or removing any other protective equipment on the ice during an altercation will be automatically suspended from the Intramural Program for the remainder of the academic year.
- Any team receiving 8 penalties (not including co-incidentals) during 1 game will forfeit that game and be put on probation for the remainder of the academic year. Their opponents will be declared the winner regardless of the score on the game clock.

The Intramural Protest and Disciplinary Committee reserves the right to take further disciplinary action on all penalties once the game officials' report has been filed.

OVERTIME

- For playoff games that are tied after regulation time, a **five-minute** running time sudden death period will be played. The last minute of the overtime period will be stop time.
- If the game remains tied upon completion of the sudden death period, three **(3) players** /team will shoot penalty shots.
- If after these six **(6) players** have taken their penalty shots, the game remains tied, another player from each team will be chosen to shoot. This procedure continues until the tie is broken.
- No player is permitted to shoot twice until all other skaters have had a turn.
- During the shoot-out both teams shoot simultaneously at opposite ends of the rink. For the overtime, the goaltenders will remain in the nets that they were in during the second period.