



2022-2023 MINNESOTA STATE HIGH SCHOOL LEAGUE

Adapted Floor Hockey Rules Supplement

The Adapted Floor Hockey Rules have been designed to act as a supplement to the Ice Hockey Rule Book published by the National Federation of State High School Associations. Language and recommendations that do not carry over to the nature of the game of Adapted Floor Hockey (i.e., use of ice skates, etc.) should be ignored.

These rules have been adapted as official by the MSHSL for Adapted Athletics and recommended for use by organizations serving people with physical and mental disabilities. Their use will standardize adapted floor hockey competition within the State of Minnesota and throughout the nation. Specific rule adaptations have been made for play in a division for athletes with physical impairments (PI) while others have been made for play in another division by athletes with cognitive impairments (CI). Athletes using a wheelchair or other assistive device cannot play in the CI Division.

Rule 1: The Rink (Floor) – See diagram on last page

Section 1: The Floor

1. (MSHSL Rule) The floor will consist of a regular gymnasium, the size of a basketball court.
(MSHSL Rule) The side and end walls of the floor will usually be determined by the walls of the gym except for the one side wall, across the playing floor line, where the team benches, penalty benches and scorer's table will be lined up. A puck in this area is still playable until the referee determines that the puck has been frozen, interfered with, or that continued play in this area would be unsafe. In this case, the puck will be put into play by a faceoff in the proper faceoff area of the zone where the puck was at the time of the whistle. No player on the floor will be allowed to line up outside the playing floor line or travel through this area unless he is following or retrieving the puck or is physically forced out. The referee may also view other equipment or areas in the gym as causing interference with the play of the puck (e.g., basketball nets, backboards, ropes, scoreboard, stage area, etc.), in which case a face-off would result in the zone where the puck was last played.
2. Not Applicable

Section 2: Dimensions - MSHSL Rule

1. Any elementary or secondary school gymnasium may be used for games. No specific dimension is required.
2. Boards are not required
3. Boards are not required

Section 3: Goal Posts and Nets - MSHSL Rule

1. A goal cage (4' x 6') shall be placed at each end of the floor, ideally centered in a free throw lane and approximately under the basketball hoop. Both cages must be the same size. A minimum distance of at least 3 feet must exist between the goal line and the end wall behind the goal cage with both cages

being marked at approximately the same distance from the end and side walls.

2. The goal cage shall consist of two upright posts of the same height, with a maximum height of four feet. These posts will be placed six feet apart. A cross bar, which is parallel to the nearest end wall,

shall extend from the top of the post to the top of the other. Six feet by four feet is the required size of the goal cages.

3. Federation Rule
4. Not Applicable
5. Federation Rule

Section 4: Goal Crease - MSHSL Rule

A semi-circle of six feet using the center of the goal line as the center point. The width of the goal crease shall be measured by the free throw lane lines. The corner areas shall measure three feet up the lane. The arch connecting these curves shall measure six feet out from the center of the goal line; (see diagram).

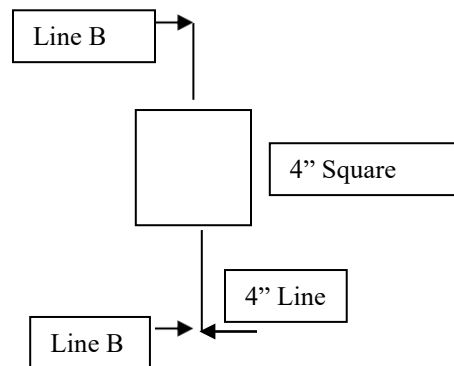
Section 5: Division of Floor - MSHSL Rule

1. The playing area between the two goals shall be divided into three equal parts by two inch (5.08 cm) blue lines extending completely across the playing area. (Note: especially in smaller gyms, the offensive area should be large enough to provide sufficient room, e.g., Offense 3/4 to 1/4 neutral.)
2. Federation Rule
3. There shall be a line, preferably the center line of the basketball court, known as the "centerline."

Section 6: Center Floor Spot and Circle - MSHSL Rule

1. A designated spot, preferably the center of the center jump circle on the basketball floor, shall be used to spot the center of the playing area.
2. All face-offs will be conducted in the following manner, given the diagram below. Each player will have to place the blade of his/her stick, on line B. The puck is dropped in the square. This assures that neither player has an advantage.

Floor Hockey Face-Off Spots



Section 7: Face-Offs Spots in the Neutral Zone - MSHSL Rule

Two squares, four inches (10.16 cm.) on a side shall be marked on the floor in the neutral zone at a spot equal distance between the centerline and the blue line. It is recommended that these squares be of contrasting color other than red.

Section 8: End Zone Face-Off Spots - MSHSL Rule

A face-off square shall be marked on the floor in both end zones and on both sides of each goal. The squares shall be four inches on a side (10.16 cm). They shall be located by extending an imaginary line out from the basketball free-throw line and mid-point from the end of the goal line and the side boundary line (must be at least 15' from goal line).

Note: Due to variable floor sizes, only the center face-off square may be predetermined. However, the referee will be the final judge in approving the place of all face-off markings. (See floor diagram for reference). If a circle exists at the center face-off area of the floor, then no other player or equipment may cross into that circle during a face-off, other than the two opposing players participating in the face-off. All other players must be at least six feet from the puck wherever the face-off is taken.

Section 9: Players' Bench - MSHSL Rule

1. The two team bench areas will be located across the playing area line, to the left and right of the penalty bench areas. They will start at the zone lines, then extend out and away from the neutral zone, down the bench, toward the end walls. They will be readily accessible to the floor with enough room to accommodate a team's maximum complement of players and coaching staff. Each team's coaching staff, during playing time, will be strictly limited to its bench area.
2. Federation Rule
3. Federation Rule

Section 10: Penalty Benches - MSHSL Rule

1. There shall be a designated penalty box area. Players penalized must serve their penalty time in this area.
2. Not Applicable

Section 11: Signal and Timing Device

1. Federation Rule
2. MSHSL Rule: An electric clock, or other timing device, shall be provided for the purpose of keeping the game officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played in any period.
3. Not Applicable
4. Not Applicable

Section 12: Goalkeeper's Privileged Area

Federation Rule

Rule 2: Teams

Section 1: Team

- 1
 - a. (MSHSL Rule) A team shall be composed of six players, designated: goalkeeper (goalie), right defense, left defense, center, right wing and left wing. All members of a team shall wear a numbered jersey or shirt of the same color. Numbers shall be clearly visible to officials during game play. If there are less than five players at the beginning of the game, a forfeit shall be declared by the official. Players serving penalties are considered part of the team actively playing.
 - b. (MSHSL Rule - **CI Division**) Player position requirements:
 1. One center is the only player allowed to move the full length of the court. The center must be indicated by having tape striping on the blade and shaft of his/her stick. No other player on the court is allowed to have a similarly identified stick. Officials must enforce this immediately upon occurrence.
 2. Two defensive players who cannot cross the centerline into the team's offensive zone.
 3. Two forwards in the offensive zone. The forwards cannot go back across the centerline.

4. One goalkeeper, who is not restricted to the goal crease, but has the privileges of the goalkeeper only when he/she is in the goalkeeper's privilege area.
5. Athletes using a wheelchair or other assistive device cannot play in the CI Division.

Note: Crossing the centerline has occurred only when both feet of a player are entirely across the line. This line extends upwards to the ceiling of the playing surface.

(MSHSL Rule - **PI Division**)

1. Players using wheelchairs: Teams must play at least two athletes using wheelchairs or one wheelchair and one player using a walker. If the team is short one player using a wheelchair, it must play one player short.

Note: A player whose physical condition requires the use of a walker (a device with four bases of support) for mobility will be counted as one of the required players using a wheelchair. Players that use crutches or canes are not counted as a player using a wheelchair.

2. Players using wheelchairs must be independent in management of their wheelchairs, manual or power chairs. No assistance will be allowed whether it is a pusher, a person having remote control, or any other physical assistance.
3. An ambulatory player using a walker to fulfill one of these roles at any point of a given game will not be allowed to enter that game as a non-assistive device user. They may use a wheelchair or walker but cannot play as an otherwise ambulatory player.
4. An ambulatory player using a wheelchair to fill an assistive device position at any point of a given game can continue to play in that same game as an otherwise ambulatory player, when needed.

2. All players should wear numbered uniforms of a similar color and design.

Section 2: Team Captains

1. Not Applicable
2. Not Applicable
3. Not Applicable
4. Not Applicable
5. Federation Rule
6. Federation Rule

Section 3: Players in Uniform (MSHSL Rule)

There is no limit to the number of players who may dress for and play in a regular season game. A maximum of twenty players may dress for and play in post-season tournament games. A maximum of 20 players, three coaches, and two managers constitute an official tournament squad.

Section 4: Starting Line-Ups (Federation Rule)

Section 5: Change of Players

- 1
 - a. (Federation Rule - **PI Division**) - (MSHSL Rule - **CI Division**) At 5-minute intervals the timekeeper shall whistle play to a halt, at which time coaches will substitute one or more players. This will stop time, with time resuming when the referee resumes play with a center face off. The referee shall

determine the reasonable amount of time necessary for substitution. (It is recommended that a player dressed for the game be given the opportunity to play.)

- b. (MSHSL Rule - CI Division) During a 5-minute interval or shift, a team may substitute three players on the fly or during a stoppage of play. If a player is substituted for the goalkeeper that player is restricted to play only on the defensive end of the court.
- 2. Federation Rule
- 3. Federation Rule
- 4. Federation Rule
- 5. Federation Rule
- 6. Federation Rule
- 7. Federation Rule
- 8. If at any time a team plays too many persons, it shall immediately send the extra player or players from the floor. Penalty - for each extra player, minor (Captain's choice).
- 9. If an extra player from the team bench or penalty box prevents, or tries to prevent a break away, there shall be a delayed whistle. Penalty - Penalty shot and Misconduct.
- 10. Federation Rule
- 11. Federation Rule

Section 6: Injured Players - Federation Rule

Section 7: Participant Disabilities - Federation Rule

Rule 3: Equipment

Section 1: Sticks

- 1
 - a. Most sticks manufactured and sold specifically for use in middle school and high school physical education will be allowed. Illegal sticks are defined as sticks that have wood, composite or aluminum exterior shafts. Stick blades must be plastic poly or poly-fiberglass manufactured floor hockey stick blades. (MSHSL Rule – **CI Division**) The center must have tape striping on the blade and shaft of their stick.
 - b. (MSHSL Rule) Inability to effectively use any stick may be recognized by the referee and in that case, the use of one's feet or other referee approved adjustment is legal.
 - c. (MSHSL Rule) Assistive devices used to propel the puck must be padded with no less than two inches of foam rubber, or its equivalent, from the hand grip to two inches off the floor.
 - d. Wheelchair athletes may tape their floor hockey stick to their chair. The stick may be taped only to the exterior of the chair and only in an upright position such that only the blade is on or near the floor.
- 2. Federation Rule
- 3. Federation Rule.
- 4. Federation Rule
- 5. Federation Rule
- 6. Federation Rule
- 7. Federation Rule
- 8. Federation Rule
- 9. Federation Rule

Section 2: Skates

Not Applicable

Section 3: Goalkeeper's Equipment

1. (MSHSL Rule) Goalie helmets equipped with a front mask or face protector is mandatory.
Penalty: A team will not be allowed to play if the goalie is not wearing the above-mentioned equipment.
2. (MSHSL Rule) The goalkeeper shall not wear or use any garment or equipment which would provide undue assistance. Webbing or aprons which fill the spaces between the extremities and the body are not permitted.
3. (MSHSL Rule) Goalkeepers have the option of using catching gloves (hockey or baseball) and padding that is snug fitting, but no "blocking" pads are allowed. No ice hockey goalie pads are allowed. Goalie pads made specifically for street or floor hockey are permitted. Personal equipment: No back packs or attachments added to help stop pucks are allowed on any wheelchairs.

NOTE: Players using wheelchairs, like all players, are allowed the use of one hockey stick, whether held or attached to the wheelchair. It is the duty of team members to present questionable equipment for inspection by the referee before the game.

4. Not Applicable
5. (MSHSL Rule) If a goalkeeper's mask, helmet or glove(s) is displaced, play shall be immediately stopped.

Section 4: Protective Equipment

1. (MSHSL Rule) Optional equipment includes shin pads, thigh pads, hip pads, and knee, elbow and shoulder pads. Protective equipment must be worn under outer clothing. Players using wheelchairs are not required to cover protective equipment.
2. All players are required to wear helmets with full face masks and chin strap.
3. Replace the word ice with floor.
4. (MSHSL Rule) Dental guards are legal and optional.
5. Not Applicable
6. Federation Rule
7. Federation Rule
8. Federation Rule

Section 5: Dangerous Equipment

- 1
 - a. (MSHSL Rule) No device for a player's protection shall be worn which (in the judgment of the referee) is liable to cause injury to another player. Face guards must be close to the player's face. Hard elbow or kneepads must be well covered.
 - b. (MSHSL Rule) Equipment on a player that becomes displaced during play must be removed or replaced by the player or teammates at the first whistle. Otherwise, a delay of game penalty may be assessed against that player. **Penalty:** two-minute minor.
 - c. (MSHSL Rule) Wheelchairs, crutches, braces, etc. are considered personal equipment, not official floor hockey equipment, unless judged by the officials as inappropriate aid.
 - d. (MSHSL Rule - **PI Division**) Scooter boards may be used by non-ambulatory players but must have all hard surfaces and corners covered with a soft, protective covering and in size conform as closely as possible to the participant's body needs. It must include sides that extend down toward the floor and are within 1/2 width of a puck from the floor.
2. Federation Rule
3. Federation Rule

Section 6: Participants Properly Equipped - Federation Rule

Section 7: Puck

(MSHSL Rule) The puck will be the FeltSlider hockey puck. If deemed necessary by either team or officials a strip of orange or red tape may be crisscrossed around the top and bottom of the puck.

Section 8: Electronic Devices – Federation Rule

Rule 4: Types of Penalties

Section 1: Time Penalties

1. Federation Rule
2. Federation Rule
3. Federation Rule

(MSHSL Rule) **Clarification:** Penalty time is started when the puck is first legally touched on the face-off succeeding the penalty. All penalties shall be stop time, whether the game clock is running or stop time. Home teams are required to have a stopwatch to time penalties.

Section 2: Minor Penalties

1. Federation Rule
2. Federation Rule
3. Federation Rule
4. Federation Rule
5. Federation Rule
6. Federation Rule
7. Federation Rule
8. Federation Rule
9. (MSHSL Rule) A minor penalty shall be assessed for:
 1. Body contact: No player shall body check an opponent from behind, side or front.
 2. (PI) Players using wheelchairs, are not allowed any form of charging/ramming or initiating contact with their wheelchair towards an opponent (ambulatory or in wheelchairs). Players using wheelchairs must avoid any contact if an opponent is stationary in-front or behind them.
Penalty: 2-minute minor. At the official's direction, any conscious attempt to hurt/injure another player shall result in a 5-minute major penalty and/or a game misconduct.

Note: Players using wheelchairs can play the puck, but they must not use their wheelchair to initiate contact with an opposing player. If an opposing player quickly steps in front or behind a wheelchair, thus not allowing that wheelchair a chance to avoid the contact, that conduct shall be deemed incidental and not penalized.

3. (PI) (MSHSL Rule) Running is strictly prohibited. A player is deemed "running" when they do not maintain one foot (base of support) on the floor at all times. When a player runs, sprints or jogs they have a "flight phase" in which both feet leave the floor at the same time. A player's speed itself is not restricted. Players may legally move as quickly as they are able, as long as they have one foot on the floor at all times (which may be accomplished by sliding/dragging their feet, speed walking, etc.). Note: Wheelchair users have no restrictions on speed. Situation 1: Jumping over a stick is NOT running. **Penalty:** First team violation per period results in a team warning with a face-

off in the violating team's defensive zone. Second and subsequent running violations within each period will result in a 2-minute minor.

4. Assistive devices (e.g., crutches or canes) cannot be raised above waist height. (MSHSL Rule - **CI Division**): If a team is penalized, they lose the position (center, wing or defense) being penalized. If a center is penalized, the position cannot be replaced.

Section 3: Major Penalties - Federation Rule

Section 4: Misconduct - Federation Rule

Section 5: Game Misconduct - MSHSL Rule Modification

1. A game misconduct penalty is an ejection under League policies. The player or coach will be removed from that game for its duration and is ejected for the next game (s) according to the MSHSL Policy for Student/Coach Ejection from a contest. (Refer to Bylaw 206.00, MSHSL Official Handbook).
2. Federation Rule

Section 6: Game Disqualifications - MSHSL Rule Modification

A game disqualification penalty is an ejection under League policies. (Refer to Bylaw 206.00, MSHSL Official Handbook)

Section 7: Penalty Shot - Federation Rule

1-3. (MSHSL Rule - **PI Division**) A penalty shot shall be taken by the player fouled using the same mode of transportation as at the stoppage of play. If no player has been fouled, the shot may be taken by any player who is not serving a penalty when the game is stopped for the penalty shot (captain's choice). Any designated player shooting the penalty shot shall use the same mode of transportation that he/she is using at the time of the infraction, unless said player was the goalie.

4. Federation Rule
5. Federation Rule
6. Federation Rule
7. Federation Rule
8. Federation Rule
9. Federation Rule

Section 8: Goalkeeper's Penalties - Federation Rule

Section 9: Delayed Penalties - Federation Rule

Section 10: Calling of Penalties - Federation Rule

Section 11: Removal from the Game - Federation Rule

Section 12: State Association Penalties - Federation Rule

Rule 5: Officials

Section 1: Appointment of Officials

1. (MSHSL Rule) Number and Titles - The officials of a match shall be a referee, head linesman and a combination scorer, timekeeper and penalty timekeeper. Also, at the discretion of the referee, an assistant timekeeper may be appointed for a game.
2. Federation Rule
3. Federation Rule

Section 2: Officiating Systems

1. Federation Rule
2. Not Applicable
3. The officials should be dressed as required by the MSHSL
4. Federation Rule
5. (MSHSL Rule) Remove from the gym area any moveable and unnecessary objects that are potentially dangerous.

Section 3: Duties of the Referees - Not Applicable

Section 4: Duties of the Linesman - Not Applicable

Section 5: Goal Judges - Not Applicable

Section 6: Penalty Timekeeper - Not Applicable

Section 7: Scorer - Not Applicable

Section 8: Timekeeper - Federation Rule

Rule 6: Participant Conduct

Section 1: Abuse of Officials and Other Misconduct - Federation Rule

Section 2: Unsportsmanlike Conduct - Federation Rule

Section 3: Refusing to Start Play - Federation Rule

Rule 7: Physical and Stick Fouls

Section 1: Body-Checking (Boys Teams Only) - Not Applicable

Section 2: Body-Checking (Boys and Girls Teams) - Not Applicable

Section 3: Body-Checking (Girls Teams Only) - Federation Rule

Section 4: Penalty Options - Federation Rule

Section 5: Charging - Federation Rule

Section 6: Contact to the Head - Federation Rule

Section 7: Cross-Checking - Federation Rule

Section 8: Elbowing - Federation Rule

Section 9: Goalkeeper Contact - Federation Rule

Section 10: High Sticking

- a. Federation Rule
- b. (MSHSL Rule) Hockey sticks may not be raised above the height of four feet in either preparation or follow through of a shot. The only exception is when a player is simply carrying a stick and it is not held in a way likely to cause injury. **Penalty:** 2-minute minor.
- c. Federation Rule
- d. Federation Rule

Section 11: Holding - Federation Rule

Section 12: Hooking - Federation Rule

Section 13: Interference/Obstruction - Federation Rule

Section 14: Kneeing - Federation Rule

Section 15: Slashing - Federation Rule

Section 16: Tripping - Federation Rule

Section 17: Unnecessary Roughness (Roughing) - Federation Rule

Section 18: Boarding - Federation Rule – except change the word “boards” to “wall”

- Section 19: Checking from Behind - Federation Rule**
- Section 20: Grabbing the Face Mask - Federation Rule**
- Section 21: Head-Butting - Federation Rule**
- Section 22: Attempt to Injure - Federation Rule**
- Section 23: Butt-Ending - Federation Rule**
- Section 24: Fighting - Federation Rule**
- Section 25: Kicking a Player - Federation Rule**
- Section 26: Leaving Players' Bench or Penalty Bench - Federation Rule**
- Section 27: Spearing - Federation Rule**

Rule 8: Other Fouls

- Section 1: Broken Stick - Federation Rule**
- Section 2: Delay of Game - Federation Rule**

Art. 7.

- a. Federation Rule EXCEPT—a puck anywhere under a non-goalie's wheelchair should be considered dead after 2 seconds.
- b. (MSHSL Rule - PI) A puck anywhere under the frame of a goalie's wheelchair is considered dead and play should be stopped immediately.
- c. (MSHSL Rule - PI) Player using a wheelchair, other than the goalkeeper, may cover a puck in the defensive crease without penalty. The puck is considered dead after 2 seconds.
- d. (MSHSL Rule - PI) If the puck becomes dead in 1a, b, or c above, the face-off is at the nearest faceoff spot unless an offensive player, in a wheelchair, comes to rest over the puck in the offensive zone, then the puck shall be faced off in the neutral zone.
- e. (MSHSL Rule - PI) If the wheel of a non-goalie's wheelchair is on the puck and no attempt is being made to get the wheel off the puck, this is considered delay of game and a minor penalty will result.

Federation Rule

- Section 3: Embellishment - Federation Rule**
- Section 4: Interference by /with Spectators - Federation Rule**
- Section 5: Kicking the Puck - Federation Rule**
- Section 6: Leaving Penalty Bench (Non-Altercation) - Federation Rule**
- Section 7: Throwing Stick or Other Equipment - Federation Rule**

Section 8: (MSHSL Rule)

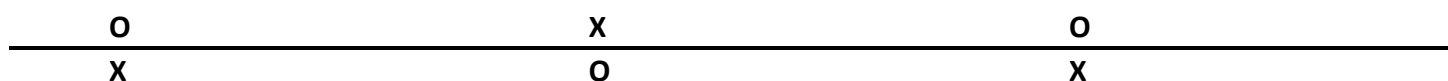
- a. Player using a wheelchair who intentionally leaves their wheelchair to play the puck or whom influences play by intentionally leaving their wheelchair will be assessed a two-minute (2) minor penalty and a ten-minute (10) misconduct penalty.
- b. Until the puck is in the crease, only the goalie is allowed in the crease area. When a violation occurs that affects play or gains an advantage, have a faceoff in the offending team's defensive zone.

Rule 9: Game Flow

Section 1: Face-offs

1. Federation Rule

2. MSHSL Rule-CI – See Rule 1 Section 6 - 2 for faceoff procedure for all faceoffs.
 - a. Whenever a face-off occurs at the center spot, the forwards should assume a position as shown below. These forwards must be within five feet of the centerline at the time of the faceoff.



- b. On other face-offs, all players must line up “on-sides.”

3. Federation Rule
4. Federation Rule
5. Federation Rule
6. Federation Rule
7. Federation Rule
8. Federation Rule
9. Federation Rule
10. Federation Rule
11. Federation Rule

Section 2: Goalkeeper Play of Puck - Federation Rule

Section 3: Goals and Assists - Federation Rule

Section 4: Handling the Puck - Federation Rule

Section 5: Icing the Puck

1. (MSHSL Rule) – CI Division-- Icing will not be enforced.
 (MSHSL Rule) – PI Division— Icing should be called only when puck passes three lines (1 red and 2 blue) and the goal line extended
2. Federation Rule
3. Federation Rule

Section 6: Offsides - PI Division - Federation Rule

1. (MSHSL Rule) CI Division -- Forwards must stay in the offensive zone throughout the game and the defensive players must stay in the defensive zone throughout the game. Offsides will only be called when forwards cross the center line which divides the floor into two halves into their defensive zone or when defensive players cross the center line into their offensive zone. Faceoff will be taken in offending team’s defensive zone at a faceoff spot nearest their goal. The center can freely move from end to end of the playing area. Crossing the center line has occurred only when both feet of a player are entirely across the line which extends upwards to the ceiling.
2. Not Applicable-CI Division-except that a delayed offsides can occur until the offensive team touches the puck.
3. Not Applicable- CI Division

Section 7: Passes - Federation Rule

Section 8: Puck must be kept in Motion - Federation Rule

Section 9: Puck Striking Official - Federation Rule

Section 10: Start of Game and Periods/Pregame Warm-up - Federation Rule (PI Division)

(MSHSL Rule – CI Division) Teams shall not change ends at the beginning of each subsequent regular period, unless the referee determines conditions are more favorable to play at one end. The referee

may equalize opportunities by having teams change ends in the middle of the game and overtime periods. The referee shall declare at the commencement of the game that this change is to be made.

Section 11: Tied Games

1.

- a. (MSHSL Rule) In the case of a tie score at the end of the third period, after a 3-minute intermission, ends shall not be changed, and play will be continued for a 5-minute stop-time period. The team that scores first wins and the game is ended. If no score is made in these 5 minutes, the game shall be declared a draw.
- b. (MSHSL Rule) In tournament play, if a tie score exists at the end of the third period, 3-minute intermissions will be alternated with 5-minute stop-time periods until a goal is scored and a winner is determined. At the MSHSL State Tournament, in the Consolation Championship or the third-place game, if a tie exists after the second over-time, a tie will be declared, and duplicate awards will be given.

Section 12: Time of Game and Time-Outs

1. (MSHSL Rule) There shall be 3 periods. The first two periods are to be 15 minutes, *running time. The third period will be 15 minutes, stop time. If a six-goal or greater differential exists, the clock will not stop even after a goal is scored. The clock will be stopped only if there is a time-out or an official ask for stoppage. (CI Division) At five-minute intervals the timekeeper shall whistle play to a halt to permit substitution. Three-minute intermission will be used between periods.

NOTE: *Running time- the game clock shall be stopped after a goal is scored, otherwise it shall not be stopped unless it is directed by the official due to injury, facility problems, equipment problems, intentional delay by either team or a called time-out. Penalty time is always stop time regardless of the game clock status.

2. Not Applicable
3. Not Applicable
4. Each team will be permitted to take two time-outs of one-minute duration each during the game, but no more than one per period. The time-outs must be taken during normal stoppage of play. No time-outs are permitted in over-times. Only captains, alternate captains or a coach may call a time-out.
5. Not Applicable
6. Not Applicable

Section 13: Video Replay -Not Applicable

Section 14: (MSHSL Rule) Use of Feet

The puck may be kicked or pushed over the goal line by players whose normal playing status does not allow them to use a stick.

Points of Emphasis

1. Body contact: No player shall body check an opponent from behind, side or front.
2. Players using wheelchairs are not restricted to keeping their feet on their foot pedals.
3. It is recommended that each team have a supply of mesh scrimmage vests to use when competing teams have similar uniforms.
4. Jumping over a stick is NOT running.

ADAPTED FLOOR HOCKEY DIAGRAM

(Read Supplement Rules for more information.)

