Section 1: Intramural Policies and Procedures
Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in detail in the Intramural Policies and Procedures Manual.

Section 2: Fees
- $5 per drop-in
- $40 per semester

Section 3: Equipment
- Goggles are HIGHLY RECOMMENDED.
- Goaltenders must wear a mask at ALL TIMES.
- Goaltender equipment and hockey sticks will be provided by SFU Intramurals.
- Personal equipment must be approved by staff prior to its use.
- All jewelry must be removed or taped over from visible parts of the body prior to playing.
- Appropriate footwear must be worn at all times by players. Sandals, flip-flops, and marking shoes are not considered appropriate footwear.

Section 4: Game Play
1. Face-offs are held at the start of periods, after goals, and when game stoppages occur. Face-offs will be done in the N-H-L Method.
2. Only one opposing player may be in the crease at a time.
3. If the net is moved or a pad falls down, the play is stopped and there is a face-off held in that zone.
4. If the puck goes out of play, possession will be awarded to the defensive team.
5. When the goaltender freezes the puck, provided that some part of their body remains within the boundaries of the crease, puck possession is awarded behind the goal line.
6. If an attacking player purposely kicks the puck and it is deflected into the net by any player, the goal shall not be allowed.
7. A goal will be disallowed if an offensive player makes contact with the puck with their stick while the puck is above the cross bar.
8. All players' stick blades must stay below the level of the butt-end during the act of the backswing while shooting the puck.
9. Slashing down on a stick is not permitted; extremely high stick lifts are not permitted either.
10. No sliding or lying down in front of the puck carrier.
11. Players cannot bang their stick on the floor, they may however, tap the floor to call for a pass.
12. Stepping on the puck is permitted only if battling against the wall/boards.
13. Substitutions can be made on the fly or on a stoppage of play.

Section 5: Penalties
Minor Infractions
In the case of a Minor Infraction, play is stopped and a faceoff is held in the zone in which the infraction occurred.
- Possible Minor Infractions include the following:
  o Freezing the puck along the boards for an extended period of time
  o Shielding the puck with the body along the boards (preventing an opposing player from having a chance to play the puck)
  o A hand pass in the offensive zone
  o A goaltender throwing the puck forward
  o An offensive player remaining in the outer crease for longer than three seconds
  o High sticking while in the act of contacting the puck
Minor Penalties
- Minor Penalties will be called by the players.
- Minor Penalties will be served at the scorer's table for 2 minutes.
- All Minor Penalties carry a demerit allocation with them.
- If a player receives 3 minor penalties they will be ejected from the game.
- Possible Minor Penalties include the following:
  - Elbowing
  - Throwing the Stick
  - High Sticking (contact with an opposing player above the chest)
  - Slashing
  - Goaltender Interference
  - Holding
  - Holding the Stick
  - Unsportsmanlike Conduct
  - Roughing
  - Tripping
  - Diving
  - Instigating

Major Penalties
- The Manager is NOT an official but is allowed to call Major Penalties and Match Penalties.
- A player is automatically ejected from the game for any major penalty.
- All Major Penalties will be served by a member of the players' team at the scorer's table for 5 minutes.
- Possible Major Penalties include the following:
  - Cross Checking, Body Checking, or Slashing (above the shoulder or to the goaltender).
  - Any Minor Penalty (except tripping – officials discretion) resulting in a player bleeding.
  - Any Minor Penalty that is deemed in excess of the rules or malicious by the League Manager.

Match Penalties
Anyone who receives 2 match penalties in one semester will be ineligible to play in Drop-in Hockey for the remainder of the semester.
- All match penalties will result in removal from the game with an additional suspension upon further review from the League Manager and Recreation Staff.
- Possible Match Penalties include the following:
  - Any Deliberate Intent to Injure
  - Fighting
  - Spearing
  - Leaving Player/Penalty Bench during an altercation
  - Threatening, Excessive Abuse Towards Others, or Harassing the Official, Recreation Staff, or another participant
  - Third man into an altercation

Section 6: Sportsmanship
Teams and players are expected to exhibit sportsmanlike conduct throughout every contest. Delay of the game, obscene language or gestures, and arguing with the staff constitutes unsportsmanlike behaviour. Players may be penalized, ejected from the game, or possibly suspended from further games depending on severity.