



Lamar University Intramural Sports

AIR HOCKEY RULES

Player Eligibility:

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their Employee/Staff ID, Cardinal One Card or LIT Card and print their name on the score sheet.
3. Players not signed in by two minutes after match time will be a forfeit.

Basic USAA Rules

The following is an interpretation of the basic rules of air. For the complete list of rules and sanctioned equipment, consult the USAA's website.

SECTION I. Basic Rules of Play

1. Every match begins with a coin toss. The player winning the coin toss chooses first serve or which side to begin on. The opponent has the remaining choice.
2. The first player to accumulate seven (7) points wins the game. Match consists of best 3 out of 5 games.
3. When the puck enters and drops inside a player's goal, the player's opponent receives one point (unless play had been suspended by the referee or the offensive player had committed a foul during or prior to the shot.)
4. After each game, players will alternate tablesides.
5. The player scored upon receives possession of the puck for the next serve.
6. A player may hand serve the puck only after it has entered his goal.
7. A player may play with only one mallet on the playing surface at one time. Violation results in a foul.
8. The puck may be struck with any part of the mallet.
9. The puck cannot be "topped" by lifting the mallet and placing it on the top of the puck. This cannot be done at any time whether before a serve or after a serve during play. Violation constitutes a foul. Using the mallet to bring an airborne puck to the table or opponent's goal is not a topping violation no matter which side or edge of the puck is contacted.
10. Only one puck may be in play at a given moment.
11. A player has seven (7) seconds to execute a shot, which crosses the centerline. The seven (7) seconds begins as soon as the puck enters and remains on that player's side of the centerline. Violation of this rule is a foul.

12. When the puck is in contact with any part of the centerline, either player may strike the puck.
13. A player may stand anywhere around the table on his/her side of the centerline. He/she may not stand past that line.
14. If any part of a player's hand, arm, body, or clothes touches the puck, "palming" will be called by the referee, which constitutes a foul.
15. When a player is scored upon, he/she will have ten seconds to remove the puck from the goal and place it in play. The ten seconds start as soon as the puck has fallen completely through the goal and is available for the player to place into play. This rule is suspended during the course of a time-out.

SECTION II. In Play vs. Out of Play

1. The legal bounds of play are the table's playing surface, the walls of the rails, the front faces of the goals, the interiors of the goals, and the player's mallets. If the puck touches any other object(s) while it is in play, whether by interference or by foul (unless the foul is nullified) it is considered out of bounds and therefore instantly out of play.
2. A puck, which grazes the top of the rail, is out of play even if it returns to the table surface. If the puck bounces off a shield and returns to the table, the puck is out of play.
3. If interference occurs during a shot which scores and interference is called by referee, the point does not count. Interference is defined as foreign objects on the table or playing surface, obvious unnecessary noise or distractions or actions by spectators that cause distractions to any or all players, and/or any other incident so deemed by referee. The puck returns to the player who possessed it prior to the interference.
4. When the puck leaves the playing surface and contacts anything except a player's mallet, play is suspended until the puck is put back into play by the referee. True, even if it touches top of flat rail surface.

SECTION III. Scoring

1. If the puck stops in the goal yet has tilted and broken the horizontal plane of the goal then a score has occurred. If a puck stops in the goal and does not tilt, thereby not breaking the horizontal plane, then the player may either hand the puck to the other player or try to work the puck out of the goal using legal play methods.
2. If the puck rebounds out of the goal mouth, the point does not count. A puck which rebounds out of the goal mouth and strikes the defending player's hand, and rebounds back into the goal does count.
3. If a score occurs after the table loses power, the point will count only if the puck was struck prior to the table losing power.
4. If a player takes a shot and drops his mallet and the puck enters his/her own goal for a score without it being deflected by the defensive player, the point counts. The player is permitted to stop the puck with hands or body. No point would be scored

if the puck enters the opponent's goal due to the distraction. If a player shoots and the defense loses the mallet, the defense may not use hands or body to stop the shot if the shot occurred prior to or simultaneously with the losing of the mallet. The point counts if it scores.

5. If a player commits a foul and is scored upon in the course of the same play the goal counts and the penalty is nullified.

SECTION IV. Penalties & Fouls

1. Foul: The penalty for a foul is forfeiture of the puck.

2. Technical Foul: The penalty for a technical foul is a free shot taken by the innocent player at the unprotected goal of the guilty player. After a free shot, play immediately begins when the puck either scores, rebounds from the goal, touches the opponent's end of the table (not sides), or comes to a rest on the playing surface. All free shots must be legal.

3. Unnecessary or excessive delay of game is considered a foul and loss of puck results. Stalling is included in this ruling of delay (referee decision).

4. If the puck rises from the table and touches the defensive player's hand(s) or arm(s), no foul need be called.

5. If an offensive player hits a puck and the puck wobbles, hitting the hand of the defensive player, but not changing the perceived speed and direction of the puck, then no foul occurs.

6. "Goal-Tending": If "palming" occurs while the puck is moving in a direct path towards the goal for a score, "goal-tending" must be called against the player doing the "palming." "Goal-tending" incurs a technical foul.

7. When a player loses total control of his own mallet while the puck is in play the player commits a foul.

8. When the puck is struck in an offensive manner, leaves the playing surface, and remains off the table, the player causing such action commits a foul.

9. Any player violating a centerline rule commits a foul.

10. Distractive Noise: Talking to an opponent, a spectator, a referee, or oneself during play may be penalized by a foul. Loud noises and excessive screaming can also be considered distracting. A referee may warn a player before calling a foul at his/her discretion. Intentional or excessive, distractive talking may be penalized by a "conduct warning" in addition to a foul. Possible distraction violations, which directly lead to a score or a change of possession, should be scrutinized more seriously by a referee when determining whether to ignore, warn or penalize the potential violation.

11. If the puck and mallet of the offensive player are both completely on the offensive player's side, the defensive player may not strike either the puck or mallet. Also, the offensive player may not strike the defensive player's mallet in this situation when the defensive player's mallet is completely on his own side. Violation of this rule constitutes a foul.

12. If in the course of hitting the puck legally, a player's mallet extends partially (but not completely) over the centerline, no foul shall be called if his mallet contacts the opposing player's mallet.

13. Although a mallet is allowed to overreach the centerline, the mallet may never completely extend over the centerline -- even when following through on a shot. The mallet may never extend further than its diameter across the centerline. Violation of this rule constitutes a foul.

14. Any player who, on his hand serve, makes a score in his opponent's goal without there having been an offensive shot made on the puck, since the time that the puck was in play, commits the foul of tossed score. In other words, a player cannot just toss the puck into the opponent's goal. The illegal score shall not create a point, and the player who was illegally scored upon shall have the right to hand serve as the penalty imposed upon the fouling player.

15. If the defensive player strikes the puck in an offensive manner (with forward momentum) and causes the puck to leave the playing surface, this constitutes "charging the puck". The offensive player retains possession of the puck. Conversely, a defensive player who "blocks" by holding steady or by striking the puck sideways or backwards, causing the puck to leave the table, should not be charged with "charging."

16. If the referee decides that excessive force was used by the defensive player in knocking the puck off the table, the player commits a technical foul.