



INLINE Roller Hockey LEAGUE RULES

- **All games are comprised of a 5 minute warm up time with** two (2) 18-minute halves, stop-time, with a two minute rest period between periods. One timeout is available for each team per game of one minute in duration.
- **Any team not ready to play after the 5 minute warm up with the minimum team designated below will be assessed a two minute delay of game penalty.**
- **The ruling of the referees are final.**
- **Full Hockey Equipment and at a minimum, half shields are required; full facemasks/cages are encouraged.**
- **This is a no checking league.** You should expect incidental contact. However, the referee may issue a game misconduct to anyone who purposely violates this rule, said misconduct to be reviewed, with the offender possibly being removed by the League Commissioner.
- **Zero tolerance to fighting.** Anyone fighting will be expelled from the game by the referees in their sole discretion and suspended for two games. Should an incident involving the same individual occur a second time, said individual will be permanently expelled from the League without refund.
- **Verbal and physical abuse of officials and arena personal will not be tolerated.** Abuse of any official (on/off ice) will not be tolerated by the League. The League, in its sole discretion, reserves the right to suspend or terminate any player for detrimental behavior. All reviews will be made on a case-by-case basis and will consist of information from teams, referees, scorekeeper and arena personal.
- **Playoff eligibilty-** Players must play in at least 50% of the league games to be eligible for the playoffs.
- **Ineligible players.** If a team is found to have played with an ineligible player who is not on the official roster, that game will be forfeited, with the captain will be suspended for one game. Captains will be responsible for infractions whether or not they are at the game in question.
- **Regular season- 5 minute sudden-death overtime.** If no winner is determined, the game will be declared a tie. There will be no points given to the losing team in overtime.
- **Playoffs- 10 minute sudden-death overtime.** If no winner is determined, play will proceed with a four player shootout, with the shootout rosters given to the referee by each captain. If no winner is determined, a sudden-death shootout will proceed, using every other player on each team before going back to the original four.
- **Mercy rule-** Team goes up by 7 goals or more, during any part of the game, the game clock automatically becomes running-time.
- **Black tape is forbidden on all sticks,** regardless of location. This is to keep the boards and sport-court from being marked up. A warning will be issued for the First violation this rule, and the player must leave the playing surface and remove the tape. A second violation will incur a two minute penalty for Delay of Game.
- **Any player purposely slamming their stick into the glass will be ejected from the game.**
- **All players must sign-in** with a referee/scorekeeper prior to the start of the game. Late arriving players must sign in prior to participating. Team Captains are NOT allowed to sign in for it's players. The team will be assessed a two minute penalty for each player not signed in for Delaying the Game.



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- **All players must have numbers on the back of their jerseys.**
- **The minimum amount of players are four (4) skaters and a goaltender.** If this number can't be reached by the start of the game, the shorthanded team may choose to play with either three skaters and a goaltender, or four skaters. If, at the end of the first half, the team can not field the minimum # of players, the other team's captain, at his sole discretion, may continue the game or take a forfeit victory.
- **League applications are due one week prior to start of season.**
- **Refunds**, net of a \$45 administrative fee, will only be made 30 days prior to the start of a season, or with a bona-fide medical letter.
- **Bounced checks or credit cards are subject to a \$25 fee.**
- **League reserves the rights to add/change rules or programs without prior notice.**
- **Any puck which hits a basketball backboard above the rink shall be considered out of play.**
- Any rule not covered shall be enforced according to the 2005-2007 USA Hockey Inline rule book.