

Town of Parker Youth Inline Hockey Rules

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. USA Hockey rules will be used if not otherwise specified within this document. The Parker athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the above league rules.

Recreational Philosophy – Youth Sports:

To provide a fun, safe learning environment for participants to experience the social and physical benefits of playing sports.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

Rink Supervisor:

The rink supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications and monitor participant behavior. His/her decisions are final.

Officials:

There will be one to two assigned officials for each game depending on the age group.

Coaches:

1. Coaches may coach from the sidelines in front of their bench only. Coaches are not allowed on the rink while the clock is running.
2. Coaches may address an official for clarification of a call, but at no time may be disrespectful toward an official concerning his judgment.
3. Coaches may not yell in a disrespectful manner at their own players, teammates, opposing coaches or spectators.
4. It is the coach's responsibility to control their team members and parents during the game.
5. Coaches on the rink are required to wear a helmet.

Spectators:

Spectators are asked to sit in the designated seating areas around the rink. Spectators are not allowed to sit on the bench with the team.

We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated. Officials are instructed to stop the game if this becomes a problem.

Players:

1. Rosters:

- a. Only players on your official team roster may practice or play in games.
 - i. **EXCEPTION:** Teams may borrow players from other teams *within the same division* to avoid a forfeit.
 - ii. Contact the Inline Hockey Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 4 players/Maximum 12 players on the roster.

2. All players must play in the appropriate age division. Participants must be within the age range listed *on the final day* of the program.

- a. 8 and under - players ages six to eight
- b. 10 and under - players ages eight to ten
- c. 12 and under - players ages ten to twelve
- d. 14 and under - players ages twelve to fourteen
- e. **17 and under - players ages fourteen to seventeen**
- f. *Exception Females may play one division lower of their age. For example, a 13-year-old female will be able to play in the 12 and under division. Once the female is 14, she will be required to play in the 14 and under division.*
- g.

3. **Substitutions** may be made during time-outs, during any break in the action caused by an official's whistle, or on the fly.

4. **Participation:**

- a. All age groups will play 4 versus 4 with a goalie (5 total).
 - i. If a team does not have enough players at game time, they may borrow players from another team within the same division, borrow players from the opposing team or play short. This is to ensure there are adequate subs for each team, not to give any team an advantage.
- b. Only players enrolled in the inline hockey program are allowed to participate during practices or games.
 - i. If a team is forced to play short, the opposing team should also play short.
 - ii. **There are no forfeits.**

5. **Playing Time Requirements:**

- a. Each participant will play at least half of each game. Playing time is the responsibility of the players and the coach, **NOT** the opposing team or sports supervisor.

Logistical Information

Player Uniform:

1. Each player must wear the assigned jersey provided by the Recreation Department.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. All players must wear their official team uniform during games.
3. Jewelry
 - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).

- b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.
- c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

Game Equipment:

1. All players are required to wear full equipment for both practices and games. A practice will be considered in session at the beginning of the scheduled time or when a coach is on the rink with any team member, whichever comes first.
2. Equipment includes:
 - a. Helmet with face guard
 - b. Gloves
 - c. Elbow, knee and shin pads
 - d. Skates
 - e. Stick
 - i. The length of the stick may reach from the ground to the player's nose, when standing on his/her skates. All sticks must have knob at the top end.
 - f. Mouthpiece
 - g. Shoulder pads are optional, but recommended.
 - h. It is the coach's responsibility to assure all team members are wearing mandatory equipment.
3. Goalie equipment will be provided for practices and games.
4. Ages 6 to 17 will use a puck provided by Parker Recreation.
5. Ages 4 to 6 will use a ball provide by Parker Recreation.

Game Locations:

1. All games will take place at the Parker Fieldhouse on the inline hockey rink.

Rink Dimensions:

1. Inline Sport Court Rink is 185' x 85' with regulation size goals.
 - a. 6 to 8 age division may play with smaller dimensions.

Playing Rules

Start of Play:

1. Play begins with a face-off at center rink to begin the game.
 - a. Face offs are also used at the beginning of the second half, after each goal, after an injury time-out or if the puck goes out of bounds near center rink.
2. Play begins with a face-off near each goal if the goalie freezes the puck while in the crease or if the puck goes out of bounds near the goal.
3. The puck will be put in play at the nearest face-off spot where the puck was blown dead prior to a time out.

Duration of Games:

1. **Length of Games**

- a. Games will consist of two, 20 minute halves. The clock will stop for time-outs and injuries only. The clock will stop inside one minute of the second half in a one goal game.
- b. There will be a 3-minute break between halves.
- c. Game clock:
 - i. The penalty time will run continuously similar to the game clock.
 - ii. The clock will stop in the last 2 minutes of the game if the score is tied or there is a 1 goal difference. If the difference in goals is two or greater the clock will run.

2. Stoppage of Play

- a. Penalties: Play will resume with a face-off at nearest circle of infraction.
 - b. Goals: Following a goal, the puck is put in play with a face-off at center rink.
 - c. Injured player: The puck is put in play with a face-off at center rink.
 - d. Offensive team entering the defensive crease or defensive team entering their own crease: Puck will be put in play with a face-off at center rink.
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- a. **Time-outs:** Each team will receive one, 1 minute time-out per game. Time-outs are not cumulative.
 - b. Teams will switch goals at half time.

Score and Standings:

1. No standings are kept.
 - a. In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards.
3. Teams receive 1 point for each goal.
4. No league standings will be kept and the score will only be kept for the teams.
5. **Three Goal Limit - Each player is limited to 3 goals individually. Any intentional goals by a player who has already met their 3 goal limit will result in a 2-minute minor penalty.**
6. Goals must be scored by the stick. Deflections off of any offensive players hand, leg or skate will not count.
 - a. Deflections off of any defensive player's hand, leg or skate will count.
7. In case of a tie, a 3 goal shoot out will take place. In the event the score is still tied at the end of the shoot out, the game will end in a tie.
8. Mercy Rule (All Divisions): To reduce the imbalance between two teams, the following mercy rules will apply.
 - a. When the losing team is behind by 4 or more goals, they can add 1 player to the rink for every 4 goal deficit (up to 8 goals).
 - i. 4 goals = 1 player
 - ii. 8 goals = 2 players
 - b. If a team is losing by more than 8 *goals*, the score will not continue to be displayed.

General Rules:

Minor Penalties

Two-minutes (2) in Penalty Box. ***Delayed penalties will be called for all age groups****

1. Illegal Contact: A player checks or bumps an opponent.
2. Slashing: A player strikes an opponent with his/her stick.
3. Hooking: A player impedes progress of an opposing player with his/her stick.

4. Holding: A player holds their opponent.
5. Tripping: A player trips an opponent.
6. High Sticking: A player plays with their stick above their own shoulder.
7. Interference: Offensive player interferes with goalie or another player so they cannot defend their goal.
8. Cross Checking: Checking opponent with the stick.
9. Throwing the stick.
10. Elbowing: A player checks a player with the elbow.
11. Scoring: Any goal beyond the individual limit.
12. Unsportsmanlike Conduct: Inappropriate behaving toward an official, another player, coach or spectator. If the penalty is on the goalie, the coach will designate another player to serve the penalty.
13. Goalie freezing the puck when the goalie is not in the crease: The coach will designate a player, other than the goalie, to serve the penalty.
 - a. The first violation will result in a warning and a face-off
 - b. A goalie must have at least one foot in the crease to freeze the puck without a penalty.
14. Sliding-Intentionally: Leaving your feet and throwing your body in front of the ball to block a shot.
15. After one warning on bench, bench minors may be assessed on players, coaches or spectators.
 - a. A third bench minor will result in forfeit.

Note: When a team scores during a power play in which the opposing team has players in the penalty box, once the score is made the players in the penalty box may enter the game. If the team that scores has players in the penalty box, those players must serve their entire time. If both teams have one player in the penalty box, neither player will reenter the game on a goal.

Major Penalties

The offending player will be ejected from the game and an additional 2 minute penalty will be assessed on one of the remaining players, as designated by the coach.

1. Fighting.
2. Blatant play resulting in injury or intent to cause injury.
3. Foul language toward official, player, coach or spectator.

Miscellaneous

1. An ejected player may be subject to any of the following consequences pending review from the league coordinator.
 - a. Suspension from one or more future games.
 - b. Suspension for the rest of the season.
 - c. No future penalty.
 - d. A player ejected will automatically be suspended from their next game.
2. The referee is considered part of the rink.
3. Please arrive at least 15 minutes early so goalies can get dressed and games can begin on time.
4. Coaches may call off practice due to weather. Games will be cancelled by game coordinator only.
5. Make-up games may be played on Sundays.

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches may receive one

warning.

- a. A second offense will result in then removal from the game.
 - b. Anyone who is ejected from a game must also leave the park for the day and may be subject to further suspension.
2. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.

Elastic Power:

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Drone Policy:

Drones are not allowed at Parker Recreation sporting events.