

## Town of Parker Adult Inline Hockey Rules

National Collegiate Roller Hockey Rules will be used unless referenced below. The Parker athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules.

The field staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decision is final.

### Rosters:

I. Divisions of play: All players must be *18 years of age* in all divisions.

A. **Adult Rec. A/ Adult Rec. B**

B. **Adult Rec. C - Co-ed**

II. Goal Scoring Limit - All Divisions:

A. 3 Goal limit per player

a. The losing team's players will have no limit on goals.

b. If the score is tied, 3 goal limit goes into effect.

i. If the score is tied 12-12, each player will be allowed 1 more goal.

III. Teams will play with (4) and a goalie or (5) skaters

A. Penalties may take a team below the starting number of (4) players to a minimum of (2) skaters and a goalie, or (3) total skaters.

B. If a team doesn't have enough players on the bench to put (3) players on the rink and fill the penalties which need to be served, the game will be declared a forfeit.

IV. Roster and Liability Waiver

A. Players must have signed the team roster before being eligible to play in any league.

a. Players may only be on one roster per league.

b. All players must have a home roster and that is the roster they will play with throughout the playoffs/tournament play.

B. Teams may only add new players to their roster prior to tournament play.

C. Players must have played one regular season game to be eligible for tournament play.

V. Borrowing Players: To maintain balanced games and to prevent forfeits, teams are allowed to borrow players from other teams. For the purpose of these rules, these players will be referred to as "Borrowed Players".

A. Borrowed Players may play with the permission of the opposing team.

a. Once permission is granted to allow a team to borrow a player, that permission cannot be withdrawn.

B. Borrowed Players must inform the game supervisor or game officials *prior to entering the rink surface for play or warm-ups*.

a. Upon declaration of being a substitute player the game supervisor will check for rules compliance(s) and the opposing team's approval.

b. Failure to do so will result in a forfeiture of that game played for the offending team.

C. When teams add Borrowed Players, the total number of players (borrowed and rostered), cannot exceed the total number of players as their opponents.

a. Teams may use as many Borrowed players as necessary to bring the team to an equal number of players as the opposing team.

- D. Borrowed Players may only be used during regular season play
    - a. \*EXCEPTION\*: A goalie may be Borrowed at any point in the season including tournament play.
      - i. The Borrowed Goalie must have participated in one regular season game in order to be eligible.
  - E. Teams may borrow players from their opponent
  - F. There is no limit to how many games per night a borrowed player can play.
  - G. Only the players who start the game, may finish the game. In the event a player is injured or ejected, new players cannot be added to a game.
    - a. \*EXCEPTION\*: If a Rostered team member arrives to a game late, that player may join and replace one of the Borrowed Players.
- VI. Monday Division Rule for “A” and “B” divisions: Players may play in one division above their rostered team (i.e. “B” division players can play in the “A” division but not the other way around).**
- A. The player must pick one team to play with throughout playoffs.

### **Coed Specific Rule Clarifications:**

- I. Any of the following gender combinations are acceptable to play:
  - A. 3-5 females, not to exceed 5 on the rink including the goalkeeper;
  - B. 1 male and 2-4 females, not to exceed 5 on the rink including the goalkeeper;
  - C. 2 males and 1-3 females, not to exceed 5 on the rink including the goalkeeper;
  - D. 3 males and 1-2 females, not to exceed 5 on the rink including the goalkeeper;
- II. If a female is ejected or is placed in the penalty box, the team must have one female on the rink. If no female players are present, the game is a forfeit.
- III. No slap shots allowed. Slap shots will result in a 2-minute Unsportsmanlike Conduct penalty and the goal will not count.

### **Equipment:**

- I. All players are required to wear their protective gear correctly.
  - A. HECC approved helmet designed for hockey.
    - a. Must have properly fastened helmet strap.
    - b. A full cage or visor is strongly recommended but NOT required.
    - c. Mouthpieces are again strongly recommended but NOT required
  - B. Jersey with a number.
    - a. Participants need to have the SAME colored jersey as their team.
    - b. Participants should also have a WHITE alternate jersey
  - C. Elbow pads must be covered by the sleeves of the jersey.
  - D. Gloves- which may NOT have the palms cut out or torn to expose the hand
  - E. Shin Guards - which are to be covered by the pants or socks.
  - F. Rink Safe In-line Skates
    - a. All axels must have a wheel.
      - i. A player may not start the game without a wheel in every axel
      - ii. A player who loses a wheel in the course of play must leave the surface immediately and get a new wheel.
    - b. No heel or toe brakes
    - c. Wheels which leave scuff marks or black streaks are prohibited
  - G. Pants - which cover the shin guards entirely.

- II. It is strongly recommended but not required to wear the following pieces:
  - A. An inline hockey girdle or ice hockey breezers
  - B. Chest protection and/or shoulder pads
- III. Goaltenders need to wear the full required protective gear for their position.
- IV. Sticks:
  - A. May not be broken or fractured.
    - a. A stick broken in a game must be dropped immediately when told by the referee.
  - B. The blade must be a minimum of 2 inches in thickness across the face of the blade.

## Game:

- I. Divisions of play:
  - A. Adult A, B and C - Co-ed
- II. Game Time: Three 16.5 minute periods.
  - A. The clock will stop in the last 2 minutes of the game if the score is tied or there is a 1 goal difference.
    - a. If the difference in goals is two or greater the clock will run.
  - B. The penalty time will stop, even though the game time is running, when a stoppage of play occurs.
  - C. Each team is allowed one time out, which is one minute in length per game.
  - D. The clock may be stopped for time outs and injuries only.
  - E. Each game will have a one-minute break between periods.
  - F. Warm-up periods will be determined by scheduled time allowed, with a minimum of one warm up minute should the previous game be running behind
- III. Grace Periods and Forfeits
  - A. There will be a 10-minute grace period for each game; however, the Game Clock will start at game time.
    - a. The inline staff will determine how much warm up time was to be allowed, and start the clock immediately after the warm up time.
      - i. For Example, if the supervisor was going to grant 2 minutes of warm up time, there will be a 2 minute warm up period, then the Game Clock will start.
    - b. Once the Game Clock has run off 10 minutes, the game is then declared a forfeit.
  - B. Any team who no call, no shows will automatically receive the lowest seed in tournament play.
- IV. Overtime
  - A. During the regular season, if a game ends in a tie, there will be a shoot-out consisting of 3 players from each team.
    - a. Players who are serving a penalty are not eligible to participate in the shoot out.
    - b. Players who have reached their 3 goal limit *ARE* eligible to participate in the shoot-out.
    - c. If your team does not have enough players for each of the 3 shots, you forfeit each eligible shot that you are unable to fill with an eligible player.
    - d. If neither team prevails, the game will end in a tie.
  - B. For tournament games ending in a tie, the following will be in effect:
    - a. A 5-minute overtime: sudden death, first goal scored will determine the winner.

- i. If there is no winner upon conclusion of overtime, a 3 goal shootout will be in effect. Teams will alternate shooting until all players have shot.
- ii. If still tied, shootout will continue until there is a winner. The winner is declared when one team scores while the opponent does not.
- iii. The 3 original shootout players may shoot again at the end of the lineup, if it comes to that.
- iv. **Coed** - Males and females must alternate penalty shots the entire duration of the penalty shootout. The order may start with a male or a female.

C. Any unused timeouts carryover to the overtime period.

#### V. Mercy Rule

- A. If a team is winning by 8 goals, the game will be ended. The teams will be allowed to use the rink time to practice or mix teams to continue playing until the regular game time has ended. Referees will not officiate this game.

#### Starting & Stopping Play:

- I. Teams will start same side their bench in the first period.
- II. Face-off to start a period will be at center rink.
- III. All other face offs will occur at the appropriate face-off dot.

**Violations:** Infractions which are not penalties, just stoppages of play which create a face off.

- I. High Stick
  - A. The face-off goes down to the offending team's low spot near their goaltender on whichever side the violation occurred.
- II. Hand Pass in the Offensive Zone
  - A. The face-off goes to the high face off spot in the offending team's defensive zone

#### Penalties:

- I. The referees have broader latitude in the calling of penalties and the assessment of the time served for the penalties than the NCRHA rules allow. We feel that the freedom of judgment by the officials allows for a fairer playing environment.
- II. Any player assessed an excess of 10 minutes of penalties in one game, will be automatically given at minimum a game misconduct.
  - A. Misconduct Penalties (10 Minute Penalties) are included in the accumulation of time.
- III. Penalties may be assessed by any game official.
  - A. Gross misconduct penalties will be reviewed by the Sports Staff and may carry further implications. This may include being banned from all Town of Parker athletic programs.
- IV. Minor Penalties-two minute penalties.
  - A. In Rec. B, C and Co-ed divisions of play, any player scoring more than 3 goals will be assessed a minor penalty for unsportsmanlike conduct. All goals exceeding the limit of 3 will not count.
  - B. Roughing
  - C. Slashing
  - D. Hooking
  - E. Tripping
  - F. High Sticking
  - G. Interference

- H. Cross Checking
  - I. Holding
  - J. Elbowing
  - K. Unsportsmanlike Conduct
  - L. Delay of Game
  - M. Body Checking
  - N. Boarding
  - O. Kicking
- V. Coincidental Minor Penalties
- A. When two penalties are assessed during the same stoppage of play on opposing teams, “COINCIDENTAL PENALTIES” may be called, at the official’s discretion, on the offending players (equal numbers from each team).
  - B. Coincidental Penalties must be either a minor coincidental or a major coincidental.
  - C. Coincidental Penalties do not create a loss of manpower to either team.
  - D. When coincident minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty.
- VI. Bench Minor Penalties
- A. Illegal Substitution
  - B. Too Many Men on the Rink
  - C. Unsportsmanlike behavior
  - D. Interference with play on the rink
- VII. Major Penalties-5 minutes or immediate ejection. If the penalty is the same type as a Minor Penalty, an increased level of severity as determined by the referee will warrant a Major Penalty.
- A. Butt Ending
  - B. Spearing
  - C. Charging
  - D. Hit from Behind
  - E. Holding the Face-mask
  - F. Slashing
  - G. Cross Checking
  - H. Body Checking
  - I. Boarding
  - J. Tripping
  - K. Elbowing
  - L. High Sticking
  - M. Kicking
  - N. Hooking
- VIII. Misconduct Penalties (10 minutes)
- A. Unsportsmanlike Conduct (persistent behavior after minor penalty is assessed)
  - B. Puck shot away from official while he/she is trying to retrieve it.
  - C. Not proceeding directly to penalty bench or locker room

- D. Touches or holds game official with stick or hands
- E. Stick thrown out of playing area
- IX. Game Misconduct penalties (balance of game with possible suspension)
  - A. Unsportsmanlike Conduct (persistent behavior after minor and misconduct penalty have been assessed)
  - B. First to intervene in altercation in progress
  - C. Resisting game official during discharge of their duties
  - D. Player interference/altercation with spectator
  - E. Avoidable contact after a whistle
- X. Match Penalties
  - A. Head Butting
  - B. Obscene gestures or racial/ethnic slurs
  - C. Deliberate injury or attempt to injure (using any of aforementioned penalties)
  - D. Detrimental behavior
  - E. Kicking
  - F. Swinging stick at opponent during altercation
- XI. Gross Misconduct
  - A. Fighting, with or without protective gear, will be reviewed by the League Coordinator. The player may be removed from ALL Parker Parks & Recreation programs for one year with no refunds to be issued.
  - B. A player with the intent to fight, including but not limited to verbal or physical threats, as seen by the referee the player may be removed from the game and is subject to further disciplinary action by the League Coordinator.
- XII. Penalty Shots
  - A. Defensive player or goaltender displacing the goal during the shot
  - B. Goaltender removes helmet/face-mask during a breakaway
  - C. Defensive skater falling/covering the puck in the crease
  - D. Too-many men on the ice interfering with the breakaway
  - E. Any equipment or object thrown by a player in the direction of the puck carrier while in the defensive zone
  - F. Foul from behind on a breakaway

## Ejections

- I. Any ejected player must leave the rink within 5 minutes.
  - A. Failure to do so will result in a forfeit.
- II. Any player ejected from a game will sit out the scheduled games for the following *week*. The specific length of suspension will be determined at the discretion of the game staff, league coordinator and sports supervisor.
  - A. Player behavior after receiving the card and prior league history may affect the length of the suspension.
- III. Any player ejected from a second game in the same season, will be suspended from any further play for the remainder of the season.
- IV. Any player suspended multiple times in any 12-month period will be subject to an extended suspension from the league, per behavioral policies.
  - A. Ejections from each division will be included in the overall count. (i.e., ejections from Monday leagues do add to ejections on Friday leagues).

- B. Decisions regarding suspension duration and the sports/divisions the suspension applies to are made at the discretion of league administration.

**ELASTIC POWER:**

The Parker Sport 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.