



**SOUTH FLORIDA INLINE HOCKEY LEAGUE
LEAGUE RULES
2010**

League Mission Statement:

The South Florida Inline Hockey League, Inc., ("The League") is dedicated to providing a venue for middle school students to represent their respective schools in competition against students representing other area middle schools. The League will establish rules of eligibility conduct and play that foster fair and equitable competition with the intent to build school spirit, enthusiasm and school participation as is demonstrated with other scholastic sports in an effort to promote the development of inline hockey as a recognized official middle school sport in the state of Florida.

Standard Rules:

Unless otherwise modified by the League, inline hockey competition will be conducted using, "the official rules of inline hockey" as promulgated by USA Roller Sports (USARS). The National Governing Body of Roller Hockey in the United States, in cooperation with the Amateur Athletic Union (AAU).

Player Eligibility:

- A) Player must be currently enrolled and attending classes on a full time basis at the middle school for which he/she is rostered to play. A player taking classes at college does not disqualify a player provided he is issued a school identification card from his middle school.

- B) "Middle school" is hereby defined to include grades 6, 7, and 8 only. Students attending charter or other types of schools that do not separately distinguish grades 6, 7, and 8 as "middle school" are not eligible to participate in the League. "Home schooled" students are not eligible to participate in the League.

- C) Player must submit to the League a copy of his/her current school picture identification (id) card or a copy of another valid picture identification (id) card in addition to proof of school enrollment acceptable to League administrators in order to validate enrollment in the middle school for which he/she is rostered to play.

D) Player must submit to the League a properly completed and signed League registration card which includes a waiver of liability, release, assumption of risk and indemnity agreement.

E) Player must not be under current suspension from the League for any previous penalty and/or rule violation(s).

F) Any player disciplined for cheating, use of false or inaccurate documentation to establish birth date and/or playing as an ineligible or illegal player in any sanctioned inline hockey event in the state of Florida will be ineligible to participate in the League.

Coach Eligibility:

a. Coach must submit to the League a properly completed and signed criminal background check consent form.

b. Should the criminal background check reveal a criminal record, the coach may not be allowed to continue participation in the League at the discretion of the League administrators. The League reserves the right to refuse participation in the League based solely upon its determination as to the severity and circumstances of the criminal record in question on a case by case basis.

c. Coach must submit to the League a properly completed and signed League coach registration card which includes a waiver of liability, release, assumption of risk and indemnity agreement.

d. Coach must not be under current suspension from the League for any previous penalty and/or rule violation(s).

1) Any coach disciplined for cheating, use of false or inaccurate documentation to establish birth dates of players and/or playing ineligible or illegal players in any sanctioned inline hockey event in the state of Florida will be ineligible to participate in the League.

2) Team Eligibility:

a. Submission to the League of all League required documentation including, but not limited to, a properly completed and signed League roster.

b. Payment to the League of all required League fees.

c. The middle school that the team represents must not be under current suspension from the League for any previous penalty and/or rule violation(s).

Divisions:

A) League competition will be conducted in the following divisions:

To be determined at the sole discretion of the commissioner.

Rosters:

A. Players may be rostered and compete for only one team.

B. Submitted rosters, once approved by the League, may only be changed, upon League approval, for the following reasons:

1. Player not previously rostered, but meeting all eligibility requirements, may be added to rosters at any time. However a player must participate in at least six (6) regular season games in order to be eligible to participate in the playoffs. Except

as above, after a team has played its first scheduled League game, rosters may be changed only as listed in 2) and 3) below.

2. A rostered player is moved from a lower division to a higher division. Once the player has been re-rostered. He/she may not return to the lower division during the current League season.

3. A rostered player has transferred schools. Once the League has been provided sufficient evidence that the player has transferred schools and the coach of the player's new school's team approves the addition, the League will re-roster the player for his/her new school's team and delete the player from the roster of his/her former school's team.

C. Under no circumstance shall a player be allowed to continue to compete for a school's team that he/she no longer attends or from which he/she has been suspended. It is the head coach's responsibility to notify the League of any rostered player(s) who no longer attends the school or has been suspended from the school and have the team's roster amended by the League as necessary.

D. A goaltender from another roster of the same middle school and/or the roster of another middle school may compete for a team other than the team on which he/she is rostered only on an emergency basis during the League's regular season schedule in order to avoid forfeits and/or uncompetitive play due to the unavailability of a team's rostered goaltender(s). Goaltenders rostered on teams competing in the higher division are not allowed to play in the lower division under any circumstance. No competitive advantage, as determined by the League director, will be allowed to be created under this rule. Use of a goaltender rostered to another team during the League's championship tournament is prohibited.

Team books:

A. Each team will provide to the League for the creation of an official team book the following completed documentation:

- i. League validated team roster.
- ii. League validated player registration card for each rostered player.
- iii. League validated coach registration card for each rostered coach.

B. The League will make the official team books available for inspection by the referee(s) and/or League administrators at all League games. All team books and the documentation contained therein will become the property of the League.

1. Prior to the start of each League game, the referee will perform an eligibility check by matching the identity of each player on the rink against their player registration card. Any player not having a validated League registration card shall be ineligible to participate in the game.

2. All late arriving players, those players not having been checked for eligibility, will not be allowed to enter the team bench. All late arriving players must wait in the official scorer's box until the referee has conducted an eligibility check and released the player for participation in the game. The referee will conduct said check during the next available period intermission or time out. A team may use

its time out to provide the referee with the opportunity to perform an eligibility check.

3. Any team not having a completed team book on file with the League for the purpose of performing the eligibility check will be deemed to have forfeited the game. Please see the applicable rules for forfeits.

Games

A. Game times

- i. Game starting times are 7:00 PM and 8:00 PM unless otherwise scheduled
- ii. Forfeit time is starting time with the exception of a five (5) minute grace period for the first game of the day on each rink.

B. Periods and time:

- i. Three (3) fifteen (15) minute running clock periods. Game times may be adjusted by League administrators to modify game length in response to weather or other unanticipated conditions or rink availability.
- ii. Two (2) minute intermissions between periods.
- iii. Stop clock with two (2) goals or less score differential within the last two (2) minutes of the third (3rd) period during both regular season and championship tournament play.
- iv. Should the goal differential become greater than two (2) goals during the last two (2) minutes, the clock will revert to running time.
- v. No overtime during regular season. All ties are final.
- vi. No overtime during round robin or pool play during championship tournament play. All ties are final.
- vii. Overtime will be played only in elimination games during championship tournament play under the guidelines posted with the championship tournament schedule.
- viii. One (1) one (1) minute time out per team per game unless otherwise posted.

Team responsibilities:

Each team must have substantially and significantly matching jerseys with player numbers. The Jersey must contain the school name and/or the school mascot. In the event of conflicting jersey colors, the away team should wear an alternate color jersey or penny. Each team must supply one (1) person to assist with scorekeeping and timekeeping during the game, if requested.

1. No more than one (1) person per team is to be in the scorekeepers' box during the game.

2. Only League officials are allowed to be in or behind the scorekeepers' box and/or the team benches during the game.

Communication with game officials:

A. Only the team captains or alternate captains may speak with a referee regarding a call or play on the rink.

B. Before, during and/or after a game, the only person who will be allowed to speak with a League referee and/or a League administrator will be the team's rostered head coach.

Game stoppages:

Natural elements / mechanical failures:

Stoppages due to rain, wind. Lightning or any other cause outside the League's direct control can take no more than fifteen (15) minutes from any game's time slot. If combined stoppages reach a total of fifteen (15) minutes, then the game shall immediately end. If the game has reached the end of the second (2nd) period, the game stands as played. If two (2) full periods have not been played. The game may be rescheduled and replayed from the beginning, depending upon rink availability and the game's bearing on League standings. Any game misconduct or gross misconduct penalties assessed will be recorded and penalized per League rules as if the game was complete and final.

Forfeits

A. All games:

1. In the event of a forfeit, the referees will immediately leave the rink surface.
2. Due to liability and medical insurance restrictions, teams will not be permitted to play a game, scrimmage and/or practice on the rink while other League games are in progress.

B. Regular season games:

1. Should a team exhibit a propensity to forfeit games, the League reserves the right to remove a team from participation in the League at any time regardless of the rules contained in this section.
2. Teams should make every reasonable effort to notify the League and its opponent in advance should the forfeiting of a scheduled game become inevitable.
3. A team will be allowed to forfeit a maximum of one (1) game per League season without Disciplinary action from the League.
4. Upon the occurrence of a second forfeit during a League season:
 - A. The forfeiting team will be immediately excluded from championship tournament play.
 - i. The forfeiting team's continued participation in the League's regular season will be contingent upon payment to the League of an additional two hundred dollar (\$200) League fee. The additional League fee is payable in full prior to participation in the team's next scheduled game. Said additional League fee will be used to reimburse game costs, as determined by the League

director, to the team(s), which did not forfeit and did not get to participate in a scheduled game due to the forfeit.

ii. Payment of an additional two hundred dollar (\$200) League fee will be required to be paid to the League upon forfeiture of each subsequent game in order to continue participation in the League's regular season. The additional League fee is payable in full prior to participation in the team's next scheduled League game.

1. The League, at the discretion of the League director, may require an advance deposit of an additional League fee, in an amount determined by the League director, in the event a team and/or middle school has forfeited any games during a prior League season.

2. Application of the eight (8) penalty rule does not qualify as a forfeit under this rule. Championship tournament games:

A. A team forfeiting a round robin game or an elimination game during the championship tournament will be immediately removed from participation in the championship tournament and any remaining scheduled games will be forfeited.

B. The League, at the discretion of the League director, may require an advance deposit of an additional League fee, in an amount determined by the League director, in the event a team and/or middle school has forfeited any games during a prior League season.

C. Application of the eight (8) penalty rule does not qualify as a forfeit under this rule.

Mercy rule:

i. Mercy Rule: Regular Season: a game is considered complete and final if a team has accumulated an eight (8) goal score differential after the end of the 2nd period. No additional scoring records will be recorded or posted to the score board. For the purpose of fair and equitable play, continuation of play in the 3rd is at the discretion of the losing team's head coach. In those situations where play continues, all sanctions for penalties will continue in full force during the continuation of play. The referees may stop play at any time should, in their opinion, their control of the game has been undermined or the potential for injury and/or incident exists.

ii. Championship tournament: unless otherwise posted, a game will be stopped and considered complete and final if a team has accumulated an eight (8) goal score differential.

Protests:

i. Protests regarding rule violations and/or rule interpretations must be filed in writing with the League director within twenty-four (24) hours or before the playing of the next game that would be influenced by the outcome of the protest, whichever is sooner.

- ii. Protests regarding the judgment of the referee(s) in making calls or controlling the game will not be allowed.
- iii. A cash deposit of one hundred dollars (\$100) is required for the submission of a protest. The deposit is refunded should the protest be upheld. The deposit is forfeited should the protest be denied.
- iv. Still pictures and/or video will not be allowed to be considered as evidence in the adjudication of any protest.
- v. All protests will be adjudicated by the League director whose decision shall be final, binding and non-appealable.

Penalties:

A) Zero tolerance policy: the League will enforce a zero tolerance policy in regard to all fighting, including third man in, intent to injure, and abuse of official penalties.

B) A "fight" is defined as any act that in the judgement of the referee constitutes the throwing of a punch or an attempt to otherwise strike another player, coach or referee, with or without gloves on, regardless of whether the punch or strike actually makes contact with another player, coach or referee.

C) Minimum sanctions associated with fighting, including third man in, intent to injure and abuse of official penalties are as follows:

- 1) 1st game misconduct for fighting: automatic minimum (2) game suspension.
- 2) 2nd game misconduct for fighting in any subsequent game after his/her 1st infraction as long as the player participates in the league: indefinite suspension and a mandatory appearance before the League's disciplinary committee.
- 3) Any game misconduct for punching or otherwise striking a referee: indefinite suspension and a mandatory appearance before the League's disciplinary committee.
- 4) Any game misconduct for third man in or intent to injure: indefinite suspension, two (2) game minimum and mandatory appearance before the League's disciplinary committee.

D) Minimum sanction associated with fighting on the grounds of the hockey facility either, before, after or during a game: permanent suspension and a mandatory appearance before the League's disciplinary committee to request reinstatement to the League.

Fighting

- i) No Contact - 2 game minimum.
- ii) Contact - 3 game minimum.

E) Minimum sanction associated with any other game misconduct penalty: the player, coach and/or team being assessed a game misconduct will be ineligible to participate in the remainder of the game and will receive an additional one (1) game suspension making him/her ineligible to participate in the team's next game. Misconduct other than 3 penalty rule is 1 game minimum. Coaches: Game Misconduct, coach is out for the game and one (1) game suspension minimum. Third (3rd) man in is minimum one (1) game suspension. All penalized player and/or coach must appear before the board.

F) Minimum sanctions associated with any gross misconduct penalty and/or match penalty: indefinite suspension and a mandatory appearance before the League's disciplinary committee.

G) Minimum sanction associated with any violation of any player, coach or team eligibility rule: forfeiture of all games in which the ineligible player, coach and/or team has participated and a one (1) calendar year suspension for each ineligible player or coach from the date that League officials became aware of the violation(s). The League, at its discretions, has the right to permanently suspend all players and coaches listed on the team roster from current and/or future participation in the League.

H) Unsportsmanlike conduct and/or abuse of official rule: any player, coach, team and/or team fan behaving in any manner deemed by a referee and/or League administrator to be detrimental to the integrity of the game, (i.e. swearing, yelling, abusive and/or threatening language and/or behavior, attempting to humiliate an opponent, etc.) may be assessed a two (2) minute minor penalty, a game misconduct penalty, a gross misconduct penalty and/or a match penalty for any offense. The referee(s) may stop a game at any time and declare the game over should, in their opinion, their control of the game has been undermined or the potential for injury and/or incident exists. The team causing the game to be stopped, in the opinion of the referee, will forfeit the game regardless of the game's score at that point. If, in the opinion of the referee(s), both teams are deemed to be at fault for the game being stopped, the game score at that time will stand as final.

I) All regular season suspensions resulting from any game misconduct, gross misconduct and/or match penalty for fighting, including third man in, intent to injure and/or abuse of official penalty may carry as an additional sanction suspension from championship tournament games. i.e., a portion but not more than ½ of the sanction(s) may be assessed to be served during the playoffs. The determination of any additional sanctions will be based upon the severity of the incident as determined by the referee(s), League administrator(s) and/or disciplinary committee. A coach's, player's and/or team's disciplinary record may also be used in making determinations regarding additional sanctions.

J) Three (3) penalty rule: any player or coach accumulating three (3) penalties during any single game will be ineligible to participate in the remainder of that game. Additional sanctions will be assessed if a player violates the three (3) penalty rule multiple times during the "season". A "season" includes both the regular season and championship tournament games.

1) Any player/coach that is assessed the (3) penalty rule in consecutive games in which he/she participates during a "season": automatic (1) game suspension.

2) Any player/coach that is assessed the (3) penalty rule in three (3) or more 3 of 4 games in a "season": indefinite suspension and a mandatory appearance before the League's disciplinary committee.

K) Eight (8) penalty rule: any team accumulating eight (8) penalties during any single game will be ineligible to participate in the remainder if that game. The game will be immediately stopped and a forfeit awarded to the team not in violation of the eight (8) penalty rule regardless of the game's score at that point.

Disciplinary hearings:

A) Some game misconduct penalties, all gross misconduct penalties, all match penalties and some rule violations require the offending player(s), and/or coach(es) to appear for a hearing before a disciplinary committee in order to adjudicate the appropriate suspension and/or adjudicate a request for reinstatement of eligibility to participate in the League.

B) The disciplinary committee will meet within thirty (30) League days of a penalty or violation that requires a hearing. "League days" is defined as the number of days between and including each League day, currently **Monday**, on which League games are scheduled. Days during weeks where the League is on break during holiday periods and/or between seasons are excluded from the computation of "League days".

C) For hearings regarding player penalties and/or violations, the player and the player's head coach must be present in order for a hearing to take place. At the sole discretion of the League director, the player's parent(s) may also be required to be present in order for a hearing to take place. For hearings regarding coach and/or team penalties and/or violations, the team's head coach must be present in order for a hearing to take place. Failure to attend a scheduled hearing will result in an immediate permanent suspension from League participation and a de facto waiving of the League requirement to schedule a disciplinary hearing within thirty (30) League days. Any subsequent hearing will be scheduled at the sole discretion and convenience of the League.

D) The disciplinary committee will be composed of an odd number, totaling a minimum of three (3), of coaches and/or League administrators who are neutral to the disciplinary case(s) that they will hear.

E) The League director shall determine, based upon availability and suitability, which coaches and/or League administrators will compose each hearing committee.

F) Only coaches in good standing will be allowed to sit on a disciplinary committee. "Good standing" is defined as not being under current suspension from League participation and/or not having been suspended from League participation for any gross misconduct or match penalty and/or rule violation within one (1) year from the date of the hearing.

G) The League director will act as the hearing committee moderator and present to the disciplinary committee the facts and circumstances as reported by the referee(s) and/or League administrators.

H) Still pictures and/or video will not be considered as evidence in the 4 of 4 adjudication of any disciplinary case.

I) Disciplinary committee decisions will be final, binding and non-appealable.

J) The League director shall be responsible for enforcing all determinations made by the disciplinary committee.

Disciplinary sanctions:

A) League administrators may, at the sole discretion of the League, develop, implement and/or impose sanctions upon coach(es), player(s), team(s), and/or high school(s), in addition to those listed in the League rules, in order to preserve and maintain the ability of the League to conduct play in a fair, equitable and/or safe manner.

B) Any conduct by a coach(es), player(s), team(s) and/or high school(s) deemed detrimental to the ability of the League to conduct play in a fair, equitable and/or safe manner, at the sole discretion of the League, may be used to determine the suitability of any coach(es), player(s), team(s) and/or high school(s) to compete or continue to compete in the League during the current and/or future seasons.

C) League administrators may, at the sole discretion of the League, report rule violations, game misconducts, gross misconducts, match penalties and/or other disciplinary sanctions to the amateur athletic union (AAU) for additional review and/or sanctions.

D) Florida law states that any game official that feels threatened or is assaulted in any way can have the threatening and/or assaulting individual arrested. An arrest for threatening and/or assaulting a game official is a felony under Florida law.

Disclaimer

A. The League does not expect that the League rules as published can cover every possible circumstance and/or event, whether foreseen, foreseeable, unforeseen and/or unforeseeable, which may occur during the administration of the League and/or which may occur during the conducting of play in the League. Accordingly, the League reserves the right to determine, at its sole discretion, any additional rules, policies, procedures and/or interpretations of rules, policies and/or procedures, whether written or unwritten, as deemed necessary in order to administer the League and/or conduct play in the League in the best interest of the League.

B. The League reserves the right to determine, at its sole discretion, the suitability of any player, coach, team and/or middle school to participate and/or continue to participate in the League based upon disciplinary records from both past and present seasons, and/or any failure to provide to the League required documentation and/or League fees in a timely manner, and/or any failure to provide to the League any requested documentation in a timely manner that the League determines is necessary to properly administer the League.

C. The League reserves the right to add to, delete from and/or otherwise modify, at its sole discretion, the League rules as published without prior notice.

D. The League reserves the right to be the final and binding authority on all League matters and/or rules in the event of conflicting rules and/or conflicting rule Interpretations.

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