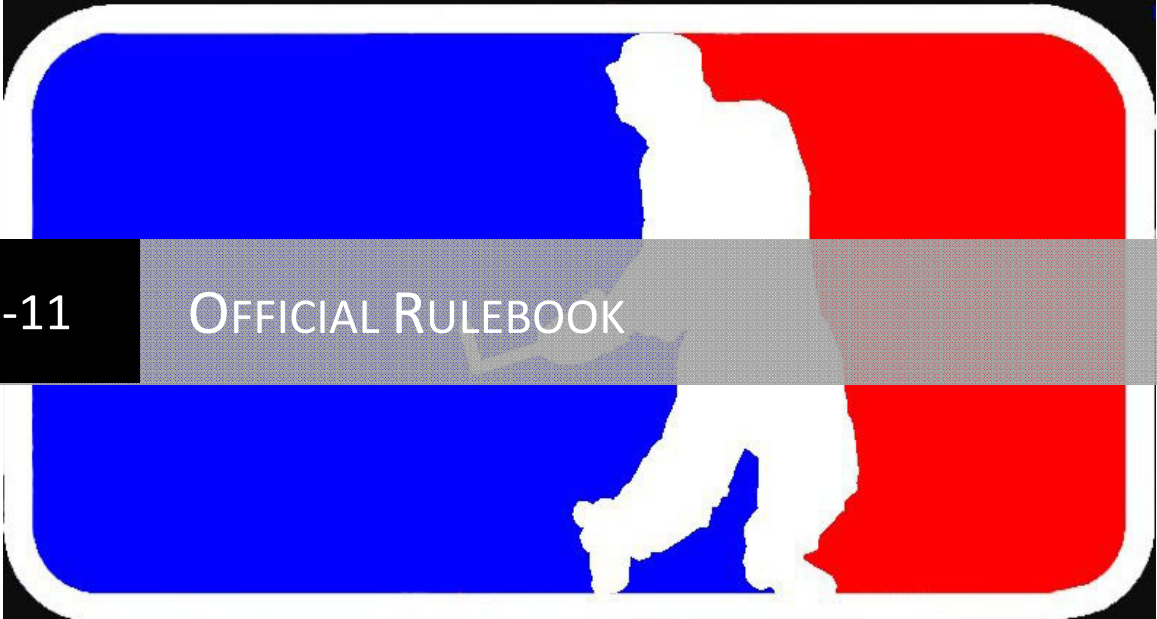


EAST VALLEY ROLLER HOCKEY



2010-11

OFFICIAL RULEBOOK

The East Valley Roller Hockey League (EVRHL or League) is organized and operates as a program of the East Valley YMCA.

Governing Authority

The EVRHL is governed by its director and other appointed League Authorities. The League Authorities have the responsibility to ensure fair and safe competition.

Rules

The EVRHL uses the USA Inline Hockey rulebook (see http://usahockey.com/Template_USAHockeyInLine.aspx) with exceptions, additions, and emphasis listed in this document. Note: While the EVRHL uses the USA Inline Hockey rules as its basic rule book, it is not a registered USA Hockey rink. EVRHL participants are therefore not required to register with USA Hockey and, consequently, do not receive the benefits thereof.

1.0 Registration

- 1.1 The team captain is responsible for submitting a complete roster prior to the registration deadline to ensure that there will be room for the team. The registration deadline, along with the registration fee, is published prior to the start of each season. A complete roster consists of:
 - 1.1.1 A list of player names with the number each player will wear in competition.
 - 1.1.2 A designation of the captain along with as many as two alternate captains.
 - 1.1.3 The night/division the team would like to play on.
- 1.2 Rosters will be reviewed by League Authorities to ensure an appropriate competitive balance for the division. Team captains may be asked to modify their roster or move to another division for more even competition.
- 1.3 Priority will be given to returning teams. Rosters for new teams will be accepted only as space is available.
- 1.4 Only registered players will be allowed to play. A registered player is one who has signed a League Waiver of Liability, is on a roster for the division in which the player will participate, and has paid to play in the current season.
- 1.5 Players may not participate on more than one team per division.
- 1.6 Teams may register after the deadline at the discretion of League Authorities.

2.0 Payment

- 2.1 All players must pay in full prior to the start of their first regular season game.
- 2.2 Payments are collected at the East Valley YMCA located at 5142 Tujunga Ave, North Hollywood, CA 91601. Proof of payment must be presented at the rink prior to playing.

- 2.3 Teams found to be using players who have not properly registered and paid prior to the start of a game will forfeit that game and any others in which an unregistered/unpaid player has participated.
- 2.4 Partial and prorated payments will not be accepted.
- 2.5 Goalies play for free.
- 2.6 Refund of Payment
 - 2.6.1 Refunds will not be given to participants who have already played in a game.
 - 2.6.2 Refunds will not be given for players who have been suspended or otherwise expelled from the League.

- 3.0 Substitute Players
 - 3.1 Substitute players are not permitted except in preseason games. The referees and the captain of the opposing team must approve any preseason substitutes.
 - 3.2 Goalies are exempt from this rule; however, they must be on a current roster of the same division as the team for which they are substituting. It is not necessary for the opposing captain to approve of a goalie substitution.

- 4.0 Roster Changes
 - 4.1 Permanent replacement players may be allowed at the League's discretion.
 - 4.2 Requests for replacement players must be submitted to the League in writing no less than two hours prior to the start of that team's scheduled game.

- 5.0 Playing Start Times
 - 5.1 Teams will be given a five minute warm up prior to the start of the game.
 - 5.2 Teams that do not have 5 players (including the goalie or extra skater) will be given a five minute grace period for their players to arrive.
 - 5.3 At the end of the grace period, a 2 minute Bench Minor penalty will be assessed (to be served at the start of the game) and the team will be allowed five more minutes for their team to arrive.
 - 5.4 If the team has still not arrived after the penalized waiting time, that team will forfeit.

- 6.0 Game Cancellation Policy
 - 6.1 Games may be canceled due to rain or other circumstances at the League's discretion.
 - 6.2 Such canceled games will be made up in their entirety when less than two periods have been completed.
 - 6.3 Canceled games will be considered complete after two whole periods have been played. Any remaining time will not be made up.

- 7.0 Preseason
 - 7.1 Each team will have at least one preseason game provided they have registered prior to the registration deadline.

- 7.2 League Authorities will evaluate each team during its preseason game to ensure that its skill level is appropriate for the division.

- 8.0 Game Play
 - 8.1 Game Length
 - 8.1.1 Each game will consist of 3 periods.
 - 8.1.2 Each period will be 15 minutes in length.
 - 8.1.3 A 1 minute intermission will be given between periods.
 - 8.1.4 Each team will be allowed 1 timeout, 1 minute in length.
 - 8.2 Time Stoppage
 - 8.2.1 Games will be played with a running clock.
 - 8.2.2 During the last two minutes of play, stop time will be used when the game is within two goals.
 - 8.2.3 Overtime will be played with a running clock.
 - 8.2.4 The clock will be stopped for penalty shots.
 - 8.2.5 The referees may also stop the clock at their discretion.
 - 8.3 Overtime and Shootouts
 - 8.3.1 In the event of a tie game after regulation, a 5 minute sudden-death overtime period will be played.
 - 8.3.2 Penalties that were incurred during regulation play will carry over into overtime.
 - 8.3.3 If the game is still tied after overtime, a best-of-3 shootout will be played. After 3 rounds, a sudden death shootout will be played.
 - 8.3.4 The home team will decide whether to shoot first or second.
 - 8.3.5 All players are eligible to shoot in the shootout with the exception of the goaltender and any players who have been assessed a Game Misconduct or who have otherwise been ejected from the game.
 - 8.3.6 All players on a team must shoot before any player may shoot a second time.
 - 8.4 Mercy Rule
 - 8.4.1 Games will be stopped when an 8 goal differential has been met.
 - 8.4.2 With the approval of the referees, teams may continue to use the rink until the start of the next game's warm up period. The referees will not continue to officiate after the mercy rule has been called.

- 9.0 Standings
 - 9.1 The standings are determined by the total number of points a team has earned in regular season games
 - 9.2 A win, in regulation, overtime, or shootout, is worth 2 points.
 - 9.3 An overtime or shootout loss is worth 1 point.
 - 9.4 Tiebreakers are determined in the following order:
 - 9.4.1 Total number of wins.
 - 9.4.2 Head to head record.
 - 9.4.3 Head to head goal differential.

9.4.4 Overall goal differential.

10.0 Equipment

10.1 The following equipment is required to play

10.1.1 Hockey Skates

10.1.2 An H.E.C.C approved helmet properly fastened with a chinstrap.

10.1.2.1 Full facial protection is required for participants under the age of 18 years.

10.1.2.2 Facial protection is optional, though recommended, for participants over the age of 18 years.

10.1.2.3 Any helmet that has been altered is no longer considered H.E.C.C approved and may not be used.

10.1.3 Hockey gloves

10.1.4 Hockey shin guards

10.1.5 Hockey Stick

10.1.6 Jersey

10.1.6.1 Teams will be required to wear jerseys that are matching in primary color.

10.1.6.2 Each player must have a unique number, at least 8 inches in size, on the back of the jersey.

10.1.6.3 When two teams have the same or similar jerseys, the away team will change jerseys. Teams should therefore bring a second jersey which could be worn in this case.

10.2 The following equipment is optional

10.2.1 Inline hockey girdle/Inline hockey pants

10.2.2 Hockey elbow pads

10.2.3 Hockey shoulder pads

10.2.4 Athletic protective cup or pelvic protector

10.3 Goalies must wear complete hockey goalie gear with only skates being optional.

10.4 Equipment not made for hockey may be allowed at the discretion of the referee.

11.0 Playing Rules

11.1 Offsides

11.1.1 Offsides will be called when the puck has been passed, untouched by the opposing team, across the redline from a team's defensive zone to the offensive zone.

11.1.2 There is no penalty for offsides; it is just a stoppage of play.

11.1.3 The faceoff following offsides will be high in the offending team's defensive zone unless it is deemed by the referee to be intentional.

11.1.4 Intentional offsides will result in a faceoff low in the offending team's defensive zone.

11.2 Equipment

11.2.1 Players who lose any piece of equipment, other than the helmet, may continue playing.

11.2.2 Play will be stopped automatically if a goalie has lost any piece of protective equipment. The goalie stick is not considered as protective equipment.

11.2.3 Any player or goalie who deliberately removes a piece of equipment to stop the play will be assessed a 2 minute delay of game penalty.

11.3 Playoff Eligibility

11.3.1 In order to be eligible to play on the playoffs, a player must play 5 games with the team.

12.0 Penalties

With the following exceptions, all other penalties will be assessed as directed in the USA Inline Hockey Rulebook.

12.1 Faceoff's

The faceoff following a penalty will be low in the offending team's zone. When coincidental penalties have been assessed, the faceoff will be at the nearest faceoff spot to where the play was stopped

12.2 High Sticking

12.2.1 Any player making contact with the stick to the head of an opponent, without causing injury, will be assessed a minor penalty.

12.2.2 A High Sticking penalty that has caused an injury will be assessed a double minor penalty or a major and a game misconduct at the discretion of the referee.

12.3 Fighting

12.3.1 Fighting will result in an automatic Game Misconduct and a minimum 3 game suspension. League Authorities may assess longer suspensions depending on the severity of the fight and for repeat offenders.

12.3.2 The referees may terminate a game if they deem that fighting has gotten out of control. Any games thus terminated will result in a forfeit for one or both teams as deemed appropriate by the referees and League Authorities.

12.4 Coincidental Penalties

12.4.1 Coincidental penalties will not result in a reduction of players on the playing surface.

12.4.2 A team who does not have enough players to serve all assessed penalties and provide the proper number of players on the playing surface will be allowed to play shorthanded. The team who does have enough players will not be required to skate shorthanded.

12.5 Puck out of play

12.5.1 A puck that has gone out of play will result in a stoppage of play. The clock may be stopped at the discretion of the referee.

12.5.2 No penalties will be assessed for a puck that has gone out of play.

12.6 Sportsmanship

12.6.1 All players must shake hands with their opponents following a game unless otherwise directed by the referees. A 2 minute minor penalty may be assessed to any player who refuses to comply.

12.6.2 Team Captains are responsible for their fans. A penalty may be assessed to a team if the referees determine that their fan has acted in an unsportsmanlike manner.

12.7 Excessive Penalties

12.7.1 Any player who is assessed 4 penalties during a game will receive an automatic 10 minute Misconduct and will be suspended for the remainder of the game.

13.0 Supplementary Discipline

13.1 A one game suspension will be assessed each time a player has been assessed a cumulative total of 30 penalty minutes during the regular season or playoffs.

13.2 All supplementary discipline will be assessed by the League Authorities with input from the referees and scorekeeper.

13.3 Video will not be used in assessing any supplementary discipline.