



# **RECREATION**

## **CITY OF GREELEY**

# Adult Inline Hockey Rules

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

**The sports 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.**

## I. General rules

- a. City of Greeley will not be held responsible for lost, stolen or damaged property.
- b. No smoking or alcohol is allowed anywhere within the facility.
- c. No beverages, gum, candy or food is allowed on the playing surface.
  - i. No spitting (including chewing tobacco)
- d. Please rollerblade in designated areas ONLY. No hockey play outside of the hockey surface.
- e. Managers/coaches are responsible for relaying information to their respective teams.
- f. Intoxicated players or spectators will be required to leave the facility and could result in a forfeit of the game for their team.
- g. Anyone found willfully damaging City of Greeley property will be responsible to pay for that damage. That individual will be immediately suspended from participating in all activities within the City of Greeley Recreation services until the damage is paid for.
- h. Team fees must be paid when registering.
- i. City of Greeley will not be held responsible for any injuries that may incur while participating in activities. Play at your own risk.

*Managers/Coaches need to act with dignity and maintain control over his/her team and their spectators at all times. This includes entering and exiting the rink, to and from locker rooms and during the sportsmanship handshake at the end of every game. Managers/coaches should not allow players to have physical contact or verbal confrontation with City of Greeley Recreation staff, league officials, opposing teams/players or spectators at any time.*

## II. Team/Rosters

- a. Divisions of play: All players must be *16 years of age* in all divisions.
  - i. Adult Casual League
  - ii. Adult Competitive League
- b. **Goal scoring limit**
  - i. A player may only score **Three (3) goals** per game in the casual league. Any goal after **Three (3)** will not be counted and the player will be assessed a minor penalty for delay of game. There will be no goal limit for the competitive division
- c. Rosters
  - i. Players must have signed the team roster before being eligible to play in any league.
    1. Players may only be on ONE roster per league.
  - ii. All teams will not exceed 10 total participants on their respective rosters.
  - iii. Team rosters will be LOCKED following week 3. No additions may be added after this point.
- d. Teams will play with four (4) and a goalie or five (5) skaters.
  - i. To start the game, each team must have a minimum of 3 players plus a goalie on the playing surface.
  - ii. Penalties may take a team below the starting number of four (4) players to a minimum of two (2) skaters and a goalie, or three (3) skaters.
  - iii. If a team doesn't have enough players on the bench to put three (3) players on the rink and fill the penalties which need to be served, the game will be declared a forfeit.
- e. **Substitute Players**
  - i. Teams may pick up players that are not on their roster under for following conditions during regular season play only.
    1. The player must be currently on a roster from another team in the same division.
      - a. This rule does not apply to goal keepers.
    2. Teams can recruit no more than 3 subs per game and if subs are used the roster cannot exceed 5 players for that game.
    3. Must label subs on scorecard with the Greeley rec supervisors.
    4. No subs will be permitted in play offs.
      - a. This rule does not apply to goal keepers.

- f. No one other than players listed on the roster, managers and coaches are permitted on the bench or in the penalty boxes.

### III. Game Rules

- a. Game Time: Three 15-minute periods OR two 20-minute periods. Staff will determine this at the start of each league season.
  - i. Clock will stop in the last 2 minutes of the game if the score is within a 2 goal difference
  - ii. The penalty time will stop, even though the game time is running, when a stoppage of play occurs.
  - iii. Each team is allowed one (1) timeout, one-minute in length, per game.
  - iv. Each game will have a one-minute break between periods.
  - v. Warm-up periods will be determined by scheduled time allowed, with a minimum of one (1) warm up minute should the previous game be running behind.
- b. Overtime
  - i. Regular Season: If a game ends in a tie, there will be a shoot-out consisting of three (3) players from each team.
    - 1. Players who are serving a penalty at the end of the third period are not eligible to participate in the shoot-out.
    - 2. Players who have reached their **Three (3)** goal limit *ARE* eligible to participate in the shoot-out.
    - 3. If your team does not have enough players for each of the three (3) shots, you forfeit each shot that you are unable to fill with an eligible player.
    - 4. If neither team prevails, the game will end in a tie.
  - ii. Post-Season: If a game ends in a tie, there will be a 5-minute sudden-victory period. First goal scored will determine the winner.
    - 1. If there is no winner upon the conclusion of overtime, a 3 goal shoot-out will be in effect. Teams will alternate shooting until all players have shot.
    - 2. If still tied, the shoot-out will continue until there is a winner. The winner will be declared when one team scores while the opponent does not.
    - 3. The three (3) original players may shoot again at the end of the lineup, if it comes to that.
- c. Mercy Rule
  - i. If a team is winning by **8 goals**, the game will be ended. Players should shake hands to signify the end of the game and then teams will be allowed to use the rink time to practice or mix teams to continue playing. Referees will not officiate this game and practice play may be limited to ensure following games start at their scheduled time
  - ii. If there is a goal differential of 5 goals (ex. 6-1, 7-2, 8-3, etc.), then the losing team may add an additional skater.

### IV. Schedule/Standings/Sportsmanship

- a. Team schedules, scores, and standings can be viewed at [Greeley Recreation \(teamsideline.com\)](http://Greeley Recreation (teamsideline.com))
- b. Default/Forfeit Policy
  - i. Default – each team gets 1 default during each season
    - 1. If a team has notified the City of Greeley Sports Staff by noon the day of their game that they will be unable to attend, the Recreation Coordinator will notify the opposing team of the game not being played that night.
    - 2. The sports staff will attempt to reschedule the game for later in the season.
  - ii. Forfeit
    - 1. If a team no call/no shows for one game, the team manager will be assessed a \$35 fee to their RecTrac account.

**This fee must be paid before the last game of league play. If not, the team will not be eligible for postseason play.**

2. If a team no call/no shows for a second game in league play, the team will be removed from the remainder of the league.

**This team will not be issued a refund if removed from the league.**

- c. Tie-breakers in team standings are broken by the following criteria:
  - i. Winning Percentage
  - ii. Head-to-head competition
  - iii. Head-to-head differential
  - iv. Total Goals For
  - v. Total Goals Against
  - vi. Total Goals Differential
  - vii. Lowest number of forfeits
  - viii. Coin Toss
- d. Sportsmanship Ranking
  - i. Each team will receive a sportsmanship ranking after each game. This will be completed by the umpires and staff.
  - ii. The scale will be 1-5.
    1. 1 = Lowest ranking (poor sportsmanship, team players ejected, fighting, etc.)
    2. 5 = Highest ranking (great sportsmanship, courteous to umpires and staff, etc.)

V. **Equipment** – All players are required to wear their protective gear correctly.

- a. **All teams must wear jerseys of similar color with numbers**
  - i. It is recommended to have a WHITE alternate jersey
- b. HECC approved helmet designed for hockey
  - i. Must have properly fastened helmet strap
  - ii. A full cage or visor is strongly recommended but NOT required
  - iii. Mouthpieces are strongly recommended but NOT required
- 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 Inline Skates
  - i. All axels must have a wheel
    1. A player may not start the game without a wheel in every axel
    2. A player who loses a wheel in the course of play must leave the surface immediately and get a new wheel
  - ii. No heel or toe breaks
  - iii. Wheels which leave scuff marks or black streaks are prohibited
- g. Pants – which cover the shin guards entirely
- h. It is strongly recommended but not required to wear the following pieces:
  - i. An inline hockey girdle or ice hockey breezers
  - ii. Chest protection and/or shoulder pads
- i. Goaltenders need to wear the full required protective gear for their position.
- j. Sticks:
  - i. May not be broken or fractured.
    1. A stick broken in a game must be dropped immediately when told by the referee
  - ii. The blade must be a minimum of 2 inches in thickness across the face of the blade

VI. **Penalties**

- a. The referees have broader latitude in calling of penalties and the assessment of the time served for the penalties than the NCRHA rules allow. We feel that the freedom of judgement by the officials allows for a fairer playing environment.

- b. Any player assessed an **excess** of 10 minutes of in one game will be automatically given a minimum game misconduct
  - i. Misconduct penalties (10 minute penalties) are included in the accumulation of time.
- c. Penalties may be assessed by any game official
  - i. Gross misconduct penalties will be reviewed by the City of Greeley Sports Staff and may carry further implications. This may include being suspended or banned from any future City of Greeley Recreation offerings.
- d. **Minor penalties** – Two (2) minutes in length
  - i. Roughing
  - ii. Slashing
  - iii. Hooking
  - iv. Tripping
  - v. High sticking
  - vi. Interference
  - vii. Cross checking
  - viii. Holding
  - ix. Elbowing
  - x. Unsportsmanlike Conduct
  - xi. Delay of Game
  - xii. Body Checking
  - xiii. Boarding
  - xiv. Kicking
- e. Coincidental Minor Penalties
  - i. 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)
  - ii. Coincidental penalties must be either a minor coincidental or major coincidental
  - iii. Coincidental penalties do not create a loss of manpower to either team
  - iv. When coincidental 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.
- f. Bench minor penalties
  - i. Illegal substitution
  - ii. Too many players on the rink
  - iii. Unsportsmanlike behavior
  - iv. Interference with play on the rink
- g. **Major Penalties** – five (5) minutes or immediate ejection if assessed as excessive . 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.
  - i. Butt ending
  - ii. Spearing
  - iii. Charging
  - iv. Hit from behind
  - v. Holding the face mask
  - vi. Slashing
  - vii. Cross checking
  - viii. Body checking
  - ix. Boarding
  - x. Tripping

- xi. Elbowing
- xii. High sticking
- xiii. Kicking
- xiv. Hooking
- h. Misconduct penalties – 10 minutes
  - i. Unsportsmanlike conduct (persistent behavior after minor penalty is assessed)
  - ii. Puck shot away from official while he/she is trying to retrieve it
  - iii. Not proceeding directly to penalty bench or locker room
  - iv. Touches or holds game official with stick or hands
  - v. Stick thrown out of playing area
- i. Game Misconduct penalties – remainder of game with possible suspension
  - i. Unsportsmanlike conduct (persistent behavior after minor and misconduct penalty have been assessed)
  - ii. First to intervene in altercation in progress
  - iii. Resisting game official during discharge of their duties
  - iv. Player interference/altercation with spectator
  - v. Avoidable contact after a whistle
- j. Match penalties
  - i. Head butting
  - ii. Obscene gestures or racial/ethnic slurs
  - iii. Deliberate injury or attempt to injure (using any of aforementioned penalties)
  - iv. Detrimental behavior
  - v. Kicking
  - vi. Swinging stick at opponent during altercation
- k. Gross misconduct
  - i. Fighting, with or without protective gear, will be reviewed by the Recreation Coordinator with the City of Greeley. The player may be removed from ALL City of Greeley programs.
  - ii. 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 Recreation Coordinator.
- l. Penalty shots
- m. Defensive player or goaltender displacing the goal during a shot
- n. Goaltender removes helmet/face-mask during a breakaway
- o. Defensive skater falling/covering the puck in the crease
- p. Too many people on the rink interfering with the breakaway
- q. Any equipment or object thrown by a player in the direction of the puck carrier while in the defensive zone
- r. Foul from behind on a breakaway

VII. Violations – infractions which are not penalties, just stoppages of play which create a faceoff

- a. High stick
  - i. A face-off goes down to the offending team's low spot near their goaltender on whichever side the violation occurs
- b. Hand pass in the offensive zone
  - i. The face-off goes to the high face off spot in the offending team's defensive zone

VIII. Ejections

- a. Any ejected player must leave the rink within five (5) minutes
  - i. Failure to do so will result in a forfeit for their team
- b. Any player ejected from a game will be suspended for 2 games per the City of Greeley ejection rules. Some instances may require a more aggressive suspensions and will be at the discretion of the sports supervisor and Recreation Coordinator.

- i. Player behavior after receiving the ejection and prior league history may affect the length of the suspension.
- c. Any player ejected from a second game in the same season will be suspended from further play for the remainder of league play.
- d. Any player suspended multiple times in any 12-month period will be subject to an extended suspension or expulsion from the league or future City of Greeley recreation programs.
  - i. Ejections from each division or other sports will be included in the overall count. (i.e. ejections from Monday's leagues do add to ejections from Friday's leagues)
  - ii. Decisions regarding suspension duration and the sports/divisions the suspensions applies to are made at the discretion of league administration.