

# Official Escondido Sports Center

## Adult Roller Hockey Rules

Adopted 8/14/2019

Revised 1/7/2020

*The Official Rules of Inline Hockey as updated and developed by USA Roller Sports (USARS), the National Governing Body, shall apply to all game play unless otherwise noted below.*

### 1. PLAYERS AND TEAMS

- 1.1. **Divisions:** Skill and age divisions are defined as follows. The Escondido Sports Center (ESC) reserves the right to adjust or combine divisions as participation dictates.
  - 1.1.1. **Novice:** 18 years and up, teams with a majority of Novice skill level players
  - 1.1.2. **Intermediate:** 16 years and up, teams with a majority of Intermediate skill level players (A team using players under the age of 18 must get permission from the league coordinator. Teams may only use players under 18 in the Spring/Summer season.)
  - 1.1.3. **Advanced:** 16 years and up, teams with a majority of advanced skill level players (A team using players under the age of 18 must get permission from the league coordinator. Teams may only use players under 18 in the Spring/Summer season.)
  - 1.1.4. **30+ :** 30 years and up (teams may have two players that are 28 or 29 years old)
- 1.2. **Registration:** All registration fees are nonrefundable.
- 1.3. **Eligibility:** All players must be of the appropriate age on the day of the first official game of the season.
- 1.4. **Team Names:** Any team name which promotes intolerance, degrades a racial, ethnic, gender or religious group, infers an explicit sexual reference or promotes destructive behavior such as that associated with alcohol or drugs is considered disrespectful to the community at large. Team names deemed inappropriate by ESC staff will be modified accordingly and disciplinary action may ensue.
- 1.5. **Rosters:** Team rosters must be submitted to the ESC office by the published due date. Player additions and deletions can be made until the third game of season. Rosters may not exceed 14 players and a goalie.
  - 1.5.1. Each player must sign the team waiver prior to playing in a league game.
  - 1.5.2. Any person participating without being rostered will be declared an ineligible player. The penalty for an ineligible player is forfeiture of all games in which the ineligible player participated. The ineligible player and team manager are subject to suspension for the remainder of the season. Any player playing under an assumed name will be suspended for one season.
  - 1.5.3. Players transferring teams in-season must do so by the third game, and receive approval by both team managers and the league coordinator.

- 1.6. Players: Only rostered players who have signed the team waiver, and are in full uniform (including helmet and skates) shall be permitted to occupy the bench area.
- 1.7. Player/Team Eligibility: Players may play in different divisions; however, they may not play on multiple teams within the same division (goalies are exempted from this rule). If divisions are combined at the end of a registration period, players may seek permission from the league coordinator to be rostered on two teams.
- 1.8. Player Uniforms: It is the responsibility of the team manager to ensure all players are properly outfitted for games and practices. Teams must be uniformed by their third game. Players not properly outfitted are not eligible to play. Uniforms must have matching colors with permanent numbers. Duct tape or other similar materials are not permitted.
- 1.9. Player Equipment: All players are required to wear a hockey helmet with all safety straps snapped, elbow pads, hockey gloves, knee and shin protection, and skates with all axle spaces filled with wheels. All equipment must be covered with uniform, including shin pads, elbow pads, shoulder pads, etc.
  - 1.9.1. A player must not use equipment or wear anything that is dangerous to themselves or another player, including hard splints or casts and any kind of jewelry. When requested by league/game officials, the player must remove such items prior to game play.
- 1.10. Insurance: The City of Escondido does not carry sports insurance to cover the players. Teams or players must carry their own insurance if they wish to be covered.

## **2. GAME PRELIMINARIES**

- 2.1. Game Times: Game times shall start promptly as scheduled. If one or more teams are not ready to start at game time, the clock will commence until five minutes have run off. At that point the game is a forfeit win for the team that was ready. If both teams agree, the game may commence. The clock will continue to run, resulting in a shortened first period. Teams must have at least three players and a goalie on the rink (including penalty box) throughout the entire game.
- 2.2. Player Check-in: Managers and players are responsible for checking in with the scorekeeper and informing them of players' jersey numbers prior to game time. The scoresheet is the official document used to track games played. Managers must account for all players present in order to earn credit; this includes any players that arrive late.
- 2.3. Warm Up: If time allows, each team will be permitted five minutes of warm-up practice before a game. Teams must wait until all players have exited from the bench area before entering for the next game.
- 2.4. Protests: Game protests are only permitted for ineligible players (see Rule 1.3.).

## **3. GAME PLAY**

- 3.1. Duration of Games: Games consist of three 15-minute periods with 1-minute intermissions. Running clock except for the final two minutes of a game when a two-goal difference or less separates the teams.
- 3.2. Timeouts: Each team will be allowed a one-minute "timeout" per game.
- 3.3. Goalies: Goalies may play for any team in an emergency situation.
- 3.4. Overtime: During the regular season, there is no overtime.
  - 3.4.1. During playoffs, continuous 15-minute "sudden-death" overtime periods will be played until a winner is determined.

- 3.5. Postponement: If there is a possibility of games being canceled due to inclement weather or other unforeseen circumstances, team managers will be notified as necessary. Only a league official may postpone games.
- 3.6. Forfeits: Managers must contact the Escondido Sports Center prior to forfeiting any game. If a team forfeits a game without contacting the Sports Center, they will not be eligible for playoffs.
  - 3.6.1. If a team forfeits three games, they will be removed from the league. No refunds of league fees will be issued.
  - 3.6.2. If a team is removed from the league or forfeits out of the league, the players on that team will not be allowed to add to another team without permission from a league official.
  - 3.6.3. If a team forfeits during regulation time or the game is canceled due to weather, as long as half of the game is played, the game is considered complete and will not be rescheduled to another date.

#### **4. STANDINGS & PLAYOFFS**

- 4.1. Standings: The winning team shall receive two points in the league standings. The losing team shall receive zero points. In the event of a tied game, each team shall receive one point.
- 4.2. Playoff Seeding: Teams will be seeded in the playoffs based on the regular season standings as determined in the following order: (1) Points (2) Most Wins (3) Head to Head (4) Overall goal differential.
- 4.3. Playoff Eligibility: In order to be eligible for playoffs, players must play in at least four regular season games. Any team found to be playing with ineligible players will forfeit all playoff games in which the ineligible player participated.
  - 4.3.1. Each team may have one designated substitute player who can be eligible for playoffs and finals if they are checked in for three regular season games. The designated substitute can only/ play in a playoff or final game if the number of players for that game does not exceed six players and a goalie.

#### **5. OFFICIATING**

- 5.1. Referees: A minimum of one referee will be assigned to each game. The referee(s) shall be in complete charge of the game. Their authority and the exercise of the powers granted to them by the rules of the game commence as soon as they arrive at the ESC and continue for as long as they are at the ESC.
- 5.2. Violation of the Law: The players and managers acknowledge and agree that all activities at the ESC shall comply with all applicable federal, state, and local laws, ordinances, regulations, codes, and all other orders of governmental authorities having jurisdiction over the facility, now or hereafter, in effect during the season.

#### **6. PENALTIES**

- 6.1. Penalty Box: Players must remain seated while serving a penalty in the penalty box.
- 6.2. Four Penalty Rule: A player receiving four penalties in one game will be ejected from that game. This player is eligible to play in the next game unless they received a Match Penalty or Game Misconduct.

- 6.3. Game Misconducts and Match Penalties: Game Misconducts and Match Penalties, as defined in the USARS Rulebook, are assessed by referees and will result in suspension from the Escondido Sports Center.
- 6.4. Suspensions: After receiving a Game Misconduct or Match Penalty, a letter from a league official will be sent to the team manager regarding the suspension length. Any suspension includes all divisions played at the ESC. Holidays, weather cancelations, byes, and league gaps will not qualify as weeks served for a suspension.
- 6.4.1. Individuals serving suspensions will be subject to a three-year probationary period from the time of the first incident. Each time an individual receives a suspension from the league, their minimum level of suspension will increase as follows:
- 1<sup>st</sup> suspension – 3 games
  - 2<sup>nd</sup> suspension – current season, plus an additional season
  - 3<sup>rd</sup> suspension – permanent dismissal from the Adult Hockey League at the ESC
- 6.4.2. The City of Escondido reserves the right to increase or decrease penalties based on circumstances surrounding an incident.
- 6.4.3. Teams will lose one point in the standings for each Game Misconduct or Match Penalty they accrue in a season.
- 6.5. Team Dismissal: If a team accrues four Game Misconducts or Match Penalties in one season, the team will be dismissed from the league. Any suspension includes all divisions played at the Escondido Sports Center.
- 6.6. Appeals: The suspended player's team manager may submit a written appeal, within seven calendar days from the date of suspension, stating the reason(s) why the suspension should be re-evaluated. Re-evaluation will be handled by a senior member of the Community Service Management team and a response will be provided within five business days. All decisions will be considered final after any re-evaluation.
- 6.6.1. The suspended player may participate in subsequent games while the appeal is under review; however, if the appeal is denied those games will be deemed a forfeit.

## **7. CONDUCT AND SPORTSMANSHIP**

- 7.1. Abide & Consent: By participating in the Adult Roller Hockey Program, all managers and players agree to consent and abide by the rules, herein, and the code of conduct as established by the City of Escondido Community Services Department.
- 7.2. Sportsmanship: Following each game, players will move to the center of the rink and shake hands with their opponents.
- 7.3. Escondido Sports Center Code of Conduct: All individuals are expected to abide by the Escondido Sports Center Code of Conduct displayed throughout the facility. Those who engage in behavior contrary to the posted conduct may lose their privileges and be asked to leave the ESC. Any person who has been asked to leave the premises shall not re-enter the Sports Center for a period of seventy-two (72) hours. (Escondido Municipal Code Section 18-70.)
- 7.4. Player and Manager Code of Conduct: Players and managers at the Escondido Sports Center and adjacent parking lot will abide by the following code of conduct at all times.
- Refrain from the use of profane, vulgar, and foul language at any time in the course of league business or activities;

- Refrain from any abusive verbal attacks, disparaging remarks or dialogue with or about staff, referees, teammates, managers, opponents, and spectators;
  - Not participate in, or instigate teammates to partake in, acts or threats of physical violence towards referees, teammates, opposing players, spectators, or staff under any circumstances;
  - The designated team manager should be the only individual who communicates with game officials on points of rule;
  - Abide by and accept all decisions of the referee and staff;
  - Not instruct players to engage in “rough tactics” against opposing players; and
- 7.4.1. Failure to observe this Player and Manager Code of Conduct will result in suspension as outlined in Rule 6.4.1. and 6.4.2.