



Inline Hockey Ireland

Rule Additions and Game Format

2018-19 Season

Section 1 - Administrative

1. Leagues ages:

- 1.1. Senior - a player must be 14 on the 1st January the year the season starts. DOB in 2003 or earlier
- 1.2. U18s - a player must be under 18 on the 1st January the year the season starts. DOB in 2000 - 2005.
- 1.3. U14s - a player must be under 14 on the 1st January the year the season starts. DOB in 2004 - 2008
- 1.4. U12s - a player must be under 12 on the 1st January the year the season starts. DOB in 2006 or later
- 1.5. U10s - a player must be under 10 on the 1st January the year the season starts. DOB in 2008 or later

2. Playing-Up

2.1. Multi Team Clubs

Clubs with multiple teams playing in different leagues can benefit throughout the season with players playing up to aid the squad, but they should not be relied upon to fulfill participant requirements for all games.

- 2.1.1. Team A within the club can name a maximum of 3 'Fringe Players' from Team B. These players can play up an unlimited amount of games in the season without altering their Team B status. Once named as a 'Fringe Player' in the season the player cannot be subsequently unnamed.
- 2.1.2. To be named a 'Fringe Player' you must meet at least one of the below criteria:
 - 2.1.2.1. Under 18 - this being a player who is eligible to play in the U18 league.
 - 2.1.2.2. An over 18 who played less than 4 games in the higher league the previous season.
- 2.1.3. The same ruling will apply to a club with three teams, whereby Team B can name a maximum of 3 'Fringe Players' from Team C.
- 2.1.4. A player can only play up one team within the club, so a Team C player cannot be a 'Fringe Player' for Team A.
- 2.1.5. This ruling only applies to teams within the same club that are competing in different senior leagues. 2 teams from the same club in the same league must be treated as separate teams and can be no playing up within them.
- 2.1.6. Consideration may be allowed to other players playing up in emergency situations and must be done so via the Senior Development Officer.
- 2.1.7. Players can still transfer up outside of this rule.



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2.2. Single Team Clubs

- 2.2.1.** Consideration may be allowed to other players playing up in emergency situations and must be done so via the Senior Development Officer.

Note: 'Fringe Players' do not need to be named at the beginning of the season but can be done so throughout the year in writing to the Senior Development Officer.

Note: We refer to teams as A, B, C, etc. as a club could have say Elite and League 2, so team in League 2 would be classed as B and would be 'feeder' to team in Elite.

3. Game Forfeits

- 3.1.** In the event of a forfeit, the team manager must submit in writing a notice of forfeiture to the relevant league manager or development officer a minimum of 14 days prior to a game day.
- 3.2.** All forfeits at senior level will result in the loss of 2 points per forfeited game.
- 3.3.** All forfeits at junior level will result in 0 points being awarded to offending team, as if they lost the game.
- 3.4.** In the event of a forfeit with less than 14 full days notice, a team will be required to pay the following:
- 3.4.1.** Their own game fee for the game(s)
- 3.4.2.** The oppositions game fee for the game(s)
- 3.5.** If a second game day is forfeited in the season, the team in question may face disciplinary action, which could include but not limited to; fines or removal from the competition.
- 3.6.** In the event of a team withdrawing from the league they will be required to pay 50% of their remaining game fees. The following will also occur:
- 3.6.1.** ALL results involving said team(s) will be removed from the statistics.
- 3.6.2.** Players registered with said team will ONLY BE ALLOWED to transfer to another team at the approval of the Executive Committee.

4. Transfers

- 4.1.** The player transferring will require his new Team or Club to contact the Senior Development Officer to begin the process.
- 4.2.** They will then contact the player's former team/club to ensure there is no reason why the player cannot transfer, for example monies owed to the club.
- 4.3.** Players are able to make one transfer per season.
- 4.4.** A transfer down can occur up to 30th November each season, this is limited to a one league drop.



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- 4.5. A transfer up or to a team in the same league can occur up to 28th February each season.
 - 4.6. New players can register at any time.
 - 4.7. All players must play minimum number of games played of four (4) with their team to be eligible for their respective playoffs.
5. **Registration** - all players must be registered to partake in any Inline Hockey Ireland event or programme; that being but not limited to; competition, tournament or club training. Any team using an ineligible player will face disciplinary action.
6. **Goalies on multiple teams**
- 6.1. A goalie can only be registered with one team at any level (Senior, U18, etc.). In an emergency situation i.e. injury, a team may request to loan a goalie from a team within the same league or a lower league; or a skater from any league. Requests must go via the Senior Development Officer.
 - 6.1.1. An emergency goalie can only play a max of 2 rounds for team in question.
 - 6.1.2. A goalie can be loaned to multiple teams over the season but only 1 team at a time.
 - 6.2. A skater from any league CAN NOT be the regular goalie of another team(s).
 - 6.3. This is to encourage teams to find solutions to the lack of goalie problem, rather than hiding from it.



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Section 2 - Discipline

1. Misconduct penalties:

- 1.1. If a player receives a **game ejection** penalty, the player is removed for the remainder of the current game and CAN play the next game.
- 1.2. If a player received a **game misconduct** penalty, the player is removed for the remainder of the current game and receives an automatic ONE GAME SUSPENSION. This one game suspension CAN NOT be appealed. If the same player receives a second game misconduct penalty in same season they will go before disciplinary panel for further action.
- 1.3. If a player receives a **match penalty**, the player is removed for the remainder for the current game and is SUSPENDED INDEFINITELY. The player will go before a disciplinary panel who will decide what action is necessary.

2. Penalty accumulation - If a player accumulates **30 mins** of penalty minutes, said player is issued a **1 game** ban. When a player accumulates 60 mins a 2 game ban will be assessed.

- 2.1. This will be treated separately for each level a player may play at or competition they play in. League and playoffs to be treated as the same competition.
- 2.2. This includes all games whether they be league, cup or playoffs.
- 2.3. Suspensions/Bans/Disciplinaries will be handled by the IHI appointed Head of Discipline.
- 2.4. Penalty minutes DO NOT reset after 30 minutes.
- 2.5. Any suspensions under this rule will be handed out after a game day, therefore players DO NOT serve their suspension by *sitting out* prior to notification.

3. A fringe player must serve their suspension at the division they are registered with. They can not play up while suspension is to be served.



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Section 3 - Gameplay

1. Teams at the start of the season must have at least **8 skaters and 1 goalie** registered.
2. Teams must have **5 skaters and 1 goalie** to begin a game.
3. Game lengths:
 - 3.1. Elite League - 2 x 20 minute stop clock. Becomes running time if team is 8 or more goals ahead.
 - 3.2. League 1 - 2 x 20 minute running clock
 - 3.3. League 2 - 2 x 20 minute running clock
 - 3.4. U18 - 2 x 20 minute stop clock. Becomes running time if team is 8 or more goals ahead.
 - 3.5. U14 - 2 x 14 minute running clock
 - 3.6. U12 - 2 x 12 minute running clock
 - 3.7. U10 - varies event to event
 - 3.8. Ladies - TBC
4. Equipment:
 - 4.1. Ice hockey style shoulder pads are an illegal piece of equipment at all age groups. Inline hockey padded shirts/chest protection are still allowed.
 - 4.2. All players competing in senior leagues must wear long inline hockey pants.
 - 4.3. All players competing in junior leagues must ensure shin pads are covered, be it by socks or inline hockey pants.
 - 4.4. Mouthguards are highly recommended but NOT mandatory.
 - 4.5. Rollerfly or similar device will be allowed to be used by goalies. However, it must be attached correctly so that it is smooth with the pad and not dangling or hanging off, posing a danger and/or potential advantage.
5. Teams must be ready to play 10 minutes prior to scheduled face off times.
6. Team captain/manager must report to scorekeeper prior to each game to mark attendance.
7. All Final games will be stop time games.
8. Where possible teams will play the opposite way in the first period, i.e. will have the 'long change'.
9. Teams will be given 10 IHI pucks for warmup prior to each game. Failure to return all 10 will result in charges, €5 per puck. There are to be NO club pucks used on game days.
10. There will be a **5 min warmup period** before each game.
11. For running time games stopped time will only be used if the score of a game is **tied or within 1 goal in the final 2 minutes of the second period**.
12. If a game ends regulation time in a tie the following will take place:
 - 12.1. Teams will play a single 5 minute stop time sudden death 3 on 3 overtime period;
 - 12.2. If a game ends an overtime period in a tie teams will play a best of 3 shootout:
 - 12.2.1. Teams will select 3 shooters and identify these players to the match officials;

