



National Competition Rules and Regulations 2023-24 Season

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Foreword

Inline Hockey on the island of Ireland is played based on the rules and regulations stated in the [World Skate Rulebook 2021](#). Any rules, recommendations and regulations that are not mentioned, paraphrased, contradicted or adjusted in this document will remain in effect as stated should it be applicable.

Content listed in **Blue Font** are either newly added or adjusted for this edition.

1. Section 1 - Administrative

1.1. Age Categories

- 1.1.1. Under 11 (U11) - a player must be the age of 7, 8, 9 or 10 on 31st December 2023.
- 1.1.2. Under 13 (U13) - a player must be the age of 9, 10, 11 or 12, on 31st December 2023.
- 1.1.3. Under 15 (U15) - a player must be the age of 11, 12, 13 or 14, on 31st December 2023.
- 1.1.4. Under 18 (U18) - a player must be the age of 14, 15, 16 or 17, on 31st December 2023.
- 1.1.5. Senior - a player must be the minimum age of 15 on 31st December 2023.
 - 1.1.5.1. Players playing in Senior aged 15, 16 or 17 on 31st December 2023 are referred to as **U18 in Senior**.
- 1.1.6. Masters (O38) - a player must be the minimum age of 38 on 31st December 2023.

Age Category Summary

Age Category	Year of Birth
Under 11 (U11)	2013 - 2016
Under 13 (U13)	2011 - 2014
Under 15 (U15)	2009 - 2012
Under 18 (U18)	2006 - 2009
Senior	2008 or earlier
Masters (O38)	1985 or earlier

- 1.1.7. Players may play in a maximum of 2 age categories.
- 1.1.8. U18 female players can play down one year longer than the maximum stated age for the age group being entered (i.e. a female 2008 player can play in U15 or and a female 2010 player can play U13).
 - 1.1.8.1. Female 2005 players cannot play in U18.
- 1.1.9. A player who is the age of 14 (at any point of the season) can train with a Senior team.
 - 1.1.9.1. Said player must fill out the [U18 in Senior Form](#).

1.2. Registration

- 1.2.1. All players and team/bench staff must be individually registered with Inline Hockey Ireland to partake in any Inline Hockey Ireland event or programme.
 - 1.2.1.1. This includes but is not limited to; competitions, training and any events sanctioned by Inline Hockey Ireland.
 - 1.2.1.2. Any team using an ineligible (unregistered) player or staff will face disciplinary action.
- 1.2.2. To enter a competition, teams at the start of the season must have a minimum of 9 players registered, with a maximum of 20 players.
- 1.2.3. IHI reserves the right to reject a team's participation in a particular Senior League if they feel that the team is too weak or too strong for a particular league and would be better suited to a league with a higher or lower level of play.
 - 1.2.3.1. IHI is ready for further discussion in this regard but will have the final decision on the matter.
- 1.2.4. Each Senior team (including multiple within one club) will be invoiced €25 entry fee each upon registration.
- 1.2.5. A player is defined as either a skater or a goalie.
- 1.2.6. Players cannot appear on the roster of another team in the same age-group, regardless if it is within one club.
 - 1.2.6.1. See **Section 4** for exceptions.
- 1.2.7. A team may list a maximum of 5 team staff that are authorised to be with the team on the bench.
- 1.2.8. All junior teams must have at least 2 licensed coaches present with the team (and therefore on the bench) on a particular gameday.
- 1.2.9. Teams will be required to submit their [team entry sheet](#) including all of the players and bench staff before a specified deadline stated by the relevant League Managers.
- 1.2.10. All players and team staff listed on a team entry sheet must be registered by the team's first gameday.
- 1.2.11. For a single team, 1 captain and 2-3 alternate captains are required to be listed.
 - 1.2.11.1. Goalies cannot be captains of any form.
- 1.2.12. Senior and U18 teams are required to list the jersey numbers and positions of their players.

1.3. Playoffs

- 1.3.1. Playoff attendance is mandatory for all teams that qualify.
- 1.3.2. Any type of forfeiture by the team will result in a fine if not deemed an exceptional circumstance.
- 1.3.3. [Fines will follow procedures similar to 1.5.](#)
- 1.3.4. In addition to the fines, said team may be stripped of their awarded honours such as promotion spots or European League spots.
- 1.3.5. IHI will work to find a replacement for the forfeited team if the time frame allows it.
 - 1.3.5.1. Preference will go to the next best-ranked team not already in the Playoffs.
- 1.3.6. The same rulings apply to League Cup rounds and finals.

1.4. Playoff Eligibility

- 1.4.1. Players in Senior must play a minimum of 40% of their team's league games in order to be eligible for their respective playoffs.
 - 1.4.1.1. League Cup games do not count towards eligibility for playoffs.
 - 1.4.1.2. [Special Status Players must only play 20% of their team's league games in order to be eligible for their respective playoffs.](#)
- 1.4.2. Players in U18, U15 and U13 must be registered and listed on their team roster by the final league game day in order to be eligible for their respective playoffs.
- 1.4.3. [Forfeited games do not count towards eligibility for playoffs, unless it is in relation to the opposing team.](#)
- 1.4.4. Requests for special allowances to be made due to injury or other exceptional circumstances must be requested in writing (by email) to the relevant League Manager a minimum of 14 days prior to playoffs. Evidence must also be provided if requested.
 - 1.4.4.1. [Special arrangements may be organised if time allows for it which would require completion by the player in question.](#)

1.5. Game Forfeits & League Withdrawal

- 1.5.1. In the event of a forfeit, the team manager must submit in writing (by email) a notice of forfeiture to the relevant league manager a minimum of 14 days prior to a game day.
- 1.5.2. All forfeits at senior level will result in the loss of 3 points per forfeited game.
- 1.5.3. All forfeits at junior level will result in the loss of 0 points per forfeited game.
- 1.5.4. In the event of a forfeit with less than 14 full days notice, a team will be required to pay the following:
 - 1.5.4.1. Their own game fee for the game(s)
 - 1.5.4.2. [An additional fine.](#)

- 1.5.5. If a second game day is forfeited in the season, the team in question will face disciplinary action, which could include but not limited to; fines and/or removal from the competition.
- 1.5.6. In the event of a team from a Silver-Level Club or higher withdrawing from the league they will be required to pay 50% of their remaining game fees. In the event of a team from a Foundation or Bronze Level Club withdrawing from the league they will not be refunded or be given credit on games that would be unplayed because of their withdrawal. The following will also occur:
 - 1.5.6.1. All results involving said team(s) will be removed from the statistics.
 - 1.5.6.1.1. PM totals may still be recorded.
 - 1.5.6.2. Players registered with said team will only be allowed to transfer to another team at the approval of the National Leagues Committee.
 - 1.5.6.3. If said team re-enters in the future, they may be required to pay their game fees upfront.
- 1.5.7. There may be cases of exceptional circumstances and will be considered if a team is to be fined or deducted points for forfeiture. However, the National Leagues Committee will have the final decision on whether a case qualifies as an exceptional circumstance.

1.6. Sirens - Female Development Team

- 1.6.1. The Sirens team is a branch of IHI's female development plan and are entered into Senior League 2. It is open to all Senior female players.
- 1.6.2. See [Section 4](#) for Sirens players who wish to play on another Senior team also.

1.7. Anti-Doping Policy

- 1.7.1. IHI follows the Sport Ireland [Anti-Doping Rules](#), procedures and disciplinary actions taken towards violators.
- 1.7.2. This applies to all IHI sanctioned events, including training and competitions.

1.8. Alcohol or Drug Use

- 1.8.1. No player or staff should be under the influence of or consuming drugs or alcohol participating in any IHI sanctioned event.
- 1.8.2. Any incident of this should be reported to the IHI Executive Committee and a disciplinary hearing will be held.

2. Section 2 - Gameplay

2.1. Roster Minimum

- 2.1.1. To start a game, a team must have at least 4 skaters and 1 goalie.

2.2. Roster Maximum

- 2.2.1. A team may dress a maximum of 14 skaters and 2 goalies for a game.

2.3. Player Eligibility

- 2.3.1. Only players listed on a game sheet will be eligible to play in a game. The game sheet will only display players that are registered and listed on that team's roster.
- 2.3.1.1. **U18 in Senior and U22 Players** must submit their respective forms to be eligible to play.
- 2.3.2. Any players not listed must be noted by officials.
- 2.3.2.1. The officials will inform team(s) that the player(s) are not listed and they either do not play or play and risk team disciplinary action if said player is in fact not registered.
- 2.3.2.2. After the gameday the officials must note the issue on this [form](#).
- 2.3.3. Any teams querying a player's eligibility must do so before the start of the game to the match officials.
- 2.3.3.1. The officials will inform the other team of the query explaining that the player can either not play or play and risk team disciplinary action if player is in fact ineligible.
- 2.3.3.2. After the gameday the officials must note the issue on this [form](#).
- 2.3.4. In the event an unregistered or ineligible player is used, the following will occur;
- 2.3.4.1. The team in question will be fined double the individual registration fee (reduced to 50% if player in question registers within 14 days of notice).
- 2.3.4.2. The team's result in the affected game(s) will automatically result in a 1-0 loss, regardless of the score.
- 2.3.5. In the event an unlisted yet registered player is used, the following will occur;
- 2.3.5.1. The team in question will be fined €10 euro per unlisted player, per game played with said player(s).
- 2.3.6. Only listed team staff will be permitted entry to the team bench.
- 2.3.7. Any changes or additions to a team's roster must be made at least 48 hours before the team's next game.

2.4. Equipment

- 2.4.1. All equipment must be made for ice/inline hockey and be in good repair.
- 2.4.1.1. With all screws attached and all straps present for helmets.

- 2.4.2. All teams will require identical long-sleeve jerseys. Goalie jerseys will be the same colour and design as other team members.
- 2.4.3. Each player shall wear an individual identifying number.
 - 2.4.3.1. No two members of the same team will be permitted to wear the same number.
- 2.4.4. Captains and Alternate Captains must wear corresponding letters (C or A) on their jersey and/or on their helmet
- 2.4.5. If the colour of competing teams' conflict the home team will have preference.
 - 2.4.5.1. Should teams be unable to resolve conflict, the decision in the matter shall be left to the Referees in charge of the game.
- 2.4.6. Teams in Senior and Under 18 must have 2 sets of matching jerseys (light and dark).
 - 2.4.6.1. New teams and current teams looking to order new jerseys should consult with IHI before making jersey colour selection.
 - 2.4.6.2. IHI have the right to demand teams order a 2nd set of matching jerseys should them and another team(s) from within their League only have 1 set of matching jerseys of the same main colour **or similar**.
 - 2.4.6.2.1. Teams who refuse or express unwillingness to do so, can be prevented from taking part in IHI competitions.
 - 2.4.6.3. **Starting from the 2024-25 Season, all teams in all competitions must have 2 sets of matching jerseys.**
- 2.4.7. All skaters competing in Senior & U18 must wear long inline hockey pants.
 - 2.4.7.1. Elite League teams must wear matching pants at all events.
 - 2.4.7.2. For the playoffs all qualified teams from all divisions must wear matching inline hockey pants.
 - 2.4.7.2.1. Teams are encouraged to order custom inline hockey pants, but should a team wish to wear retail pants instead, the entire team must wear the same style/colour.
- 2.4.8. Teams in the Elite League must have matching helmet colours for all competitions.
 - 2.4.8.1. Does not apply to goalies.
- 2.4.9. Matching kit requirements in the League Cup for a team are relative to the Senior league that they compete in.
- 2.4.10. All players competing in U15, U13 & U11 events must ensure shin pads are covered, be it by socks or inline hockey pants.
- 2.4.11. In the event a player plays in a game with non-matching kit:
 - 2.4.11.1. In all instances the player will be allowed to play provided the non-matching kit is not too different as determined by the game officials. The game officials shall report to the league committee.
 - 2.4.11.2. On the first instance a warning will be issued.
 - 2.4.11.3. On the second and subsequent instance a fine of €50 will be applied.

2.4.11.4. In the Playoffs and League Cup Playoffs, on the first and subsequent instance, a fine of €100 will be applied.

2.4.12. All skaters and goalies must wear inline skates in competitions, although inline hockey skates are highly recommended. Quad skates are considered illegal equipment.

2.4.12.1. All wheels must be in place.

2.4.12.2. Heel brakes and/or toe stops must be removed. No part of the skate except the wheels should be protruding.

2.4.13. Ice hockey style shoulder pads are an illegal piece of equipment for all age groups. Inline hockey padded shirts or chest protection are still allowed.

2.4.14. Mouthguards are highly recommended but are not mandatory.

2.4.15. Rollerfly or similar devices are allowed to be used by goalies. However, it must be attached correctly so that it is inline with the surface of the pad and not dangling, hanging off or posing a danger and/or potential advantage.

2.4.15.1. IHI reserves the right to query or inspect any such devices.

2.4.16. In the event that a goalie loses his/her protective equipment during play, play will be stopped immediately.

2.4.16.1. Play will not stop if a goalie loses his/her stick.

2.4.16.2. A delay of game penalty will be issued to a goalie who deliberately loses his/her equipment in order to stop the game.

League matching kit requirement summary:

Description	Elite League	League 1/League 2/U18	U15/U13	Other Events
Jerseys	2 sets of matching jerseys	2 sets of matching jerseys	1 set of matching jerseys	Determined by the hosting party
Pants	Matching inline hockey pants	Inline hockey pants	Not essential but shin pads must be covered	Determined by the hosting party
Helmets	Matching helmet colours	-	-	Determined by the hosting party

Playoff/League Cup Finals matching kit requirement summary:

Description	Elite League	League 1/League 2/U18/U15/U13
Jerseys	2 sets of matching jerseys	2 sets of matching jerseys
Pants	Matching inline hockey pants	Matching inline hockey pants
Helmets	Matching helmet colours	-

2.5. Game Lengths

2.5.1. Game lengths for 2023-24 season:

Division	Number of Periods	Period Length	Stop Clock/Running Clock
Elite	2	20 minutes	Stop Clock
League 1	2	20 minutes	Running Clock
League 2	2	20 minutes	Running Clock
League Cup	2	20 minutes	Running Clock
Under 18	2	20 minutes	Stop Clock
Under 15	2	15 minutes	Stop Clock
Under 13	2	15 minutes	Running Clock
Other Events	Can vary from event to event	Can vary from event to event	Can vary from event to event

2.5.2. Half time. All leagues will operate with a 5 minute half-time.

2.5.2.1. Half-times may be shortened where necessary as agreed with both teams and officials.

2.5.3. All running clock games become stop clock if the game is tied or there is a 1 goal difference in the final 2 minutes of the final period.

2.5.4. All stop clock games become a running clock if there is a goal differential of 8 or more.

2.5.5. All Playoff Final games for all divisions will be stop clock games.

2.5.6. All Playoff 3rd place games for all divisions will be running clock games.

2.5.7. The League Cup Final will be a stop clock game.

2.6. Pre-game

2.6.1. The scheduled game times signal the puck-drop, not the beginning of the warm-up.

2.6.2. Teams must be ready to enter the field of play at least 10 minutes prior to scheduled puck-drop times.

2.6.3. Teams may only enter the rink when invited to do so by game officials.

2.6.4. The team captain, coach or manager must report to the scorekeeper prior to each game to mark attendance at least 15 minutes prior to scheduled puck-drop times.

- 2.6.4.1. They should also indicate which goalie will start in nets, if there are 2 present.
- 2.6.5. There will be a 5 min warm-up period before each game.
- 2.6.6. IHI will provide a puck bag for each team for the warm-up.
 - 2.6.6.1. Pucks belonging to teams or clubs are not to be used on game days.
- 2.6.7. With 1 minute remaining in the warm-up, the respective team captains must go and speak to the Referees in charge of the game whilst their teams must collect all of their designated warm-up pucks and place them in the bag.
- 2.6.8. Before the opening face-off, if a team wishes to perform a stick salute, the opposing team must reciprocate even if they normally do not perform it.

2.7. Long Change

- 2.7.1. Teams will play shooting the opposite direction in the first period, i.e. will have the 'long change'.
 - 2.7.1.1. Venues with team benches in the corners are not suitable for the 'long change'.

2.8. Points in League Standings

- 2.8.1. This applies to all divisions and competitions.
- 2.8.2. A Regulation win is awarded 3 points.
- 2.8.3. An Overtime/Shootout win is awarded 2 points.
- 2.8.4. An Overtime/Shootout loss is awarded 1 point.
- 2.8.5. A Regulation loss is awarded 0 points.
- 2.8.6. A forfeit loss is a penalty of minus (-) 3 points.
 - 2.8.6.1. 0 points in U18/U15/U13.
- 2.8.7. The tie-breaker order follows the list below, the eliminated team being the team;
 - 2.8.7.1. With the most number of forfeits among tied teams
 - 2.8.7.2. Who lost the Head-to-head (season series) (only applies to 2 teams tied)
 - 2.8.7.3. With fewer wins in Regulation
 - 2.8.7.4. With fewer wins in Overtime
 - 2.8.7.5. With fewer wins in total
 - 2.8.7.6. With the lower Partial Goal Difference (Games between the tied teams)
 - 2.8.7.7. With the lower Total Goal Difference (All games)
 - 2.8.7.8. Who Conceded more goals (All games)
 - 2.8.7.9. Who scored fewer goals (All games)
 - 2.8.7.10. Who conceded more penalty minutes as a team
- 2.8.8. When three or more teams are tied and one or more teams are eliminated in the criteria listed above, the remaining teams will start again from 2.8.7.1.
 - 2.8.8.1. If teams are still tied then the rankings based on the standings of the 2022-23 Season will be the decider.

2.9. Statistics/Game Sheets

- 2.9.1. It is the team captain/coach/manager's responsibility to check the game statistics and events with the scorekeeper immediately after the game, and suggest amendments if necessary.
- 2.9.2. Team captains, coaches or managers are required to sign game sheets after the game.
 - 2.9.2.1. If these are not signed, IHI assumes there is nothing to be queried or corrected.
- 2.9.3. Game officials are required to sign game sheets after the teams.
 - 2.9.3.1. Once signed by game officials no further alterations can be made.
- 2.9.4. The league will not make any changes at a later date at the request of a team or players.

2.10. Game Disrupted

- 2.10.1. If the disruption is caused by one of the participating teams, the game will be lost by forfeit regardless of the score at the time.
- 2.10.2. If the disruption is caused by the venue becoming unplayable **by causes other than** condensation, the following will occur:
 - 2.10.2.1. Game officials will note the score and time remaining.
 - 2.10.2.2. The game will be resumed at the point of disruption at a later date.
 - 2.10.2.2.1. Only players playing in the original game may partake.
 - 2.10.2.3. The game will not be resumed if both teams agree to let the score stand at the point of disruption.
 - 2.10.2.3.1. The game statistics will be recorded.
- 2.10.3. If a game is disrupted by condensation **or similar** the following procedures shall apply:
 - 2.10.3.1. On the first occurrence, the officials will stop the game and allow the venue staff fifteen minutes to correct the problem.
 - 2.10.3.2. On the second occurrence, the officials should stop the game on the basis that the floor is unplayable. The Referees will make the final decision to abandon the game.

3. Section 3 - Competition Structures

- 3.1. For the 2023-24 season, there are season-wide domestic competitions in the Senior, U18, U15 and U13 age categories planned.

3.2. Senior - Elite/League 1 (LG1)/League 2 (LG2)

- 3.2.1. The level of play is ranked Elite, then LG1 and then LG2.
- 3.2.2. The detailed structure of each competition will be revealed to teams after registration, but will follow a basic structure;
 - 3.2.2.1. At least 2 rounds of games vs other league opponents.
 - 3.2.2.2. Top 4 teams of each league will qualify for their respective Playoffs.
 - 3.2.2.3. Promotion and relegation where applicable.
 - 3.2.2.4. Ireland's representative to the upcoming European League will be the Elite League Winner from the previous season.
 - 3.2.2.4.1. Should the said team not commit to the tournament, IHI will nominate another team on their behalf.

3.3. Senior - League Cup

- 3.3.1. A group stage and playoff style competition involving all teams entered into Senior for the season.
- 3.3.2. The detailed structure of each competition will be revealed to teams after registration, but will follow a basic structure of beginning with all Senior Teams and narrowing down to a certain number of teams who will compete for the title in the League Cup Finals Weekend.
- 3.3.3. Certain Special Status Players can play for all of their teams in the League Cup (See **Section 4** for details.).
 - 3.3.3.1. Should all two or three of their teams meet in the same League Cup game or group, they must play for only one of their teams in said game or group.
- 3.3.4. Participation in the Senior League Cup is mandatory. As such teams will be charged for their games whether they chose to partake or not.
 - 3.3.4.1. Process will follow **1.4.4** if less than 2 weeks notice is given.

3.4. U18/U15/U13

- 3.4.1. The detailed structure of each competition will be revealed to teams after registration, but will follow a basic structure;
 - 3.4.1.1. At least 2 rounds of games vs other league opponents.
 - 3.4.1.2. Top 4 teams of each league will qualify for their respective Playoffs.
 - 3.4.1.3. A "blitz" day may be organised at the start of the season to determine Division A and Division B teams should there be enough teams.

- 3.4.1.4. There are no Playoffs for Division B Leagues, but they may be incorporated into the Playoff qualification for their respective age categories.
- 3.4.1.5. U13 will be played under the [U13 Fair Play Policy](#).

3.5. Playoffs

- 3.5.1. The dates and venue for the 2024 Playoffs (which involve semi-finals, 3rd place and Finals matches) for each league competition are to be determined.

3.6. Awards

- 3.6.1. Each winner of each competition including both League and Playoffs will be awarded the respective trophy and winners medals.
 - 3.6.1.1. The winners' trophies and select individual awards will remain property of IHI and will merely be 'safekept' by the winners until they must be returned to be awarded again.
 - 3.6.1.2. It is not to be altered or modified without prior permission from IHI.
 - 3.6.1.3. Should any damage or loss occur to it, the club, as current holders, will be liable for full costs of repair or replacement. The costs vary from damage caused to the actual value of the trophy.

3.7. Game Fees

- 3.7.1. All teams must pay fees to play games.
- 3.7.2. [The fees for 2023/24 Season will be determined after team registration.](#)
- 3.7.3. All payments must be made direct to the IHI League Account as invoiced and cash will not be accepted under any circumstances.
 - 3.7.3.1. Games will be invoiced one month in advance.
 - 3.7.3.2. Payments are to be made within 14 days of invoice.
- 3.7.4. [Teams from Foundation and Bronze Level Clubs will be required to pay their entire Regular Season game fees upfront at the beginning of the season.](#)
 - 3.7.4.1. [Should a team qualify for their respective Playoffs, they will be invoiced for those games separately.](#)
 - 3.7.4.2. [League Cup Game Fees will be invoiced separately.](#)
 - 3.7.4.3. Any fees credited due to forfeits against or otherwise will be kept as credit for the team's club or refunded at end of season.
- 3.7.5. Clubs that have outstanding debts will not be permitted entry to IHI competitions.
- 3.7.6. If debts occur in season, disciplinary action may be taken against the club.

3.8. Promotion & Relegation

- 3.8.1. Any and all promotion/relegation in senior leagues is expected [and mandatory](#).

- 3.8.1.1. IHI holds the right to investigate and potentially discipline teams (or a portion of its players) who refuse to follow-through for reasons deemed unsatisfactory.
- 3.8.2. Promoted teams will be given a credit award worth 10% of their regular season game fees should they [fully complete](#) their season in the promoted league.
- 3.8.3. In the event where a promoted team does not enter into the League they are promoted to, IHI may offer the spot to other teams that qualified for the Playoffs, with preference given to the best ranked team.
 - 3.8.3.1. Should said team(s) accept, they too will be eligible for 3.8.2.
- 3.8.4. [Teams can request for voluntary promotion/relegation on grounds such as a weaker/stronger roster than previous season. IHI may also suggest such action.](#)
 - 3.8.4.1. [IHI will have the final say on the matter, but are ready for further discussions.](#)

3.9. Other Events

- 3.9.1. Any IHI member club can host their own events outside of the normal events hosted by IHI with sanctioning from IHI.
 - 3.9.1.1. [Any member club that hosts their own event without IHI sanctioning will face disciplinary action.](#)
- 3.9.2. [The format of games and event structure is to be determined by the host party.](#)
- 3.9.3. It is the responsibility of the hosting party to gather fees for the event and cover all costs of the event.
- 3.9.4. The hosting party should request IHI to assign qualified officials to their event.
 - 3.9.4.1. [It is the hosting party's responsibility to pay expenses to officials.](#)
 - 3.9.4.2. They can offer their own official expenses or follow a method provided by IHI.
- 3.9.5. Should there be an incident at the event such as a Major, Match or the game/event generally going into disrepute, officials at the tournament and or event organisers must write a report using this [link](#).
 - 3.9.5.1. Disciplinary action can be taken against guilty parties within such events.
 - 3.9.5.2. As such, hosts should use [IHI Gamesheets](#) or similar for each game that is played at their event.
- 3.9.6. Interested parties must complete the following:
 - 3.9.6.1. Make sure their venue of competition is suitable for hosting their event at the appropriate level of play in regards to Section 8.
 - 3.9.6.2. Make sure all participants are registered to IHI individually (unless the event involves international teams/players in which case would further instruction from IHI will follow) and are the appropriate age for the level of play. They must also have the same equipment they would use for regular IHI events.
 - 3.9.6.3. They must request sanctioning from IHI by submitting the [Event Sanctioning Form](#).

4. Section 4 - Special Status Players

Special Status applies to players who can play for multiple teams within IHI competitions.

4.1. U18 in Senior

- 4.1.1. An **U18 in Senior** is any player aged 15, 16 or 17 on 31st December 2023 who competes in Senior Leagues.
- 4.1.2. In order to compete in Senior, said players must submit the U18 in Senior Form.
- 4.1.3. Said players may also play for 2 consecutive Senior Teams within their club provided they are in separate divisions in order to further their development (e.g. Said player can play for a club's LG1 and LG2 team if they have such available).
 - 4.1.3.1. This privilege is to enable opportunities for young players to further their development at higher levels and not for a club to 'load' a team in a lower division.
 - 4.1.3.2. IHI reserves the right to reject a player playing in a lower league if it is against development objectives. This includes players playing in a lower league as a 2nd of two leagues.
- 4.1.4. In terms of Playoff Eligibility, **U18 in Senior** players need to only play 20% of their respective team's league games to be eligible, instead of the usual 40%.
- 4.1.5. Only Silver-Level Clubs and higher may have **U18 in Senior** players on their Senior League teams.

4.2. U22 Status

- 4.2.1. An **U22** is any player aged 18, 19, 20 or 21 on 31st December 2023.
- 4.2.2. To apply for this status, players must;
 - 4.2.2.1. Submit the U22 Status Form and any evidence if requested.
 - 4.2.2.2. Join either the National Senior Men's or Senior Women's programme.
 - 4.2.2.2.1. As such, interested players must have Irish Citizenship or have submitted an application to become one.
 - 4.2.2.2.2. Said players must honour their commitment to the respective programmes.
 - 4.2.2.2.3. The Leagues Committee may revoke the player's **U22 Status** if the respective programme coaching staff are not satisfied with their commitment.
- 4.2.3. Said players may also play for 2 consecutive Senior Teams within their club provided they are in separate divisions in order to further their development (e.g. Said player can play for a club's LG1 and LG2 team if they have such available).

- 4.2.3.1. This privilege is to enable opportunities for young players to further their development at higher levels and not for a club to 'load' or 'stack' a team in a lower division.
- 4.2.3.2. IHI reserves the right to reject a player playing in a lower league if it is against development objectives. This includes players playing in a lower league as a second of two leagues.
- 4.2.4. Any player recognised under this status may avail of the 20% of League Games Playoff Eligibility privilege.

4.3. Sirens

- 4.3.1. A **Sirens Player** is any female player who is a member of the Sirens Development Team in LG2.
- 4.3.2. And players recognised under this status may avail of the 20% of League Games Playoff Eligibility privilege for both the Sirens and their home team.
- 4.3.3. Said players may play with their home team in Senior as well as with the Sirens, even if they are both in LG2.
 - 4.3.3.1.1. Should both of their teams meet, the player must choose to play for one of the two, ideally the team with fewer players.
 - 4.3.3.2. To be recognised under this status players need only join the Sirens programme.

4.4. Loan Player

- 4.4.1. A **Loan Player** is a player under the age of 18 on 31st December 2023, who is loaned for a period of 1 season to another club to play in an Age Category or a higher or lower level League within an Age Category which their Home Club (defined as a club of which the player naturally belongs to), do not compete in.
- 4.4.2. This process can only be initiated by the player, their parents/guardians and the team manager of the Home Club, with the belief that this move would benefit them in terms of development.
- 4.4.3. A **Loan Player** can continue to utilise their **U18 in Senior** status by playing in 2 Senior leagues should the Loan (defined as the club to which the player is being loaned to) Club have teams in multiple Senior Leagues, as well as the 20% Playoff Eligibility Requirement.
- 4.4.4. To begin the process, the Home Club must submit the [Loan Player Agreement Form](#) which is signed by the Team Managers of the Home and Loan Club, and the parents/guardians of the player.
- 4.4.5. The Home Club still remains responsible for submitting the [U18 in Senior Form](#).

4.5. Combining Special Statuses

- 4.5.1. Where possible, a player can combine Special Statuses, see below for all combinations;

- 4.5.1.1. U18 in Senior/Siren
- 4.5.1.2. U22/Siren
- 4.5.1.3. U18 in Senior/Loan Player

5. Section 5 - Transfers

5.1. Transfers within Ireland

- 5.1.1. Players are free to transfer in the off-season so long as there are no outstanding obligations to their former club.
 - 5.1.1.1. A former club querying an off-season transfer must submit in writing to the Leagues Committee the reasons why along with evidence to support.
- 5.1.2. Mid-season a player transferring will require their new Club to write an email to to national.leagues@inlinehockeyireland.org requesting the transfer and their new club will be required to pay the relevant fee of €40.
 - 5.1.2.1. The Leagues Committee will then verify if transfer can occur or not.
 - 5.1.2.2. The player can not play for the new club until transfer is verified by IHI.
- 5.1.3. Players are able to make one transfer per season.
- 5.1.4. A transfer down in senior leagues can occur up until January 1st 2024.
- 5.1.5. A transfer up or to a team in the same league can occur up until March 18th 2023.
- 5.1.6. The transfer deadlines may be waived for players transferring teams within their club provided exceptional reasoning is used.
 - 5.1.6.1. Said players may still be eligible for 1.4.4.1.
- 5.1.7. Players transferring to another team must also play for said team in the League Cup and not the former team.
 - 5.1.7.1. This only applies if the former team has not already begun their League Cup campaign, in which case the new player is forbidden to play with the new team.
 - 5.1.7.2. International Transfer players cannot play for their new team in the League Cup if they have already started their League Cup Campaign.
- 5.1.8. Should a **Special Status** Player transfer to another club, they can continue to utilise their special status by playing in 2 Senior Leagues should the new club have teams in said number of Leagues as well as avail of the 20% of League Games Playoff Eligibility privilege.
 - 5.1.8.1. The limits in 5.1.4 and 5.1.5 are still applicable. The player can still be forbidden to play in a particular division with a new club if the relevant transfer deadlines have passed.
- 5.1.9. New players can register and join a team at any time, however, Playoff eligibility rules still apply.
- 5.1.10. The transfer of players aged under 18 years on 31st December 2023 to another club must come with proper reasoning, led by the player and their parents.
 - 5.1.10.1. IHI reserves the right to to query and potentially reject the transfer, including transfers in the off-season.

5.2. Transfers to and from outside Ireland

- 5.2.1. Players may only be registered with one Inline Hockey National Association at a time.
- 5.2.2. A new player joining or rejoining an Irish club that was last registered with a European Inline Hockey Association other than Inline Hockey Ireland will be required to obtain a European Transfer Certificate (ETC), which costs €40.
- 5.2.3. International Players can transfer to IHI at any point during the season, but if wanting to play in regular IHI competitions, they must do so by the March 19th transfer deadline.
- 5.2.4. This will last until a player joins another Inline Hockey club outside of Ireland within Europe and the process will repeat itself.
- 5.2.5. The process is started by completing the following [form](#).
- 5.2.6. The same process occurs for players joining a team in Europe. The process is always started by the club the player is joining.
- 5.2.7. Players are free to play on submission completed form unless queries are raised from World Skate Europe or previous National Association.
- 5.2.8. Players that have played ice hockey but not inline hockey previously in Ireland or in any other countries do not have to follow this process.

6. Section 6 - Emergency Loan Players

In the event a team in a League is short-benching or does not have their regular goalie available, they may use a player or goalie from a lower-league within that age category.

6.1. Single Team Clubs

- 6.1.1. Single Team Clubs implies that these teams do not have a lower-league club team competing in the same Age Category.
- 6.1.2. If a Single Team Club has less than 6 skaters available for a game day, or if they have no regular goalies available, they may use players from a lower-league to return to 6 skaters, or use a goalie from a lower-league to go in nets.
 - 6.1.2.1. They may only use this process for one game day per season.
 - 6.1.2.2. Further requests may be submitted but only if they will fail to meet the minimum of 4 skaters and 1 goalie to start a game.
- 6.1.3. Players who act as **Emergency Loan Players** in this regard are not obligated to pay the team's game fees.
- 6.1.4. Teams must make the relevant League Manager aware of their desire to use an **Emergency Loan Player**.

6.2. Multi-Team Clubs

- 6.2.1. Multi-Team Clubs implies that these teams have a lower-league club team competing in the same Age Category.
- 6.2.2. If a Multi-Team Club has less than 8 skaters available for a game day, or if they have no regular goalies available, they may use players from their lower-league team(s) to return to 8 skaters, or use a goalie from their lower-league team(s) to go in nets.
 - 6.2.2.1. They may only use this process for two game days per season.
 - 6.2.2.2. Further requests may be submitted but only if they will fail to meet the minimum of 4 skaters and 1 goalie to start a game.
- 6.2.3. If a Multi-Team Club has less than 6 skaters available for a game day, or if they have no regular goalies available, and cannot solve this issue using players from their lower-league teams, they may invoke **6.1.2**.
 - 6.2.3.1. They may only use this process for one game day per season.
 - 6.2.3.2. Further requests may be submitted but only if they will fail to meet the minimum of 4 skaters and 1 goalie to start a game.
 - 6.2.3.3. Players who act as **Emergency Loan Players** in this regard are not obligated to pay the team's game fees.
- 6.2.4. Teams must make the relevant League Manager aware of their desire to use an **Emergency Loan Player**.

6.3. Other Information

- 6.3.1. Teams cannot use **Emergency Loan Players** from a higher-league within an Age Category.
- 6.3.2. Teams cannot use **Emergency Loan Players** who are **Special Status Players** playing in the same League as them.
- 6.3.3. If teams cannot solve their goalie issues using **6.1** or **6.2**, they must be ready to dress one of their skaters as a goalie.
- 6.3.4. In the event a team is below the minimum of 4 skaters and 1 goalie required to start a game due exceptional circumstances occurring on the day of the games, they may use Emergency Loan Players from other teams present to return to 4+1.
 - 6.3.4.1. This may only be done with permission from the IHI Officials present.

Single Team Clubs within an Age Category Summary

Team	If below 6 skaters and/or do not have regular goalie present	How often ?
Senior Elite	May borrow from LG1 and/or LG2 to return to 6+1.	1 game day per season
Senior LG1	May borrow from LG2 to return to 6+1.	1 game day per season
Senior LG2	No regular option available.	-
U18	No regular option available.	-
U15 A	May borrow from U15 B to return to 6+1.	1 game day per season
U15 B	No regular option available.	-
U13 A	May borrow from U13 B to return to 6+1.	1 game day per season
U13 B	No regular option available.	-

Multi-Team Clubs within an Age Category Summary

Team	If below 8 skaters and/or do not have regular goalie present	How often ?	If below 6 skaters and/or do not have regular goalie present	How often ?
Senior Elite	May borrow from lower-league club team in LG1 and/or LG2 to return to 8+1	2 game days per season	May borrow from LG1 and/or LG2 to return to 6+1.	1 game day per season
Senior LG1	May borrow from lower-league club team in LG2 to return to 8+1	2 game days per season	May borrow from LG2 to return to 6+1.	1 game day per season
Senior LG2	No regular option available.	-	No regular option available.	-
U18	No regular option available.	-	No regular option available.	-
U15 A	May borrow from lower-league club team in U15 B to return to 8+1	2 game days per season	May borrow from U15 B to return to 6+1.	1 game day per season
U15 B	No regular option available.	-	No regular option available.	-
U13 A	May borrow from lower-league club team in U13 B to return to 8+1	2 game days per season	May borrow from U13 B to return to 6+1.	1 game day per season
U13 B	No regular option available.	-	No regular option available.	-

7. Section 7 - Discipline

7.1. Misconduct Penalties

- 7.1.1. If a player or staff member receives a game ejection penalty, the person is removed for the remainder of the current game but can play the next game.
- 7.1.2. If a player or staff member receives a game misconduct penalty, the person is removed for the remainder of the current game and receives an automatic 1 game suspension.
 - 7.1.2.1. This one game suspension cannot be appealed.
 - 7.1.2.2. If the same person receives a second game misconduct penalty in the same season they will automatically go before a disciplinary panel for further action.
 - 7.1.2.3. Game officials are required to write a report for all game misconduct penalties at this [link](#).
 - 7.1.2.4. Disciplinary hearing will be held within 14 days of the second game misconduct.
- 7.1.3. If a player or staff member receives a match penalty, the player is removed for the remainder of the current game and is suspended indefinitely from all IHI competitions.
 - 7.1.3.1. The person will automatically go before a disciplinary panel who will decide what action is necessary.
 - 7.1.3.2. Game officials are required to write a report for all match penalties at this [link](#).
 - 7.1.3.3. Disciplinary hearing will be held within 14 days of the match penalty.
- 7.1.4. If a player or staff is reported to the IHI Head of Discipline or Head of Officiating by an official for any other action, a review will be had and possible disciplinary action will be taken.

7.2. Penalty Accumulation

- 7.2.1. If a player accumulates 30 minutes of penalty minutes, an automatic 1 game ban will be issued.
- 7.2.2. If a player accumulates 60 minutes of penalty minutes, an automatic 2 game ban will be issued.
- 7.2.3. These suspensions can not be appealed.
- 7.2.4. This will be treated separately for each division a player may play at or a competition they play in.
 - 7.2.4.1. League and Playoffs are treated as the same competition.
- 7.2.5. Suspensions/Bans/Disciplinary Actions will be handled by the IHI appointed Head of Discipline or League Coordinator.
- 7.2.6. Penalty minutes do not reset after 30 minutes.

- 7.2.7. 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.
- 7.2.8. In the event of withdrawal of a team from a League, the PM totals from games involving said team may be kept.

7.3. Suspension Serving

- 7.3.1. A suspension will be served in the competition it is handed out in unless specified otherwise in disciplinary action.
- 7.3.2. A player playing in multiple competitions can play in their other competitions/teams while suspension is being served; unless otherwise specified in the disciplinary action.

7.4. Spitting

- 7.4.1. A Match penalty shall be assessed to any player or team official who deliberately spits on or at an opponent, official, team official or spectator.
- 7.4.2. Any violation of this rule off the court shall be reported to the IHI Head of Discipline and/or Head of Officiating. A review will be had and disciplinary action will be taken.
- 7.4.3. The Official shall report full details of the incident to IHI at this [link](#).

7.5. External Abuse of Officials

- 7.5.1. Players or Team Officials shall not make contact with officials in an abusive, critical, derogatory, threatening or harassing manner off the playing surface, through social media or by any other means.
- 7.5.2. Any violation of this rule shall be reported to the IHI Head of Discipline and/or Head of Officiating. A review will be had and disciplinary action will be taken.
- 7.5.3. The Official shall report full details of the incident to IHI at this [link](#).

8. Section 8 - Scheduling

- 8.1. In line with the venue requirements, there are regulations to scheduling games and how best to accommodate teams from across the island.

8.2. Scheduling Times

- 8.2.1. Teams must be prepared to play at the following times:
- 8.2.1.1. Fridays 19:00 - 22:00
 - 8.2.1.2. Saturdays 8:00 - 22:00
 - 8.2.1.3. Sundays 8:00 - 20:00
- 8.2.2. An exception to the start times may be in place for Playoff Weekend, as well in other situations throughout the season.
- 8.2.2.1. In the event that is the case, involved teams will be consulted.

8.3. Scheduling Notice

- 8.3.1. The season schedule will be set before the season starts.
- 8.3.2. The schedule will be sent to teams a minimum of 14 days prior to the opening gameday.
- 8.3.3. At team registration teams must make contact with League Management to highlight dates they are unavailable for.
- 8.3.4. Once the schedule has been issued teams cannot seek scheduling amendments without good reason that affects the team to the point where they would not reach the minimum number of players to start a game.
- 8.3.5. Game days and games can be postponed and rescheduled due to unforeseen circumstances from as little as on the day of the event. Such reasons include but are not limited to:
- 8.3.5.1. Adverse weather conditions affecting the travel of the participating team(s) or official(s) or the venue of the game day.
 - 8.3.5.2. A tragedy/emergency among the participating team(s) or official(s).
- 8.3.6. In the event a team has one less game to play in a particular game day due to the reasons above or because of a team forfeiting too late for games to be adequately rescheduled, they will be offered to play a friendly game against another team that was affected or any other interested team.
- 8.3.6.1. Such an offer and decision may be made on the day of the event.
- 8.3.7. If a team travels and games are not played due to conditions at the venue they are entitled to the following compensation:
- 8.3.7.1. No games played - €0.20 per km from clubs training address to venue credit to club account
 - 8.3.7.2. 1 games played - €0.10 per km from clubs training address to venue credit to club account
- 8.3.8. When a game day is postponed or rescheduled, teams will be given a minimum of 14 days prior to the new date.

8.4. Number of Games on Gameday

- 8.4.1. On the majority of gamedays teams will play at least 2 games per game day.
 - 8.4.1.1. Cases may arise where a team plays only 1 game in a day, particularly at Playoff Weekend.
- 8.4.2. The maximum number of games per team per day is as follows:
 - 8.4.2.1. Elite League & U18 - 3 games.
 - 8.4.2.2. All other divisions - 4 games.

8.5. Back-to-Back Games

- 8.5.1. In the event a team must play back-to-back games, they will be given the following breaks:
 - 8.5.1.1. Elite League & U18 - 30 minutes.
 - 8.5.1.2. League 1, League 2, League Cup and U15 - 20 minutes.
 - 8.5.1.3. U13 - 15 minutes.
- 8.5.2. Breaks may be shortened where necessary as agreed with both teams and officials.
- 8.5.3. Teams will never be expected to play 3 games in a row in any division.

8.6. Double-Point Game Process

- 8.6.1. There may arise situations where League Management may offer 2 teams scheduled to play against each other at least 2 more times, to play 1 game for double points.
- 8.6.2. The teams in question will be given this offer with at least 1 days notice.
 - 8.6.2.1. This decision will not be made on the day.
- 8.6.3. In a double point game, a regulation win will be worth 6 points, a regulation loss 0 points, an overtime/shootout win 4 points and an overtime/shootout loss 2 points.
- 8.6.4. Individual stats recorded in a double-point game will not be doubled.
 - 8.6.4.1. Games played will be considered for Playoff Eligibility.

8.7. Travel

- 8.7.1. Excessive travel will be avoided as far as possible.
 - 8.7.1.1. Where possible, IHI will attempt to limit a team's travel time by car or by private bus, to less than 3 hours (with an 18 minute error rate), one-way to play their games.
 - 8.7.1.1.1. With the exception of Elite League, League Cup, U18 and Playoffs.
 - 8.7.1.2. The travel time is calculated through Google Maps from the address of the club's training venue to the competition venue.
 - 8.7.1.3. The current nature of our sport and available venues may make this difficult to always occur.

9. Section 9 - Venue Requirements

- 9.1. Inline Hockey Ireland are committed to utilising as many different venues as possible to ease the travel commitments and promote the sport across the country.
- 9.2. It is the clubs' responsibility to ensure their home venue is capable of hosting game days in the desired level of play. There are certain requirements for each age group/division/event type.
- 9.3. Venues must be recognised by IHI to be permitted to host games, both IHI organised and IHI sanctioned.
- 9.4. Venues in Inline Hockey Ireland are classified as Category A, B, C & D.

9.5. Requirements & Capabilities per Category

Item	Category A	Category B	Category C	Category D
Suitable for hosting	<ul style="list-style-type: none"> ● Playoff Weekend ● Elite League ● League 1 ● League 2 ● Under 18 ● Under 15 ● Under 13 ● Under 11 	<ul style="list-style-type: none"> ● Elite League ● League 1 ● League 2 ● Under 18 ● Under 15 ● Under 13 ● Under 11 	<ul style="list-style-type: none"> ● League 2 ● Under 15 ● Under 13 ● Under 11 	<ul style="list-style-type: none"> ● Under 11 ● Blitz
Surface size	Minimum: 48m x 24m Maximum: 60m x 30m Ratio: 2:1 as far as possible	Minimum: 38m x 18m Maximum: 60m x 30m Ratio: 2:1 as far as possible	Minimum: 32m x 16m Maximum: 60m x 30m Ratio: 2:1 as far as possible	Minimum: 24m x 12m Maximum: 60m x 30m Ratio: 2:1 as far as possible
Type of Floor	Sport tile or wood	Sport tile or wood	Sport tile or wood	Sport tile or wood
Boards	<ul style="list-style-type: none"> ● Fully enclosed playing surface 	<ul style="list-style-type: none"> ● Fully enclosed playing surface 	<ul style="list-style-type: none"> ● Majority enclosed playing surface 	<ul style="list-style-type: none"> ● Majority enclosed playing surface

	<ul style="list-style-type: none"> • Boards made from fibreglass, wood or similar material • Rounded corners with a radius of approximately 5m • Minimum board height of 1m • Plexi glass or netting with minimum height of 2.5m behind each goal 	<ul style="list-style-type: none"> • Boards made from fibreglass, wood or similar material • Rounded corners • Minimum board height of 1m • Plexi glass or netting with minimum height of 2.5m behind each goal 	<ul style="list-style-type: none"> • Unfixed or fixed rounded or straight corner boards • Boards made from fibreglass, wood or similar material • Minimum board height of 1m 	<ul style="list-style-type: none"> • Unfixed or fixed rounded or straight corner boards • Boards made from fibreglass, wood or similar material • Minimum board height of 0.5m. Corner boards may be lower.
Goals	2 x World Skate regulation goals with a bottle holder attached to each	2 x World Skate regulation goals with a bottle holder attached to each	2 x World Skate regulation goals	2 x World Skate regulation (or bigger/smaller) goals
Player Benches	<ul style="list-style-type: none"> • Side of rink • Seating/benches essential • Sufficient space to seat 8 players 	<ul style="list-style-type: none"> • Side of rink or corner of rink • Seating/benches essential • Sufficient space to seat 5 players 	<ul style="list-style-type: none"> • Side of rink or corner of rink • Sufficient space for 5 players 	<ul style="list-style-type: none"> • Side of rink or corner of rink • Sufficient space for 5 players
Penalty Benches	<ul style="list-style-type: none"> • Side of rink and separate from player benches • Seating/benches essential 	<ul style="list-style-type: none"> • Separate from player benches 	<ul style="list-style-type: none"> • Separate from player benches 	<ul style="list-style-type: none"> • Not essential
Rink Markings	<ul style="list-style-type: none"> • 5 face-off dots (1 in exact centre, with 2 in each end zone) • 2 x goal lines • Goal crease • Radius marking round face-off dots • Referee crease 	<ul style="list-style-type: none"> • 5 face-off dots (1 in exact centre, with 2 in each end zone) • 2 x goal lines • Goal crease • Referee crease 	<ul style="list-style-type: none"> • 5 face-off markings (1 in exact centre, with 2 in each end zone) • 2 x goal lines • Goal crease 	<ul style="list-style-type: none"> • 1 centre face-off marking • 2 x goal lines

Doors to Rink	Minimum of 4 (1 on each player bench, 1 on each penalty bench)	Minimum of 4 (1 on each player bench, 1 on each penalty bench)	Not essential but there must be entryways from/to player & penalty benches	Not essential but there must be entryways from/to player & penalty benches
Scoreboard	<ul style="list-style-type: none"> • Electronic scoreboard is essential • Must be accessible by scorekeeper/timekeeper outside the field of play • Must be visible from rink • To include: <ul style="list-style-type: none"> ○ Timer ○ Goal counter for 2 teams ○ 2 penalty timers per team 	<ul style="list-style-type: none"> • Electronic scoreboard is essential • Must be accessible by scorekeeper/timekeeper outside the field of play • Must be visible from rink • To include: <ul style="list-style-type: none"> ○ Timer ○ Goal counter for 2 teams ○ 2 penalty timers per team 	<ul style="list-style-type: none"> • Electronic timer is essential - other aspects can be manual • Must be accessible by scorekeeper/timekeeper outside the field of play • Must be visible from rink • To include: <ul style="list-style-type: none"> ○ Timer ○ Goal counter for 2 teams ○ 2 penalty timers per team 	<ul style="list-style-type: none"> • Electronic timer is essential - other aspects are optional • Must be accessible by scorekeeper/timekeeper outside the field of play • To include: <ul style="list-style-type: none"> ○ Timer ○ Goal counter for 2 teams
Changing Facilities	<ul style="list-style-type: none"> • Sufficient changing areas for at least 4 teams at a time • Additional changing area for the minority gender in a particular event. • Additional changing area for officials • Showering facilities are essential 	<ul style="list-style-type: none"> • Sufficient changing areas for at least 2 teams at a time • Additional changing area for the minority gender in a particular event. • Additional changing area for officials • Showering facilities are essential 	<ul style="list-style-type: none"> • Sufficient changing areas for at least 2 teams at a time • Additional changing area for the minority gender in a particular event. • Additional changing area for officials 	<ul style="list-style-type: none"> • Sufficient changing areas for at least 2 teams at a time • Additional changing area for the minority gender in a particular event. • Additional changing area for officials
Spectating Capacity	Minimum 200	None necessary	None necessary	None necessary
Additional	<ul style="list-style-type: none"> • Strong & stable wifi 			

	● Sound system capabilities			
Lighting	● Adequate lighting	● Adequate lighting	● Adequate lighting	● Adequate lighting
State of repairs	All venues need to be in a good state of repairs to host IHI sanctioned competition this includes but is not limited to, playing surface, boards, goals & changing areas. IHI may from time-to-time request that items below satisfaction are addressed; it is the responsibility of the host club to ensure these occur in a timely manner.			
Future requirements	From 2024-25 season venues will require a defined number of officials living within 100km of the venue. These do not necessarily need to be attached to the host club. Clubs should begin to recruit and encourage members to become officials.			
Current Venues	● Gormanston Park, Co. Meath	● The Rink, Co. Armagh ● Old Christians RFC, Co. Cork ● Eddie Irvine Sports, Co. Down	● Clonkill GAA, Co. Westmeath	● Bangor Aurora, Co. Down ● Mountview Centre, Co. Dublin ● Garrett Barry Hall, Co. Clare

9.6. Notes

- 9.6.1. A changing area is defined as a secluded space where privacy can be maintained while changing.
- 9.6.2. Details regarding Rink Marking instructions can be found in the World Skate rulebook.
- 9.6.3. League Cup Games will be played in venues relative to the League which teams belong to.
- 9.6.4. It is the responsibility of the host club to manage the gameday; this includes but not limited to:
 - 9.6.4.1. Changing room schedule & ensuring ready and tidy for next teams
 - 9.6.4.2. Ensuring scoreboard & computer/tablet to control are ready to use
 - 9.6.4.3. Provide a volunteer to act as timekeeper
 - 9.6.4.4. Managing & maintaining the puck supply for venue
- 9.6.5. There must always be an uninvolved host club member present at the venue to address any issues or concerns as well as being hospitable to visiting teams.

9.7. Recognition Process

- 9.7.1. If a club wishes to gain Inline Hockey Ireland recognition for its venue so that it may be used to host game days, the following steps must be taken:
 - 9.7.1.1. Venue must meet the criteria above for the respective level of play.
 - 9.7.1.1.1. Minor exemptions may be allowed at the discretion of the National Leagues Committee.
 - 9.7.1.2. The club must confirm with venue management that there are slots available to host games days on times as stated in 8.2.
 - 9.7.1.3. Fill and submit the following [Competition Venue Recognition Form](#).
 - 9.7.1.4. Inline Hockey Ireland will then communicate further instructions.