



YOUTH INLINE HOCKEY LEAGUE POLICIES

USA Inline Hockey rules will be used with certain CSC modifications.

GAME FORMAT AND EQUIPMENT

1. **Duration of Play:** 16-U: Games consist of 3 periods that are 15 minutes in length with a 1-minute break between periods. 12-U and 10-U: Games consist of 3 periods that are 12 minutes in length with a 1-minute break between periods. All periods shall be running clock with the only exception being the final two minutes of the third period if the game is within two goals. Teams will be given a maximum of a 5-minute warm-up period. However, the warm-up period will be reduced as necessary to maintain scheduled start times.
2. **Number of Players:** Teams will play with a total of 5 players, 4 skaters on the floor and 1 goalie. Teams must have a minimum of four players to begin a game.
3. **Jerseys:** It is mandatory that EACH player has a permanent attached number located on the back of his/her jersey and this number will remain permanent for that season, player, and team. **Each member of a team have the same color jersey. If a player does not have the same color jersey, he/she will not be allowed to participate.** Teams should also bring a different colored jersey in case two teams have the same color. If two teams have the same color, the home team keeps their color. The jersey must be long enough in the arms to cover elbow pads.
4. **Required Equipment:** **HECC approved helmet** with facemask/shields, mouthpiece, elbow pads, neck guard, shoulder pads, hip pads, gloves, shin pads, and pants are all required. Skates must have Sport Court approved wheels only, with no stoppers. All inline skates must have all axles occupied. If a player loses a wheel he/she must proceed to the bench or play shall be stopped when offending team loses possession. All equipment **MUST** be covered.

RULES AND REGULATIONS

1. **Start of Play:** **If a team is unable to begin a game at the scheduled start time, a delay of game penalty shall be awarded and the first period shall be shortened for the time expired. At no time shall the third period be shortened. A game will become a forfeit if a team is unable to start 15 minutes after the scheduled start time.** No officials shall remain on the surface after a forfeit, but will be in observance of the "time". **ANY** actions, such as fighting will be dealt with the same way as if the game was in progress.
2. **Forfeits:** Any team that forfeits two games in a season will automatically forfeit their right to participate in the playoffs. The first forfeit will carry a penalty of a two point REDUCTION in the standings.
3. **Stick Slamming:** Intentional slamming of your stick into the boards, glass or rink surface out of frustration will result with an unsportsmanlike penalty and the player shall pay for any damage caused to the facility.
4. **Fighting:** Fighting will NOT be tolerated. **All players involved in a fight will be ejected for that game and the next game. Additional penalties may be levied. A player involved in 2 altercations during 1 season will be suspended for the season and NO REFUNDS will be given.**
5. **Gross Misconduct:** Gross Misconduct penalties result in automatic removal for the game and the player may not participate in any additional games until notified by Charlotte Sports Center. Gross Misconduct penalties will carry a minimum of a two game suspension.
6. **Penalties:** Any penalty received by a player that results in an ejection from the game will automatically carry an additional one game penalty. Major penalties will warrant ejection from the game. Any player who receives three major penalties in a season will be ejected for the season and NO refund will be given. **Any player who receives a game misconduct**

penalty in a playoff game that his/her team loses will serve a one game suspension at the beginning of the next season they register for.

7. **Referees:** Arguing with the referees will NOT be permitted and will result in a game misconduct. Excessive arguing will be considered fighting and the player, coach, or parent will be ejected for the season on the first offense and NO refunds will be given.
8. **Suspensions:** Only the Charlotte Sports Center management will issue Suspensions. Referee input will factor into all suspension decisions, however Referees do NOT issue suspensions, only ejections from a game.
9. **Gum:** No gum is allowed in the Charlotte Sports Center. Any player caught chewing gum on the surface will receive an unsportsmanlike penalty. If caught a second time, the player will receive a game misconduct.
10. **Alcohol and Drugs:** Any player, coach or parent, suspected of being under the influence of alcohol or drugs will be ejected from the facility and serve a **minimum** of a 5 game suspension.
11. **Additional Rules:** Any rules not specifically addressed in these policies shall follow USA Hockey InLine rules. However, Charlotte Sports Center reserves the right to alter USA Hockey InLine rules as necessary and also reserves the right to modify the above policies at ANY time.
12. **Taunting:** Any player that taunts another player will receive an unsportsmanlike conduct penalty. Any player that receives 2 taunting penalties in the same game will also receive a game misconduct penalty.

PROTEST PROCEDURES

1. The only protest that Charlotte Sports Center will accept is a protest concerning player eligibility. No protests will be accepted concerning officials' calls.
2. During the regular season, a team has 24 hours to protest the game in question. After 24 hours has elapsed, no protests will be taken into consideration. During the playoffs, a team must protest a game before it starts.
3. A player may be protested for either not being on the team's roster, or either playing under an assumed name.
4. Any player who is protested must provide a valid picture I.D. to prove his identity. During the regular season, the player has 24 hours to do so. During the playoffs he must show proof of identity immediately before the game. **Please bring a picture ID to all playoff games.**
5. If the protested player fails to show proof of identity during the time allotted, his team will be given a forfeit loss.
6. If the team that is protested files a counter-protest, and it is determined that both teams used illegal players, then the result of the game as played will stand.

PLAYOFFS & FORFEITS

1. Playoff games are the only games that will go into overtime.
2. The overtime will consist of one five minute period. The overtime shall be "sudden-death," the first team scoring a goal will be declared the winner.
3. If no team scores during the overtime period, then a shootout will follow. Four players from each team shall be selected to participate in a series of penalty shot attempts. The players shall alternate attempts, with the visiting team shooting first. Any player whose penalty has not expired at the end of the overtime shall not be allowed to participate in

the shoot out. After all eight players have taken their shot, the team scoring the most goals shall be declared the winner. If no winner can be determined after the first round of shots, a second round of shots will be taken. The second round is “sudden-death.” All players, excluding goalkeepers for each team will take part in the second shoot-out, and each member of a team must shoot once before any member can shoot twice in the second shootout.

4. A team can receive a forfeit for the following reasons.
 - A. The team does not have the required number of players (4) to begin the game at the scheduled start time. A team will be given a 5 minute grace period to see if any other player(s) come(s). So, that means if a team does not have at least 4 players at five minutes after the game time, it is a forfeit.
 - B. A team can also forfeit for playing with an illegal player. (See Protests)

POSTSEASON PROCEDURES & STANDINGS

1. A win is worth 3 points, a tie is worth 1 point and a loss is worth zero points.
2. A forfeit win is counted as a 3-0 win.
3. Playoff brackets will be available two weeks prior to the end of the season, but of course, the teams would not be in their positions until after the season.
4. Dates and times may not be on the usual day that your league played on in the regular season.
5. The seeding for playoffs will be determined after the completion of the regular season as follows:
 - A. Points accumulated.
 - B. If it is two-way tie, it will be broken by head-to-head competition.
 - C. In the event that the two teams did not play against each other, it will be determined by goal differential.
 - D. In the event that 3 or more teams are tied on record, and they did not each play each other, the team with the best combined record against the others it is tied with will receive the highest seed. The team with the 2nd best record will receive the 2nd highest seed, and so on and so forth. If two of these teams have the same record against the others it is tied with, then whoever won head-to-head will get the higher seed. If they didn't play each other, then whoever had the greatest goal differential would get the higher seed.