

CHSIHL - League Rules

LEAGUE REPRESENTATION

Teams may not represent League, or use its name or logo, in any tournament, contest, or exhibition without prior written permission.

- SEASON
- ROSTER AND REGISTRATION
- ELIGIBILITY
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1. SEASON

1/A. REGULAR SEASON

The regular season will begin no later than the second week of January (last week of September for middle school) and will conclude in late April (December for middle school). The league will complete the season, including playoffs by the time schools close for the summer.

1/B. GAMES PLAYED

All League regular season games will include 14 games (10 games for middle school), plus playoffs and championships, with at least 2-3 "away" or "travel" games in the regular season. All league teams will be committed to "away" or "travel" games.

1/C. PLAYOFFS

High School League

Playoffs will be conducted at the conclusion of the high school regular season culminating in a state championship tournament. The league currently supports 2 conferences (Summit and Continental) with 2-3 facilities under each conference. Top (8) eight teams from each division (Varsity 5a, 4A, Junior Varsity 5A and 4A) will be selected to the playoffs.

Middle School League

Playoffs will be conducted at the conclusion of the middle school regular season culminating in a state championship tournament. Top (4) four teams from each division (GOLD, SILVER, and BRONZE) will be selected to the playoffs.

In the case of a tie, the following selection criteria will be used to place teams; points, head to head play, goals for, goals against, coin toss. Re-seeding will occur after each round of the playoffs.

Teams will remain in their respective bracket category for the SIT Tournament. There are exceptions to re-seeding within preseason SIT tournament competition.

2. ROSTER AND REGISTRATION

2/A. ORGANIZATION

Each high school registering in the league must have one and only one organization representing that school. The name entered as Varsity Coach and Varsity Team Administrator on the registration form will be the main contact with the league and will be the only contact the league will accept for entry into the league season.

2/B. TEAM SIZE

Each team will be allowed to carry a maximum of 15 players on their roster. The roster must contain a minimum of one goalie and up to 14 skaters. Each team must have a minimum of (6) players to submit a roster.

NOTE: Coaches may not cut or deny players access to the team tryouts if said student are enrolled in the school representing the team. All students must have an equal opportunity to compete in the League despite their level of skill or experience. This league is not intended for "Sandbaggers".

2/C. LEVEL OF PLAY

The league will consist of Varsity 5a, Varsity 4a, Junior Varsity 5a, and Junior Varsity 4a (middle school GOLD, SILVER, BRONZE) from their respective State. Your varsity or Junior varsity team will be placed in 5a or 4a based on historical statistic information in the league database. A school may field all varsity and junior varsity 5a, 4a, and 4 teams total per school, one team per division. Seniors are only allowed to play on varsity 5a and 4a. Any additional teams must be approved by the league director.

2/D. REGISTRATION DEADLINE

Registration will begin November 1st . Registration deadline will be December 1st . To register, a team member and coach must complete the necessary ONLINE registration form(s) and full payment of league fee(s) for each team member submitted to your coach or team administrator and then forwarded to the league. All rostered players' league fees are due 4 weeks prior to the beginning of the season.

2/E. LEAGUE SCHEDULE

All reasonable attempts will be made to post the league schedule 1 week prior to the beginning of the league season.

2/F. TEAM ROSTER

The final ONLINE team roster, with player positions, numbers, and grades must be submitted for approval 4 weeks prior to the beginning of the season. The Team Roster Binder must be ready and available for reference before the league season starts.

2/G. TEAM ROSTER CHANGES

No changes may be made to the roster after roster approval by the league without written approval from League Director.

2/H. NEW PLAYERS ADDED TO ROSTER

New players may be added to empty roster spots before the third game of the regular season, and after their proof of eligibility is demonstrated and sanctioning forms are complete and have been processed by the sanctioning body. After the third game all rosters are "Locked".

NOTE: A new player may be added to an empty roster spot on a team roster; however, a player from another division (i.e. Varsity 5a varsity 4a jv5a and jv4a) roster may not replace a player from a higher division roster. Varsity 5a varsity 4a, jv5a and jv4a players must be established and fixed to the designated team roster before the start of the league season. These players may not be moved once the roster has been approved 4 weeks before the start of the league season.

2/I. CALL-UP PLAYERS

A maximum of two (2) designated "Call-up Players" which are on the Junior Varsity (or a lower than Varsity 5A division) team roster, may be added to an empty spot on the Varsity 5A roster. Call-up players must be identified in the space provided within the team roster in which they will be playing. If the assigned call-up player is unable to participate after submitting the team, then an alternate call-up player may fill that spot by providing written notification to the league prior to a scheduled game in which that player might dress.

No more than two call-up players at one time are permitted to participate within any scheduled game.

The player so designated and transferred as a "Call-up Player", may not compete for more than fourteen (14) total games in the regular season between his/her call-up team roster and permanent team roster, with a maximum of (7) seven games within the team he/she is being called-up. Refer to rule H. MAXIMUM GAMES INDIVIDUAL

NOTE: A team may select two (new) call-up players for the League State Championship Series. However, once chosen, they must remain on the team roster throughout the playoffs and championship games. No exceptions.

2/I1. CALL-UP PLAYER (GOALIES)

Any Junior Varsity 5A or 4A goaltender, may swing up as a "Call-up Player" to Varsity 5A or 4A for any game without league notification and swing back to Junior Varsity roster. Junior Varsity 4a goaltenders may swing up as a "Call-up Player" to any Junior Varsity 5a game without league notification, and swing back to Junior Varsity 4a. However, no call-up player, including goalies, may engage in more than one game during a scheduled game week (see following Note).

NOTE: "Call-up Players" may not engage in more than (1) one game for that scheduled game week. "Call-up Players" are ineligible to play a second game, and will cause a forfeit for said second game played if this rule is violated.

2/I2. MAXIMUM GAMES INDIVIDUAL

A student athlete may not participate in more than 14 games of the total scheduled league season for varsity 5a, varsity 4a, junior varsity 5a, and junior varsity 4a or 10 games for the middle school league season. The state playoffs and championship series are excluded.

2/L. MEMBERSHIP FORMS

Proof of AAU membership is required for each coach, assistant coach and player listed on the roster before he/she can compete or coach in any league game. Failure to do so will result in a forfeit of any games played without membership.

Everyone on the bench must be an AAU member. All online league registration forms must be completed (with valid AAU member numbers) and submitted to the league no later than 4 weeks before the start of the season. AAU/USA Roller Sports (USARS) is the current sanctioning body.

2007-2008 REVISION

2/J. COOPERATIVE TEAM MAKE-UP

2/J1. Schools with one team

You must have 6 (5 skaters and a goalie) same-school enrolled students to form a team for your respective school.

2/J2. You may only combine with 1 other school that is represented by less than 6 players from the other school that cannot produce 6 players due to hardship.

2/J3. When the hardship schools reach 6 students, they must form and represent their own school team.

2/J4. You may not include students from outside of your immediate community or school district.

2/J5. If the cooperative team has any seniors they must play 5a or 4a varsity.

2/J6. If the cooperative team has no seniors they may request to play JV 5a or 4a based on their level of skill and experience.

NOTE: Players found to have had any experiences in elite level tournaments or league (i.e. NARCh, PIHA, Gold or Silver league) will not be permitted to compete in any of the junior varsity divisions. Any disenfranchised players that are recognized as Elite or Competitive League players must inform the league for placement prior to accepting a position on a specific team. NO EXCEPTIONS.

2/J7. The team will only be represented by the school with 6 or more skaters enrolled in that school.

2/K Schools with more than one team

2/K1. You may accept no more than 2 players per school from up to two other schools per team organization. (Varsity 5a or 4a, or Junior Varsity 5a or 4a) once one of those schools reaches 6 players in total, they must combine with their own school to form a new team.

2/K2. A "Hardship" toward producing acceptable numbers of players for an approved roster is:

2/K3. Any public school with a student body of 700 or less.

2/K4. Any Private school with a student body of 400 or less.

2/K5. Any group of home-schooled students within the same matriculation area. Home school students are exempt from the (6) six-player rule.

2/K6. A lack of interest in hockey within the school.

2/K7. A reasonable attempt must be made to inform the students of a proposed school team that will represent the school and its community.

2/L. Requests for Cooperative Participation

2/L1. Any player wishing to join a team for a high school at which they are not enrolled must submit a request (edelgado@League.com) for participation within the "Cooperative Program" to the League Board of Directors (4) weeks prior to the league registration deadline. A ruling will be made for the player's eligibility based on hardship of the student's enrolled school to form a team, i.e., student population (lack of interest), or home schooling.

2/L2. A "Lack of Interest" is not considered until all attempts to make the student population of the targeted school aware of the League's high school inline hockey programs. Helpful information and tips on how to form a high school level team for your school is available at www.League.org.

All attempts must be exhausted before any consideration for a "lack of Interest" ruling is made. The League is available to assist you in any way possible to form your high school team. Please do not hesitate to notify the League for assistance.

3. ELIGIBILITY

3/A. No senior is permitted to play on any JV team. Seniors are eligible for 5a or 4a varsity competition ONLY.

3/B. No initially rostered varsity player or senior may play down to any JV regular season, playoff or championship scheduled game. This includes goalies.

3/C. League rules may be altered, amended or repealed and new league rules may be adopted by the league at any time before, during, or after the league season.

3/D. AFFILIATION

All coaches, referees, team administrators and players will hold valid AAU membership cards and a USARS Coach Certification. The current sanctioning body is USA Roller Sports (USARS) / Amateur Athletic Union (AAU).

All coaches, team administrators and players must submit a valid USA Roller Sports (USARS) Coach Certification and Amateur Athletic Union (AAU) membership number with the team documents before the league registration deadline. Failure to do so may result in player eligibility conflict and/or game forfeitures.

3/E. GENERAL STUDENT ELIGIBILITY

3/E1. Students must be currently enrolled in the high school for which he/she is rostered (except if enrollment is subject to the rules at 2. Cooperative Teams).

3/E2. The student may not be 19 years of age before Sept. 1.

3/E3. Student ID number must be present on all league registration forms. Copies of the student's ID card must be kept and filed with the team administrator or coach for reference by the league during the league season.

3/E4. Students who are expelled or suspended from school are not eligible until the scholastic disciplinary penalty is resolved or completed.

3/E5. Players who are suspended from play by the league may not participate in any league events until the suspension expires or is lifted.

3/F. ACADEMIC ELIGIBILITY and PROBATION

3/F1. All students must maintain a cumulative grade point average (GPA) of 2.0 minimum, based on a 4.0 scale.

3/F2. If the student's cumulative GPA is less than 2.0, but his current reporting period (last grade card) is 2.0 or greater, then the student will be permitted to play under academic probation (see 3/F3 below).

3/F3. If the student's cumulative GPA is greater than 2.0, but his current period GPA is less than 2.0, then the student will be permitted to play under academic probation.

3/F4. A student on academic probation who receives a current period report card with a GPA of less than 2.0 will be declared ineligible.

3/G. SPECIAL ACADEMIC ELIGIBILITY

Special academic eligibility may be obtained in the case of students with a documented learning disorder. Students that are to be considered for this special eligibility, as a result of a learning disability, must submit documentation from the school to the league director.

3/G1. A student with a 1.9 GPA or lower may request special consideration on the documented proof of ability from his/her teachers. Each request must be made directly to the league officials.

3H. AMATEUR ELIGIBILITY

The amateur rule applies to those inline hockey athletic activities, which are recognized by the league as part of the interscholastic inline hockey program. A member of a high school inline hockey team, for example, may accept cash awards in sports not sanctioned by the league (e.g. bowling or rodeo). Students should be aware that although accepting cash in non-sanctioned sports does not endanger their high school eligibility, it could endanger their status with other amateur groups or governing bodies (i.e. NCAA, Olympic Committee).

An amateur sportsman is one who engages in sport solely for the pleasure and the physical, mental, and social benefits he/she derives there from.

A student must be an amateur to be eligible to represent his/her high school.

An athlete has forfeited his/her right to compete as an amateur and has thereby become ineligible for a period of time to be determined by the league, by any of the following actions:

Having knowingly participated in competition with professionals either as a member of a team, some of whom are professionals, or against a team composed all or in part of professionals. (Note: As per NCAA and National Federation guidelines, a professional is defined as an individual who is under a professional contract at that point in time.)

Having competed for money in any athletic activity.

It is permissible for a player to accept necessary meals, lodging, and transportation if such are accepted in service rather than in money or any other material form.

Competing for a cash prize is interpreted as competing either as an individual, or as a member of a team for cash award. It matters not whether the amount awarded as a cash prize is sufficient to cover expenses. Students who compete as members of teams in sports sanctioned by the league where cash or other prizes of intrinsic value are offered or awarded are ineligible for further high school competition.

Students may not accept merchandise prizes given because of their athletic ability. To do so is a violation of this amateur rule.

Having competed under an assumed name in any athletic activity.

Having accepted an award in non-school athletic activities, which he/she has converted into cash by sale or by pawning.

Having signed a professional athletic contract.

If a student participates in another governing body approved sport, other than League inline hockey competition at any time during the calendar year, the student's amateur status is determined by the rules of the amateur governing body of that sport.

3/I. TEAM ELIGIBILITY

3/I1. Teams will be required to carry a Team Roster Binder that contains copies of players' eligibility requirements, for each player listed on the roster. This binder should include copies of team registration, approved roster, copies of student identification, "home school" student verification documentation, league payment records (copies of checks), and pre-existing AAU membership documentation.

3/I2. Failure to produce required information from the Team Roster Binder within 48 hours of an official request or protest can result in game forfeitures and/or the team being unable to compete in league play, until the protest is resolved.

3/I3. Whether your school requires it or not, an adult over the age of 21 must represent the team as the head coach. Team coaches and team administrators are responsible to enforce all league rules and regulations, both in the application procedure and throughout the season.

3/I4. The team must meet the uniform and equipment safety requirements of the league. (See 11.A.2 Uniforms and Protective Equipment)

3/I5. All teams will be expected to comply in full with the league rules, (USARS/AAU) game rules and decisions which may be handed down in the enforcement of said rules.

3/I6. Penalties, suspensions, and fines may be the results of rule violations. Any special circumstances, or situations which you feel should require special consideration, should be brought to the leagues attention in writing within 48 hours.

3/J. ELIGIBILITY ENFORCEMENT

3/J1. Teams or players that fail to comply with any of the league eligibility requirements are not eligible for participation in the League.

3/J2. Any scheduled games played with an ineligible player or coach will be immediately forfeited. Any coach knowingly playing a ineligible player will be suspended, and possibly placed on probation for the remaining portion of the season.

3/J3. Any team protesting the eligibility of a given player or coach at the start of the game must file a Incident Report form and have both the referee and opposing team coach sign before the start of the game. If the player in question is determined to be in fact eligible, the game will resume and the outcome of game posted to the official league stats.

However, if the player is determined to be ineligible the game must be played without the ineligible player on the bench or playing surface. If the game has started, and an ineligible player is later identified, that game and any subsequent games played with an that ineligible player will be deemed a forfeit.

4. UNIFORMS AND PROTECTIVE EQUIPMENT

4/A. UNIFORMS

4/1A. All players on the team must wear matching jerseys, similar in color and design. It is mandatory that all players excluding goalkeepers wear inline hockey pants. Absolutely NO PAJAMAS or similar apparel will be permitted .

4/2A. Home teams must wear light colored jerseys. Visiting teams must wear dark colored jerseys.

4/3A. Jerseys must have unique numbers for each player, clearly placed on the back, no less than 8 inches in height. No tape. Player numbers must remain consistent throughout the league season and playoffs/championships. NO EXCEPTIONS.

4/4A. The school name, logo, mascot, and player name may be displayed on the jersey.

4/5A. No advertisements are allowed on player uniforms or equipment, including helmets without league approval.

4/B. EQUIPMENT

4/1B. Logos on originally manufactured equipment may remain as produced.

4/2B. All players must wear proper fitting approved HECC APPROVED helmets with full cage, or face shield, and chin strap. Helmet must remain snapped at all times on the skating surface. No helmet and/or facemask can be altered in any way. They must be worn as manufactured. A player will be removed from the game and may not return until corrections are made.

4/3B. Elbow pads, shin pads, hockey gloves, an athletic protector/cup, mouth guard, and in-line skates are mandatory. NOTE: A bench minor will be assessed to any player failing to comply with any of the forementioned equipment policies.

4/4B. Skates may not have missing wheels, protruding bolts, or screws of any kind. No loose or hanging equipment will be permitted. All protective equipment cannot be exposed.

4/4C. FIRST AID KITS

Each team should carry a First Aid kit as a part of their equipment. The recommended content of the kit are: band aids, Vaseline, or lubricant, athletic tape, topical antiseptic, ice pack, smelling salts, scissors, gloves, mouth shields.

5. DIVISION OF COLORADO

5/A. CONFERENCES

5/1A. The league will be divided into league conferences. The number of conferences will be based on the number of teams for that level of play (i.e. Summit, Continental). The league will be divided into segments within each conference of varsity and junior varsity 5a and 4a divisions to provide a balanced number of teams between each of the conferences.

5/2A. The makeup of the each conference may be adjusted from year to year based on the number of teams. The adjustments will consider the following criteria in this order: geographic location, size of school, maturity of the school organization, and record from previous season.

5/3A. The state is divided into Conferences for the purpose of selecting the teams for the State Championship Tournament. At present, only the Colorado Front Range Summit and Continental conferences are represented.

5/B. STATE CHAMPIONSHIPS

The culmination of games within the fall middle school and winter high school league season will determine the participants for the State Championship Tournament for each league. Only the top eight teams for each division (i.e. varsity and junior varsity 5A and 4a, GOLD, SILVER, BRONZE, etc.) leaders will compete in the post season playoffs and State Championships. At present, only participating (Summit and Continental) conferences will compose the Middle School and High School State Championship Series.

5/C. LEAGUE APPROVED FACILITIES

All games will be played in rinks that have been approved by League.

Parker Field House
18700 E. Plaza Drive
Parker, CO 80134
(303) 805-6300

JBS Sports Center
2835 31st Ave
Greeley CO, 80631
(970) 330-4505

Bladium Sports and Fitness Club
2400 Central Park Blvd.
Denver , CO 80238
(303) 320-3033

Colorado Sports Center _ formerly Soc N' Roll
16240 Old Denver Hwy.
Monument, CO. 80132
(719) 487-8572

Rocky Mountain Roller Hockey League
3606 S. Independence St.
Lakewood, CO 80235
(303) 933-1680

OD's Sports Crossing
218 Smokey Street
Fort Collins, CO 80525
(970) 282-111

6. GAME OFFICIALS

6/A League referees must be AAU/USARS certified

6/1A. The 2-referee system will be employed at all League games. If both referees are not available when the game is scheduled to begin, the game will start with one referee. At this time, a rink representative will notify the league by submitting an Incident Report and reporting a referee issue. The rink will then make every effort to get a replacement referee to the rink as soon as possible. If the game ends with only one referee, the game will stand as an official game.

6/2A. If neither scheduled referee is present at game time, the rink will notify the league and make every effort for replacements. Both teams will wait up to 15 minutes from game time before the game is officially cancelled. The league will re-schedule this game at the most appropriate time, based on rink time availability.

6/3A. Any team feedback regarding referees must be submitted to the league on a referee feedback form by the team coach ONLY. The Feedback form can be found on the League website.

6/B. Disciplinary Actions

6/1B. Referees will complete an Incident Report form for any infractions that require attention from the Rules and Infraction Committee. The board will meet when necessary to decide on disciplinary issues during the regular season. This means that the player in question will be suspended from league games until the Rules and Infraction Committee resolves the issue. You have the right to an appeal. All appeals must be submitted in writing with a \$100 appeals fee within three hours of the incident to the League league for review by the Rules and Infractions Committee.

6/C. RULES

League will use a modified USA Roller Sports/AAU rule book for high school play.

6/D. TEAM STAFF

A limit of 4 team staff members will be allowed on the player's bench (head coach, 2-assistant coaches, and team administrator). All bench personnel and players must be AAU/USARS registered.

6/E. SCORE KEEPER/TIMER

League scorekeepers must be AAU/USARS certified.

Participating facilities will supply an official timekeeper / scorekeeper throughout the regular season. The league, in cooperation with the host facility will supply an official timekeeper / scorekeeper for the playoffs and championships. If, at the start of the game, the official scorekeeper is not available, the head referee will ask each team (home team first) for a replacement.

Coaches or team administrators can request a copy of the official score sheet at the conclusion of each game.

6/F. RULE CHANGES

Changes to the league format of the rules may be enacted by the League. All teams will be notified of any such changes.

7. SCORE SHEETS

7/A Any request to review statistic discrepancies found on the League website must be submitted by the coach, or team administrator of the requesting team. Any request made by players, spectators, or parents will not be accepted. To change a statistic, coaches or team administrators must email the League Director and the sending email address will be on file with the league. No exceptions. All information necessary to make the change: date, time, teams involved, game played, player, regarding the stat change must be submitted within 48 hours from the conclusion of the game in question. Changes in stats will be left to the discretion of the League Director and Rules and Infractions Committee.

7/B PLAYER ROSTER

a. The team roster is pre-filled on the official league roster prior to the league registration deadline. The league will post each player's name, number and position onto the score sheets. Score sheets will be made available on the League website prior to each league scheduled game. The facility will download and print score sheets for each scheduled league game. We recommend that team administrators and/or coaches download score sheets to verify their own and opposing team rosters for eligibility.

7/B1. NOTE: Coaches, referees, and scorekeepers will be required to review and sign-off on all scheduled game score sheets at the end of each competition. Identifying errors on game day, and before signing the score sheet is very important.

7/B2. If a rostered player wears a number other than listed on the roster/score sheet, a bench minor penalty will be imposed at the next stoppage of play.

7/B3. If a player is legally rostered on that team, and the omission of his/her name is clearly inadvertent, then the player's name can be added to the score sheet and roster. The league must be notified immediately to make the appropriate correction to the score sheet and roster before the next scheduled game.

7/B4. Any player who does not dress for the game or unavailable to play, but is listed on the game score sheet and roster, must be scratched from the score sheet (with one strike through the name) prior to game start, but no later than the end of the game and must be witnessed by an official and or scorekeeper.

7/C. SCORE SHEETS DISTRIBUTION

League score sheets are digitally produced from the League website. Copies can be requested at the participating facility after the game. Absolutely no changes will be made to score sheets after they've been signed-off by officials and coaches. Once score sheets are received by the League all stats are made official.

7/D. STATISTICS

Statistics will be maintained by the League and posted 48 hours from the time the score sheet is submitted from the facility to the league.

7/E. SCORING

Players will earn 1 point for each goal, or assist, for which they are credited on the score sheet. Once the score sheet is signed by coaches, referees, and scorekeepers, the stats remain final, with the exception of any errors that require correction (refer to 7/A) .

7/F. FORFEITS

In forfeited games, neither team will be credited with any goals or assists. The only statistic recorded will be that of a 1-0 score. The team accepting the forfeit will receive (2) two points for the win, and the forfeiting team will receive a minus (-2) two points..

8. TEAM STANDINGS AND PLAYOFFS

8/A STATE QUALIFIER

The top (8) eight teams in each 5A and 4A divisions will be selected to the State Championship Tournament. Top (4) four teams for middle school divisions in GOLD, SILVER and BRONZE.

8/B INDIVIDUAL SCORING

Team points will be accumulated as follows; 2 points for a win, 1 point for a tie, 0 points for a loss, and -2 (minus 2) points for forfeits.

8/C CONFERENCE STANDINGS

The teams accumulating the most team points in regular season conference play will determine their placement within the league team standings and eligibility for league playoffs.

8/D CONFERENCE TIE BREAKING

In the event of a points tie for selection to Championships Series, the tie breaking criteria will be as follows;

- (a) Total Points - results of points accumulated within regular season
- (b) Head-To-Head competition - results of games against each other
- (c) Goals-For - goals registered against opposing team
- (d) Goals-Against - goals registered against the team
- (e) Coin Toss - at a designated location

8/E WIN / LOSS PERCENTAGE CALCULATION

In the event that a team is moved to a higher or lower division based on league parity considerations, a Win/Loss Percentage calculation for the remaining games, in their new division, will be used to determine the team's final position in the division league standings.

8/F LEAGUE DECISION

The League Directors will render final tiebreaker decisions based on above (8/D) criteria. If a coin toss is necessary, then representatives of both teams will be present.

8/G NATIONAL QUALIFIERS

The State Champions and the runners up (top 4) all qualify to represent their State in National High School Tournaments that are recognized by the League (i.e. AAU High School Nationals, AAU Junior Olympics).

9. APPEALS PROCESS

A. The Rules and Infractions Committee will meet when necessary to decide on disciplinary issues during the regular season. The player in question will not play any League games until the Rules and Infractions Committee resolves the issue. The head coach can appeal the Rules and Infractions committee's initial decision. All appeals must be submitted in writing with a \$50 appeals fee within 72 hours of the incident to the League for review by the Rules and Infractions Committee. In the case of severe misconduct infractions up to and including match penalties, the Committee may take up to seven days to reach a decision.

The player in question will remain on suspension from competition until a ruling is rendered. The committee's decision regarding the appeal will be final. The \$50 appeal fee is non refundable.

10. ZERO TOLERANCE

Zero Tolerance Policy

In an effort to make inline hockey a more desirable and rewarding experience for all participants, the League has instructed the Officiating Program to adhere to certain points of emphasis relating to sportsmanship. This campaign is designed to require all players, coaches, officials, team officials and administrators and parents/spectators to maintain a sportsmanlike and educational atmosphere before, during and after all League high school sanctioned games. Thus, the following points of emphasis must be implemented by all On-Court Referees:

Players

A minor penalty for unsportsmanlike conduct (Zero Tolerance) shall be assessed whenever a player:

1. Openly disputes or argues any decision by an official.
2. Use of obscene, vulgar language or racially discriminatory remarks in a boisterous manner at any time, including any swearing, even if it is not directed at a particular person.
3. Visually demonstrates any sign of dissatisfaction with an official's decision. Any time that a player persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action. These actions will be recorded and maintained in the League database.

If any infraction exceeds a reasonable amount of occurrences and are deemed by the Rules and Infractions Committee to be excessive, the player can be assessed a suspension or a penalty up to and including revocation of League membership.

Coaches

A minor penalty for unsportsmanlike conduct (Zero Tolerance) shall be assessed whenever a coach:

1. Openly disputes or argues any decision by an official.
2. Use of obscene, vulgar language or racially discriminatory remarks in a boisterous manner to anyone at any time.
3. Visually displays any sign of dissatisfaction with an official's decision including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.

Any time that a coach persists in any of these actions, they shall be assessed a game misconduct penalty. If any infraction that exceeds a reasonable amount of occurrences and are deemed by the Rules and Infractions Committee to be excessive, the coach can be assessed a suspension or a penalty up to and including revocation of League membership.

Officials

Officials are required to conduct themselves in a businesslike, sportsmanlike, impartial and constructive manner at all times. The actions of an official must be above reproach. Actions such as "baiting" or inciting players or coaches are strictly prohibited.

On-Court officials are ambassadors of the game and must always conduct themselves with this responsibility in mind. If any infraction exceeds a reasonable amount of occurrences and are deemed by the Rules and Infractions Committee to be excessive, the referee can be assessed a suspension or a penalty up to and including revocation of League membership.

Parents/Spectators

The game will be stopped by on-court officials when the parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The on-court officials will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the facility and/or inline hockey governing body.

This inappropriate and disruptive behavior shall include:

1. Use of obscene, vulgar language or racially discriminatory remarks in a boisterous manner to anyone at anytime.
2. Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, or threat of physical violence.
3. Throwing of any object in the spectators viewing area, player's bench, penalty box or on court surface, directed in any manner as to create a safety hazard.

Sexual Abuse Policy

It is the policy of League that there shall be no sexual abuse of any minor or adult participant involved in any of its or its Affiliates sanctioned programs, its tournaments or events, its Training Camps, Hockey Clinics,

Coaches Clinics, Referee Clinics, Regional and National Tournaments or other League events by an employee, volunteer, or independent contractor.

Sexual abuse of a minor participant occurs when an employee, volunteer or independent contractor touches a minor participant for the purpose of causing the sexual arousal or gratification of either the minor participant or the employee, volunteer or independent contractor.

Sexual abuse of a minor participant also occurs when a minor player touches an employee, volunteer or independent contractor for the sexual arousal or sexual gratification of either the minor participant or the employee, volunteer or independent contractor, even if the touching occurs at the request or with the consent of the employee, volunteer or independent contractor.

Neither consent of the player to the sexual contact, mistake as to the participant's age, nor the fact that the sexual contact did not take place at a hockey function are defenses to a complaint of sexual abuse.

Upon proof of violation of this policy, the violator will be permanently banned or suspended from League sanctioned programs and/or the programs of its Affiliate Associations.

Physical Abuse Policy

It is the policy of League that there shall be no physical abuse of any of its members or its Affiliates sanctioned programs, its tournaments or events, its Training Camps, Hockey Clinics, Coaches Clinics, Referee Clinics, Regional and National Tournaments or other League events by an employee, volunteer, or independent contractor.

Physical abuse means physical contact with a participant that intentionally causes the participant to sustain bodily harm or personal injury. Physical abuse also includes physical contact with a participant that intentionally creates a threat of immediate bodily harm or personal injury.

Physical abuse does not include physical contact that is reasonably designed to coach, teach or demonstrate a hockey skill. Permitted physical conduct may include, but is not necessarily limited to, shooting pucks at a goaltender, demonstrating other hockey skills, and communicating with or directing participants, during the course of a game or practice, by touching them in a non-threatening, non-sexual manner

Equal Opportunity Policy

League shall provide an equal opportunity to amateur athletes, coaches, trainers, managers, administrators, and officials to participate in high school and middle school inline hockey athletic competition, without discrimination on the basis of race, color, religion, age, sex, sexual orientation, or national origin, and with fair notice and opportunity for a hearing to any high school or middle school athlete, coach, manager, administrator, or official before declaring such individual ineligible to participate in League programs or competition.

The League has determined that it is not in the best interest of its programs and the sport of inline hockey, and has therefore prohibited any conduct detrimental to inline hockey to do with any of the following while participating in or affecting the sport of high school or middle school inline hockey:

- (a) Discriminate on the basis of race, color, religion, age, sex, sexual orientation, or national origin,
- (b) Consume, use, sale, give or abuse mood altering substances, other than in accordance with a Doctor's prescription,

For purposes of this policy, the words "mood altering substances" shall include the following:

1. Intoxicating beverages, including, but not limited to, alcohol.
2. Non-prescription or prescribed controlled substances.
3. Prescription or prescribed controlled substances when used to an excess in violation of doctors orders, or to produce the state of intoxication in the participant.
4. Abuse, (including but not limited to ethnic, racial, sexual, physical or mental) .another person or player.

Consumption/Use/Abuse of Mood Altering Substances

It is the considered judgment of the League that consumption/use/abuse of mood altering substances is detrimental to a healthy state of mind, body, and spirit in an athletic participant. This is especially true for those participants aspiring to develop their talents in the furtherance of their playing, or coaching, or officiating careers in the sport of inline hockey.

Therefore, with the best interests of its participants in mind, League prohibits use by any participant of mood altering substances during active participation in its programs, and, upon discovery of any violation, shall take action to remove the participant from participation in its programs for a reasonable period of time.

Further, League hereby recommends that each and all of its teams, associations, programs, and affiliates adopt reasonable regulations concerning the prohibition of consumption/use/abuse of mood altering substances, and a reasonable enforcement procedure thereafter, in order to maintain the health of our athlete participants, the integrity of our programs, and the eligibility of all of our competitors for national, international, and collegiate competition.

11. PRACTICE

Teams are responsible for scheduling, organizing, and conducting practices. Teams are asked to support the rinks that will be used in league play when scheduling practice times.

12. TOURNAMENTS

12A. LEAGUE TOURNAMENTS

League tournaments are scheduled pre or post season.

The league currently sponsors one tournament (League Scholastic State Invitational Tournament (SIT) each year that will occur approximately 2-3 weeks before the beginning of the regular season. All League registered teams are eligible to enter the tournament and GPA requirements for players are waived for the tournament.

13. ADOPTION OF USARS PLAYING RULES

THE LEAGUE RULES AND INFRACTIONS COMMITTEE HAS ADOPTED A MODIFIED VERSION OF USA ROLLER SPORTS/AAU RULES

14. AMENDMENTS TO USARS PLAYING RULES

14/A. NON-CHECKING LEAGUE

The League is a Non-Checking league. "Checking" meaning, any deliberate or meaningful body contact deemed as excessive by, or at the referee's discretion. Accidental contact or action deemed as "Playing the Puck" may or may not be penalized as "Checking" at the referee's discretion.

14/B. GAME TIME

Games will consist of 2 periods of 25 minutes each, no stop time. Stop time in last 2 minutes for 1 goal or less score differential.

14/C. TIME OUT

Each team will have 1 time out, consisting of 1 minute. The coach, captain, or alternate may indicate to the referee that the time out is requested

14/D. OVERTIME

There is no "Overtime" policy for the regular season. During the playoffs and championship rounds, a 5-minute sudden death period will be played if the game remains tied at the end of the regulation time. Sudden death implies that the first team that scores wins. If, after the sudden death overtime period, the teams remain tied, the game will go to a "Shoot-Out". If a team wins in overtime, that team will be awarded 2 points and the losing team will receive 0 (zero) points.

14/E. PRE GAME WARM UP

5-minute warm-up period will be provided prior to the start of the game.

14/F. HALF TIME

There will be a 1 minute official time out between 1st and 2nd period.

14/G. MERCY

There is no mercy rule in the League.

14/F. FIGHTING

The league has a zero-tolerance for fighting. As a result, players assessed a penalty for fighting of any kind will receive an automatic five (5) minute Major Penalty, Game Ejection Penalty ten (10) minute Game Misconduct, and a one (1) game suspension. Repeated penalties for fighting will warrant a two (2) Game suspension, up to and including a season suspension or league ban.

14/G. RESCHEDULED GAMES/ INCLEMENT WEATHER

Games officially cancelled due to "acts of nature" (such as winter storms, floods, or other natural disasters) will be re-scheduled at the end of season play if rink time is made available. Game rescheduling for any reasons other than the above mentioned will not be considered.

- a. Game rescheduling will not be considered for reasons pertaining to school parties, proms, dances, conflicting sports events, tournaments, personal league schedule conflicts, or game day preferences. There will no refunds for game forfeits or the leagues inability to rescheduled games.
- b. Any games that the League deems to be a reasonable "hardship" may be considered for rescheduling with a required \$200 re-scheduling charge. All reasonable attempts will be made to re-schedule at the end of the season, but will not be guaranteed.
- c. Lack of, or inability to make travel/transportation arrangements for scheduled games will not be considered as a hardship.
- d. Coaches that purposely choose not to engage his/her team in a scheduled game will be placed on probation by the league, or up to and include league suspension. Any coach that knowingly persuades his/her team to purposely forfeit a game(s) will receive a league suspension or up to lose of league membership.

Game rescheduling arrangements between team personnel will not be permitted or accepted to the league season schedule. Games not originally on the league schedule or approved by the League will not be considered and officially recorded as a forfeit.

14/H. FOUR MINOR PENALTIES IN SAME GAME

On the forth (4th) minor penalty in the same game to the same player, including the goal keeper, that player will receive a game ejection penalty and an additional ten (10) minute misconduct (ejection) penalty for a minimum of (18) eighteen penalty minutes assessed.

Double minor penalties are counted as two (2) minor penalties. Five (5) minute majors, and/or ten (10) minute misconducts penalties are counted toward the total amount of penalties earned in one (1) game.

Repeated Four Penalty Rule ejections will result in the following disciplinary action:

2nd Offense - One (1) game suspension

3rd Offense - Three (3) game suspension

Continued offenses can be escalated to result in a league season suspension up to and including a league ban.

NOTE: The player assessed an ejection penalty for the Four (4) Penalty Rule, will have a substitute serve the final minor/major penalty upon his/her ejection from the game. Any subsequent penalty or penalties incurred within the same game (after the ejection, i.e. unsportsmanlike conduct) will result in that player being assigned a ten (10) minute Game Misconduct which will result in an automatic minimum one (1) game suspension.

Any disorderly conduct resulting from the ejection can result in additional and more severe disciplinary action up to and including league season suspension and/or league ban.

15. MAXIMUM LEAGUE SEASON PENALTIES INDIVIDUAL & TEAM

Disciplinary Action for Player(s) Exceeding the Individual Game Penalty Rule

Maximum Player Per League Season Penalties and Disciplinary Action:

42 Minutes - Game Misconduct, and (1) One Game Suspension (no additional penalty minutes)

48 Minutes - League Season Suspension (includes All Star participation, playoffs, and championships)
Individual statistics recognition will still be considered.

Disciplinary Action for Coach That Continually Allows Team to Exceed Team Game Penalty Rule Maximum
Team Per Game Penalties and Disciplinary Action: Team MUST not exceed Twelve (12) penalties within (1) game.

1st Offense - Coach will receive a warning.

2nd Offense - Coach must serve a (1) One Game Suspension

3rd Offense - Coach must serve a (2) Two game Suspension - Rules and Infractions Disciplinary review and probation period.

4th Offense - Coach must serve a (3) Three Game Suspension - Rules and Infractions Disciplinary review - One year to permanent league membership revocation.

16. ALL STAR TEAM SELECTION PROCESS AND COMMITTEE

Before the conclusion of each regular season all League Directors will be assembled for the selection of All Star, and Senior Showcase players.

17. STATE TEAMS SELECTION PROCESS AND COMMITTEE

ALL STATE AND HONORABLE MENTION SELECTION

A League Review Committee will add their input with a third of the vote, and the League Directors will add their considerations for the final two thirds of the vote.

ALL AMERICAN NOMINEES

Forms are provided for the league coaches to make their player nomination and submit directly to the AAU at the following address:

Keith Noll
2409 Stout Road #1
Menomonee , WI 54751
715-231-4000 (o)
715-231-4004
800-228-4872 (WI only)

The State High School Inline Hockey League and its League Directors reserve the right to revise these League Rules at any time. League member coaches and officiating participants will be notified via e-mail and League website regarding any revisions made to the above mentioned League Rules, USARS/AAU Game Rules and standards.

The League Directors also reserve the right to make final decision(s) on issues concerning disciplinary action(s) of its member coaches, players, spectators and/or officiating participants.

Note: League Rules may be altered, amended or repealed and new League Rules may be adopted by the League Directors at any regular or special meeting of the League Directors.