



Rev. AUGUST 2016 3PM

# PLAINVILLE INDOOR

# SPORTS ARENA



AS OF 9/2011, PISA WILL BE USING USA HOCKEY RULES OF ICE HOCKEY AS OUR OFFICIAL SET OF RULES FOR ROLLER AND DECK, UNLESS OTHERWISE WRITTEN IN THE HOUSE RULES BELOW.

# HOUSE RULES

- 1.** You must have in roller hockey 9 PAID players and deck hockey 11 PAID players on the roster for the season. All players must sign a waiver before playing. Each player may play in full on the 1<sup>st</sup> game or use our 3 game payment plan (i.e. a payment must be made every game). The team must pay for the difference of any missing players to make the correct amount of paid players on the 3<sup>rd</sup> game. A non-refundable deposit of 2 PLAYERS PAID IN FULL per team will be required when entering a team in a new season. This insures us that you are serious and that it is safe to make the schedules. The registration fee is non-refundable for any reason.
- 2.** The roster will be frozen after the 3<sup>rd</sup> game. No additions can be made after the 3<sup>rd</sup> game including per game players. All full time players that are not paid by this time will be taken off the roster.
- 3.** All Per Game Players must pre-pay for 3 games if the team does not have 9 or 11 fully paid players. Per game players must have played at least 1 game by and including the 3<sup>rd</sup> game or will be automatically deleted from the roster, no exceptions. If a per game player receives a suspension, they must pay the per game fee for every game they are suspended for in order to play on any of their teams/divisions. See rule #31 in case of forfeits.
- 4.** All players fully paid or per game, must play 5 games in order to be eligible for the playoffs. All players can only sign in one hour before the game and must play at least 1 period in order for it to count as a game played. This is to make it fair for all the players who show up regularly for their scheduled games. Legitimate injured players will be allowed to sign-in, indicating on the roster sheet of injury and will be required to be on the bench for at least the start of the game to be able to be counted in by the scorekeeper.
- 5.** The Plainville Indoor Sports Arena reserves the right to bar any team and/or individual player from playing in any division or any team who, in the management's opinion, will be overwhelmingly strong or weak and make the teams in any division uneven.
- 6.** You must sign the roster before every game!!!!. Also, if you have not signed in, you will not receive credit for playing that game. There are no exceptions to these rules. The goalie of each team is responsible for circling his/her name to receive credit for any statistics for that game.
- 7. PLAYERS' BENCH HOUSE RULE:** Only individuals that are signed in on the team roster sheet of that same game being played are allowed on the player's bench. This includes all coaches. There will be only 2 coaches for women and under 18 leagues only on the bench per team. If coaches on the teams' bench become difficult, they will be removed for the game if not indefinitely. No suspended players may be on the bench.
- 8. Forgeries** of any kind on registration/waiver or roster are illegal. If discovered before or during a game, the result will be stoppage of the game with an automatic forfeit for the team with the illegal player. A warning will be issued to all involved, that if another incident occurs in the future, possible player(s) or team suspensions/terminations will be enforced. No player can sign in another player at any time. Also, any player caught without having a proper waiver signed with Plainville Indoor Sports Arena must leave the game to sign the waiver and will be warned that the next time they will be suspended.
- 9. EQUIPMENT REQUIREMENTS:**
  - 9a) Jerseys** – All players must have the same color with a non-duplicate 8" number on the back per team by the 3<sup>rd</sup> game. \$3 rentals with personal possession available at desk. No exceptions! You will not be able to return to the game until you are wearing the correct color and/or have an 8" number on the back. Also, points will not be awarded to any player without an 8" number on the jersey and if it does not match the number listed on the roster. Captains' and assistant captains' jerseys must be marked with C's and A's. Only properly marked captains and assistants that are on the rink at the time of the call are the only ones allowed discussing matters with the referees. This is will be strictly enforced.
  - 9b) Shin Pads** – are required for both deck and roller. Only legitimate deck or roller shin pads may be used, i.e. no soccer or any other sport shin pads are allowed. Anyone caught without or incorrect shin guards must leave the game until they are wearing correct hockey shin pads. Deck or roller shin pads can be used for either sport.
  - 9c) Gloves and Elbow Pads** are required for both deck and roller and **(NEW) elbow pads must be covered** for safety purposes. Any player caught without gloves or elbow pads must leave the game until they are wearing both gloves and elbow pads. Any gloves used during the game can not have open palms or holes in the palms. Any player discovered with glove(s) with open palms or holes must leave the game immediately and can return when they have legal gloves.
  - 9d) Shoulder Pads** are required for roller hockey leagues under age 18 only. If caught without, altered or damaged shoulder pads, the player must leave the game and return with correct shoulder pads. A second incident with the same player, a game misconduct will be assessed. If this happen again a third time you will serve a 1 game suspension. Padded shirts for under age 18 leagues are **not** a legal replacement for shoulder pads.
  - 9e) Sticks** – Only sticks approved by the Management may be used. No aluminum sticks or wooden blades allowed. If a non-approved stick is found that stick must be removed from the deck and the player must switch to an approved/correct stick immediately.
  - 9f) Roller Blades** - roller blades (in-line skates only, not roller skates) must have mountings that are rink safe. In other words, anything that can cause harm to the rink floor or other players. Also, the skates must not have any missing wheels. If a player loses a wheel/axle during the game, they will be allowed to finish the game but must fix the wheel before the next game. Examples are bolts; nuts or anything not flush with mounting. No brakes are allowed.
  - 9g) Helmets:** Anyone under 18 years of age must wear a full-face guard. All helmets are required to have a real chinstrap (no tape is allowed) and must be used at all times. Chin straps must meet safety standards and not be worn so loose that it is not effective. If the helmet has a shield or half shield it is required to be in the down position while playing to ensure safety to all players. If you are not going to play with the shield down it must be removed from the helmet for 18 year of age or above.
  - 9h) Loss of Equipment:** (during a game) if any player loses a piece of equipment (during a game) and has possession of the ball, they will be given a warning to retrieve the equipment. If that player continues on without the equipment, the officials will whistle the play dead and a delay of game penalty will be assessed.
  - 9i) Game Balls** – Each team must supply 2 balls per game.
  - 9j) Pinnie Policy** – The scorekeeper will record the number of pinnies handed out to any team. If the same number of pinnies are not returned the team will be charged and responsible to pay \$8.00 per pinnie.
- 10. Offside:** The offside for deck is the centerline. There is no such rule for offside in roller hockey.
- 11a. Hand Pass:** For both roller and deck. Play may or may not be blown dead based on what happens next. Examples:
  - Team A player plays the ball forward with their hands in their defensive zone, a member of Team A possesses and controls the ball within their defensive zone. Play is allowed to continue.
  - Team A player plays the ball forward with their hands in their defensive zone, a member of Team A next possesses and controls the ball in their attacking zone. The whistle shall be blown and the ensuing face off should take place at the spot the ball was last played.
  - Team B player hits the ball at the goalie with their hands and is the next player to possess and control the ball and shoots the ball into the net. The goal is allowed. If another player from Team B is the first to play the ball in this situation, a hand pass shall be called with the ensuing face off taking place in Team B's defensive zone.
- 11b. Handling Ball with Hands:** For both roller and deck.  
**Minor Penalty** – A player shall be permitted to catch the ball out of the air but must immediately place it or knock it down to the surface. If he catches it and skates/run with it, either to avoid a check or to gain a territorial advantage over his opponent, a minor penalty shall be assessed for "closing his hand on the ball". A minor delay of game penalty shall be imposed on a player who, while play is in progress, picks up the ball off the floor, off himself or another player with his hand and carries or throws the ball.
- 12. Ball out of bounds:** If the ball hits the net, stays in play and in the opinion of the referee doesn't adversely affect the direction the play shall continue. Players will play until the referee blows the whistle to stop play. If the ball hits any outside walls or ceiling, play will be stopped. **PLAY THE WHISTLE.**

**13. PENALTIES:**

	<u>Roller Hockey</u>	<u>Deck Hockey</u>
MINOR	= 1-1/2 minutes	1 minute
DOUBLE MINOR	= 3 minutes	2 minutes
MAJOR	= 3-1/2 minutes	2-1/2 minutes
MISCONDUCT	= 5 minutes	5 minutes
GAME MISCONDUCT	= Out of the Game	Out of the Game

**14. Numerical Strength** for roller hockey, changed by penalties during the course of a game, a team cannot play with any less than two skaters and a goalie. For Deck hockey the minimum amount of players is 3 players and a goalie. If a team cannot field the correct amount of players in these situations caused by too many penalties the game is over.

**Coincidental Penalties at the same stoppage:** For both roller and deck hockey, coincidental penalties at the same stoppage will not affect man power strength on the deck. The rule of thumb here is if the penalties for both teams evened out, then the man power strength on the rink is not affected. Examples:

- #4 Blue and #7 Red receive matching minors at the same stoppage. Both players will serve their penalty time and wait for a whistle to stop play before returning to the game. Penalty times are not put on the scoreboard.
- #4 Blue receives 2 penalties while #2 Red and #5 Red receive one penalty each all at the same stoppage. All players will serve their penalty time and wait for a whistle to stop play before returning to the game.

For both roller and deck, if penalties at the same stoppage do not even out, the team receiving a power play must be granted that power play immediately. Example: #4 Blue receives 2 minor penalties and #7 Red receives one minor penalty at the same stoppage. The players will take their place in the penalty box, but the Blue team will have to put any non-penalized player into the box to serve the additional minor penalty assessed to #4 Blue. Play will resume with the Red team receiving a power play. Exception: Teams will never be forced to put a non-penalized player in the box that forces any team to go below numerical strength as per rule #14 above.

**Non-coincidental Major Penalties:**

Should a player receive a non-coincidental major penalty and a game misconduct, the penalized team has the option not to put a player into the penalty box immediately. However, the team cannot return to full strength at the completion of the major penalty unless a player is in the penalty box and eligible to return to play. If there is no player in the penalty box at the expiration of the major penalty, the team must play a man down until the next stoppage of play. (If this were to happen in a deck hockey game, at the conclusion of the penalty the team is treated as if they are at full strength even though they may technically be a man down. Icing would be in effect for a team in this situation.)

**15. Skating out of control**...All skaters must attempt to skate in control at all times. If in the opinion of the referee, a player is skating too fast or reckless and causes a collision with an opponent, he will be given a skating out of control minor penalty.

**16a) Running Time** will occur with any 7 goal difference for all leagues. At the 7<sup>th</sup> goal difference the clock does not stop. Stoppage occurs only for time-outs, injuries and if the goal difference is under 7. Penalties are run separately with stop time.

**16b) After a 10-goal difference**, the game is officially over. However, play may continue with both officials and scorekeeper for the remainder of the time left if both teams wish to do so. All statistics (except penalties) will not be counted on the score sheet and score board after that point.

**17. Goalie House Rules: Circle/Crease** The goaltenders crease is defined by the semi-circle area directly in front of the goal and includes all the space up to the height of the crossbar. **No player** shall be allowed inside of the goalie's crease unless the ball precedes the player(s) into the crease.

**17a)** Goalies can cover the ball behind the goal line but must be touching the goal crease in some way. Also the goalie can cover the ball up to the 1<sup>st</sup> face off dots. If the goalie covers the ball beyond this point a delay of game penalty will be assessed.

**17b)** Goalies cannot **throw** the ball forward, only to the side. 1<sup>st</sup> time is a warning, 2<sup>nd</sup> time will be a delay of game penalty. However, a goalie can shove or push the ball forward as long as he does not pick it up or grasp it.

It is illegal for a goalie to drop his stick. If in the opinion of the officials that a goalie stick is dropped on purpose (i.e. to cover or stop the ball), the goalie will receive a warning. If the stick is dropped again a second time, a delay of game minor penalty will be assessed.

**18. Goalie Protection Rule:** USA HOCKEY RULE 633

**19. Goalie Replacement:** A goalie can be replaced for any reason by another teammate on the existing roster at any time. However, a goalie can be replaced by a non-roster player due only to an injury. The replacement goalie that is not on the roster must play 3 consecutive games in goal at the per game fee. The original goalie can not play in any other position until ready to return from injury (minimum 3 games). In case of a suspended goalie, the replacing goalie must be a player on the existing roster. No exceptions. In case of a change of goalie during a game, 3 minutes will be given to that team for the switch. Any goalie replacement on the 6<sup>th</sup> game or after will require a doctor's note for the injured goalie to get him replaced.

**20. Abuse of the Rink or Equipment:** Any player, whether in frustration or celebration, which abuses the rink or equipment and is seen by either the referees, scorekeeper or management, will result in a 5 minute misconduct penalty. After the 3<sup>rd</sup> abuse of rink/equipment penalty you will automatically be suspended 1 game. Total cost of all repairs is to be paid by the player before they will be reinstated. Management will make all decisions.

**21. Abuse of Referees/ Abusive Language:** USA HOCKEY RULE 601A. Openly disputes or overly argues any decision by an official. Uses obscene or vulgar language at any time, including demonstrating any sign of dissatisfaction including obscene or vulgar language (swearing) at any time, even if it is not directed at a particular person. Any players abusing an official shall be dealt with in any combination of these 3 ways: 1. Minor Penalty for Unsportsmanlike Conduct, 2.

Misconduct Penalty, 3. Game Misconduct Penalty and a write up for possible further suspension.

**22. Penalties:** 3 penalty rule in one game rule is eliminated, see below for new rule.

**22a) PISA Penalty Disqualification Rule:** Any player receiving 4 minor penalties, or 1 major or misconduct penalty and 2 minor penalties in the same game, will be immediately ejected and disqualified from that game and will receive an additional one game suspension to be served at the next game. If a player incurs three multiple penalty game suspensions in one session, they will be disqualified from play for the remainder of the season with no refund.

**22b) All Penalties Signaled Will Be Assessed:** If a delayed call is being signaled against #4 Blue and a goal is scored by the opposing team, #4 Blue will be assessed the penalty on the score sheet but no time will be served. This penalty will count towards the PISA Penalty Disqualification Rule. The same will be done for any infraction that results in a penalty shot. The penalty will take place and the offending player will have a penalty recorded against them on the score sheet. It is a good habit to inform the player this is happening especially since this is a new rule to PISA.

**23. High Sticking:** Note: under 18 divisions (i.e. no high stick is allowed & will result in minor penalty)

Rule 617: High Sticking the ball above the normal height of the shoulders is an illegal act. Play is blown dead based upon what happens next. Examples:

- Team A player high sticks the ball and the next player to possess and control the ball is a member of Team B. Play shall be allowed to continue
- Team A player high sticks the ball and the next player to possess and control the ball is a member of Team A. The whistle shall be blown, and the ensuing face off will take place in Team A's defensive end zone.
- Team A player high sticks the ball and it goes directly into Team A's goal. The goal is allowed.
- Team A player shoots the ball at the opposing teams goalie with a high stick resulting in the goaltender covering or holding the ball to stop play. Play shall be stopped and the ensuing face off will take place in Team A's defensive end zone. (The shot was illegal and the goalie does not have to play the ball).

Note: If ball is not being played on purpose for purposes of killing a penalty after 5 seconds, whistle play dead with a face off at the next closest faceoff circle.

**Continued rule #23**

**Contact vs. Injuries:** Has to be contact above the normal height of any player's shoulders.

Contact to helmet: 1 Minor Penalty

Contact with Injury: 1 Minor Penalty (NO BLOOD)

Contact with Blood: Major Penalty and Game Misconduct.

NOTE: (Unless reckless or intentional, then Intent to injure will be used.)

Phantom players will not be allowed to serve the above penalties. A physical player must serve in box no matter if this puts a team even shorter due to numbers. If a team cannot field the correct amount of players stated in our house rules the game is over.

However, in the opinion of the officials, if the player who was struck left his feet either to slide, jump or put himself in position to be struck, no call will be made.

Especially when the injury happened below the normal height of the shoulders.

**24. Icing:** Very simply, when at even strength, if the ball is shot from behind the defending teams blue line and crosses any part of the opposing team's goal line icing shall be whistled. The ball can go through the crease, hit the goal post, or be playable by the goaltender. None of these occurrences would nullify the icing call should the ball cross any part of the goal line. If at the ref's discretion the defensive player could have played the ball or caught up to a slow moving ball, icing will be called off.

**25. Officials Mistake:** Should an official make an errant call, and the whistle is blown, the ensuing face-off will take place at the center faceoff circle. ~~26. Seasonal~~  
**Maximum Penalty Rule:** eliminated rule. See house rule #23 above for new rule. Also, the scorekeeper will be used ONLY if BOTH referees are unsure if a goal was scored. If one official saw it clearly than it will be end of discussion and no scorekeeper's input will be used.

**26. Fights/Altercation:** Fighting and altercations are absolutely forbidden at all times. Management will suspend anyone involved.

**27. 3<sup>rd</sup> Man In:** Automatic Game Misconduct. Any player joining in a fight/altercation, acting as peacemaker or taking part of the incident will be assessed a game misconduct penalty plus a 1 or more game suspension. Leaving the bench at time of any altercation will be assessed a game misconduct and a 1 or more game suspension. Note that the scorekeeper will be recording players and conferred with as the 3<sup>rd</sup> official.

**28. Sliding House Rule:** TRIPPING USA HOCKEY RULE 639. Also, a player may not slide on his knees or otherwise roll into an opponent thereby causing the opponent to trip or fall. Sliding into a player, whether or not the sliding player has possession of the ball, in a dangerous manner for any reason will result in a minor penalty.

**29. Suspensions:** the management will make any and all suspension decisions and only after management is able to discuss all facts with the officials. Any suggestions during or after the game by any referee or scorekeeper will not be valid in any way prior to review by both management and officials. All incidents will be written up after the game in question and will be subject to management's review. In no case will suspensions be decided upon, during or immediately after the game. Refrain from directing questions to the referees regarding the incident(s). The teams' captain can call the arena in 2-3 days to determine the outcome of the suspension if they have not previously been contacted. No decisions will be overturned or changed. All suspensions carry over to the next season if applicable. The Plainville Indoor Sports Arena reserves the right to suspend any player from all their teams for any reason. The registration fee is non-refundable for any reason.

**30. Start of Game:** All official game times are the times stated on the schedule.

31a. A team may start and end a game 1 player short. Each team must have the required number of players at the official game time. Also, if any team chooses to play short to match the other team that is short that team can put out the correct number of players at any time during the game. 31b. If a team is not on the playing surface by the start of the game and ready to play with the proper amount of players, or if being on the playing surface fail to start play, delay of game is called on that team.

**31. Forfeits:** The following guidelines will be followed when starting games late:

- 1-5 minutes late – delay of game penalty, 3 periods of stop time
- 6-10 minutes late – delay of game penalty **AND** 1<sup>st</sup> period is running time
- at 11 minutes – game is a forfeit

Forfeits are 0-1 loss for the team who causes the forfeit and an automatic 1-0 win for the opposing team that had enough players signed in. However, in order to receive the win, that team must have at least 4 signed in for roller hockey and 5 for deck hockey as described in above. Any team that forfeits 3 games in one season will forfeit the rest of the season and any potential playoff games with no refund given. If a forfeit is pre-planned or called in, all full time players will get a game played for the non-forfeiting team. Per game players may call in a payment the day of the game to receive a game played for the non-forfeiting team only.

**32. Probation:** Plainville Indoor Sports Arena reserves the right to put any player or team on probation. Any incident that is deemed deserving a suspension/forfeiture but we want to give the players involved a second chance under the understanding that the next incident will result in forfeiting the season or never being able to play at Plainville Indoor Sports Arena again.

**33. Alcohol & Drugs:** Any player, who in the referee's opinion, is under the influence of alcohol and/or drugs will be given a game misconduct and may be subject to further suspension(s). This can be and is encouraged to be reported by the opposing team captains, but is still up to the discretion of the officials, and/or management.

**34. Game Format:** Deck - (3) 10-minute periods—stop time –1 minute between periods, Roller - (3) 11 minute periods – stop time – 1 minute between periods

**35. Playoff Information:** League Standing Rules

- 1) 2 points are given to the team for each win.
- 2) 1 point is given to the team for each tie.
- 3) When teams are tied in points, the team with the most wins takes first place.
- 4) The 3<sup>rd</sup> is head to head wins.
- 5) Lowest goals **against** average are the 4th tiebreaker. Wins by forfeit will be removed to not affect average for fairness.

Note: If more than 2 teams are tied and there is not a clear cut head to head winner, then lowest goal against will be the tie-breaker.

**36. Playoff Schedule:** No requests will be taken for the scheduling of play-off games, and no rescheduling will be made.

- 1) Play-off Structure: 1<sup>st</sup> round is a single elimination while the Championship (2<sup>nd</sup> round) is best 2 of 3 games.
  - a) 3 team division = 2 teams make the playoffs
  - b) 4 team division = 3 teams make the play-offs
  - c) 5-7 team division = 4 teams make the play-offs
  - d) 8 or more teams = 6 teams make the play-offs

**37. Playoff Awards:** Individual team trophies for playoff championship winners, except for the Youth, Midget and Pee Wee divisions:  
Top Goal Scorer of each Division  
Top Assist of each Division  
Total Points of each Division  
Top Goalie of each Division  
Play-off MVP

**38. Protests:** Protests will not be accepted. All formally written complaints will be read and used for constructive learning purposes only. See front desk for forms.