

DELTRAN HOCLEY LEAGUE
2014 OPERATION POLICIES



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DELRAN HOCKEY LEAGUE

OPERATING POLICIES

I. GENERAL GUIDELINES & GAME FORMAT

All rosters will be locked once the draft is completed. No player may join a team late after the draft or mid-season.

In the event of an altercation which may or may not result in personal injury or property damage, the league will take appropriate action, possibly including expulsion from the league, should such incident occur before, during or after any league game or activity.

The USA Inline Hockey Rule Book will govern in all cases.

It is the intention of the DHL to follow rules as dictated by USA Inline Hockey in all circumstances. However, the League reserves the right to review, at the request of any member team, any situation and to take action upon any situation, which develops during the course of the season.

Regular Season:

- Three 15 minute periods
- Clock stops with 2 minutes remaining in the 3rd period within 3 goal differential
- Each team gets one time out in regulation
- Tie game – one 5 minute overtime – shootout if still tied
- Overtime (Sudden Death) – Running Clock
- Teams must have 4 players & goalie to play, forfeit if not
- Must have all required equipment to play, including 4 wheels on each skate.
- No non-rostered players allowed except for goalies if team is short
- Clock stops for an injury lasting more than 1 minute then resumes at drop of ball

Playoffs(all regular season rules except):

- Clock stops with 3 minutes remaining in the 3rd period within 3 goal differential
- Tie game – two 5 minute overtime periods – shootout if still tied
- Each team gets one time out in overtime
- Overtime (Sudden Death) - Running Clock
- First Round Single Game Elimination
- Semi Finals Best-of-3 format
- Finals Best-of-5 format

Shootout: Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the team captain selects. All players are eligible to participate in the

shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct or match penalty. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.

Mercy Rule: If the difference is ten (10)-goals at or after the beginning of the third period, the game will be ended.

II. ELIGIBILITY

All players within this league must be 18 years of age unless special permissions are approved by the league.

Any player that is 17 and turning 18 during the season may participate in the league only with a signed waiver by his or her parent/guardian. No one under the age of 17 is allowed to participate in this league.

All players are subject to ID checks if D.O.B. seems false.

III. VOLUNTEER CAPTAINS

In order to be the voluntary captain of a team, the player must be 18 years old at the start of the draft. The Volunteer Captain for each team must be identified before the start of the league draft.

Volunteer Captains will draft teams and have the responsibility of being the acting coach of the team by providing their teammates with league information, schedules, suspension notices, expulsion notices, game cancellations and team issues.

Volunteer Captains are responsible for ensuring that the player bench and penalty box is kept clear of individuals not associated with the team during games. This includes friends and/or parents of players.

If a post-game situation is occurs, Volunteer Captains should keep all players on the bench and talk to them while the situation clears. Forego the after game usual handshake if necessary.

It is the responsibility of each Volunteer Captain to read the score sheet after each game and to insure that suspended players are advised of their suspension and not be permitted to play in the next game.

Game misconducts given to a player will be assessed in a progressive manner. First game will result in one game suspension; second game misconduct will result in two games suspension, etc.

It is the duty of all Volunteer Captains to make sure benches are clean and clear after the final of their game.

IV. TEAMS

No alcoholic beverages are allowed in the rink area before, during and after games.

Teammates are requested to support one another by:

- a) Encouraging each other at all times
- b) Providing an example of calm and restraint at all games

V. PLAYERS

By submitting the registration form, the player agrees to abide by the operating rules and procedures of the Delran Hockey League.

Players' complete attention to the league officials is mandatory.

Abusive language and actions by players will not be tolerated.

Players are responsible for the actions of their players before, during and after all games. This includes the parking lot of the rink.

Any damage, to person or property, will not be tolerated. Anyone found in violation is subject to immediate expulsion and is responsible for all payments for damage.

Equipment: All players must wear their full equipment when on the roller rink. All players must wear a USA Hockey approved helmet (facemask/cage is not required but highly recommended), hockey gloves, elbow pads, hockey shin pads, protective cup **and inline hockey skates with 4 wheels on each skate.**

The League President, for the following cases of serious misconduct, shall discipline players:

- a) Deliberate injury to another person
- b) Deliberate attempt to injure another person, including butt-ending spearing, kicking, high-slashing or vicious charging and/or boarding
- c) Fighting
- d) Attempting to fight, including dropping or removing gloves
- e) Leaving bench or goaltender leaving crease to join an altercation
- f) Incurable behavior, including but not limited to, refusal to comply with a referee's decision, using force on an official, or attempting to use force on an official, or serious verbal intimidation
- g) Any other act of serious misbehavior which in the opinion of the League President calls for imposition of a special penalty

The application of serious penalties during a game, such as a match penalty or gross misconduct or game misconduct, will generally result in league action including long-term suspensions for participation.

Any player receiving three (3) penalties in any game will be ejected from the game upon receipt of the third penalty. Another player will take his place in the penalty box. A double minor is considered two penalties.

Any player that receives a suspension as a result of that individual's actions during a Delran Hockey League game must serve that suspension during a DHL game as well as signing the score sheet before the start of the game. Suspension will not count unless score sheet is signed.

VI. PLAYER SUSPENSIONS

The penalty for fighting will be administered as follows: First offense will be a five (5) game suspension; second offense will **suspend the offending player for the remainder of the season and playoffs.** All suspensions must be served with the team on which the player received the suspension.

The following **major penalties** always carry an additional game suspension and are **cumulative**: Unsportsman-like game misconduct ejection, butt-end, check from behind, fighting, head-butt,

grabbing face mask, leaving the bench to join an altercation, stick swinging, spearing, obscene gestures, roughing, racial or ethnic slur, kicking.

Game misconduct penalties will be added to the list of major penalties and will figure in the cumulative major penalty total. Any combination of game misconduct penalty and other major penalties, as listed in but not limited to those specified above, that total three (3), will result in the suspension of that player from League play for the remainder of the season and playoffs.

Misconduct penalties will be kept during the course of the year. If a player receives 2 misconduct penalties throughout the season, that player will receive a 1 game suspension. If a player receives any more misconduct penalties will result in the suspension of that player from League play for the remainder of the season and playoffs.

Suspended players must sign the score sheet before the start of a game. Failure to serve a suspension for any reason will result in a minimum of one additional game suspension.

Suspended players are not permitted on the bench, in the penalty box or in the stands. A suspended player is permitted to view the game along the boards to the side of the bench.

VII. LEAGUE PRESIDENT AND VICE PRESIDENT

The duties of the League President and Vice President are:

1. Enforce disciplinary action
2. Act as a liaison between USA Inline Hockey Rules and the League
3. Counsel the League on the rules and regulations

VIII. APPEAL PROCESS

Appeal for match or gross penalties/league ejection are to be handled as follows:

1. A player wishing to appeal a decision made by the League must notify the President of their intent to appeal within Five days.
2. The league officers will then sit down and discuss the appointed appeal made by the player
3. The league officers will make an irrevocable decision within five days.
4. All decisions must conform to DHL regulations.

IX. STATISTICIAN

The League Statistician is to maintain a list of individuals that are assessed Major, Misconduct, and Game Misconduct penalties. The purpose is to track repeat offenders for potential review by the league. They must also keep and record stats on the league website.

X. ONLINE REGISTRATION

The following information must be completed by each participant and submitted to the DHL through the league website:

1. DHL Online Registration (“Registration” tab on league website)
2. DHL Under 18 Waiver (if player is 17 years old) **form found on league website**
3. Identification**

**All players are subject to random ID check if player is suspected of age fraud.

Online registration can only be done through the league website, www.delranhockeyleague.com. Payment must be submitted along with registration by a Credit Card. **PayPal** is the Credit Card merchant of the Delran Hockey League and will not store personal or credit card information. A **PayPal** account is not needed to make payment.

All players that submit registrations online accept the following terms:

“By submitting this online form, I accept these terms, understand and assume all risks involved in playing the sport of roller hockey, and hereby waive all rights to any and all claims against Delran Township, Delran Hockey League Board Members and Referees while complying with all DHL operation policies. All registrations are non-refundable.”

*Online Registrations cannot proceed to payment page until box is checked agreeing to these terms.

All forms are to be **submitted online** by the appropriate individuals with payment processed and approved by the league before any player is permitted to participate in a league game. **By submitting the online registration form all players agree to abide by these operation policies. Once registration is submitted there will be no refunds unless under special conditions.**

Identification can be in the form of one or all of the following:

Current Driver's License (copy)

Current State ID Card

Birth Certificate (copy)

The league will review and notify each team of each players' eligibility. If a team uses an ineligible player, the team will forfeit the games in which that player participated.

XI. ROSTERING

Each team must identify all players that will play for that team on the roster. No team may use substitute players if they are short for a game. Only a goalie may be used for a substitute.

Total Number of players allowed on a team:

9 players and 1 goalie

10 players and 1 goalie

No player may be rostered on more than 1 team within the league.

No additional players may be added to a team's roster once the draft has been completed. In order to be eligible for playoffs, a player must play in half the regular season games for their respective team before the start of playoffs. **If a team fails to abide by this rule, the team will forfeit the playoff game in which that player participated.**