

Inline Skating Club of America



***Rules and Regulations – Inline and Dek Hockey- Updated
July 1, 2026***

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SECTION ONE- THE RINK

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Rule 101- Rink

(Note) This section of the rulebook refers to guidelines for an Inline hockey rink as recommended by ISCA Hockey. The game of "Inline Hockey" shall be played on an tiled surface, recommended to be white/blue in color, known as the "RINK."

Rule 102- Dimensions of Rink

(A)The recommended dimensions of the "RINK" shall be one hundred seventy five (175') long, and seventy (70') wide. The corners shall be uniformly rounded in the arc of a circle.

(B)The rink shall be enclosed by a framed wall, known as the "BOARDS." The boards shall be constructed in such a manner that the surface facing the shall be white/blue in color, smooth and free of any obstruction. All doors giving access to the rink must swing away from the rink. The bottom portion of the boards that contact the rink shall be known as the "KICKPLATE," and shall be a contrasting color to the rink.

(C) It is recommended that the entire rink, excluding the front of the players bench areas, be enclosed by a clear, colorless and shatter resistant glass or plastic material, known as "SHIELDING." The shielding shall extend from the top of the boards to separate the rink from spectators and off-ice officials.

(D) It is also strongly recommended that the rink, including players and penalty benches, be enclosed by tear resistant protective netting, known as "SPECTATOR NETTING." The spectator netting shall extend from the top of the shielding toward the ceiling.

Rule 103- Division of Playing Surface

(A)A "GOAL LINE," shall not be placed on playing surface. It shall be considered the "GOAL LINE" with a straight line from the mouth of the goal to each side of the goal and extended to the wall.

(B)A "GOAL CREASE" area shall be marked out at the center point of each goal line. The goal crease areas shall be highlighted with 4 rows of 6 tiles per row 12" inches in height and length.

(C) The playing surface between the two (2) goal line areas which shall be divided into three (3) areas by lines, known as the "BLUE LINES." The blue lines shall be twelve inches (12") wide and dark blue in color tiled line across the playing surface.(they will be used for DEK HOCKEY" The "RED LINE" shall divide the neutral zone in half(DEK Hockey) and Rink in half for Inline Hockey.

Rule 104- Face-Off Spots and Face-Off Circles

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(A) A circular type "FACE-OFF SPOT," twelve inches (12") in diameter, and dark blue in color shall be marked over the center line, exactly at the center of the rink.

(B) A "CENTER RINK FACE-OFF CIRCLE," thirty feet (30') in diameter, using the center of the face-off spot as the center point, 12" RED tile.

This face-off circle shall not interrupt the center line.

(C) Four (4) "FACE-OFF SPOTS," 12" and red in color, shall be marked in the Neutral Zone. One pair of these face-off spots shall be marked on each side of an imaginary line extending from the center of one goal line to the center of the other goal line.

(D) Two (2) "FACE-OFF SPOTS," 12" and red in color, shall be marked in the attacking zone and defending zone.

The outside of these face-off circles shall contain two (2) pairs of Imaginary "HASH MARKS." Which shall be represented as the "Tile" in front of each Face off tile.

(E) A semi-circle line located in front of the scorekeeper box shall be known as the "REFEREE'S CREASE." This area is for officials decisions and reporting area ONLY.

Rule 105- Goals

The goal frame should be of approved design and material and shall extend four feet (4') high from the ice surface and six feet (6') wide when measured from the inside of the goal frame. The frame shall be painted red in color, and all other frame support structure shall be painted white. A net of approved design and material, shall be white in color, and attached to each goal frame and support structure in a manner in which to prevent the puck from going completely through the frame. A goal shall be placed at the center of the goal line. The goal shall be set in a manner to remain stationary during the progress of the game.

Rule 106- Players' Bench

The rink shall have a home team and a visiting team players' bench area. Players' benches shall be separated by a divider. Players' benches should include seating and doors that are uniform for both teams. All doors giving access to the rink must swing away from the rink.

Rule 107- Penalty Bench

The rink shall have a home team and a visiting team penalty bench area. Penalty benches shall be separated by a divider. Penalty benches will include seating and doors that are uniform for both teams. All doors giving access to the rink must swing away from the rink.

Rule 108- Timekeepers Bench

Each rink shall have a timekeepers bench area. Controls for timing devices shall be located in this area

Rule 109- Signal and Timing Devices

The rink shall have a timing device for use by Timekeepers to accurately document and inform all parties as to game time, penalty time, and goals scored. Each rink shall have a siren or other suitable sound device for use by Timekeepers to signal the end of a period.

SECTION 2- TEAMS

Rule 201- Composition of Teams

A team must start a game with a minimum 5 players (4 and goalie Inline) 6 players (5 and goalie- DEK) Any time that a team has been reduced to less than two players(inline)plus goalie and 3 players(Dek) plus goalie, the game shall be declared a forfeit.

A maximum of 12 players(inline) and 16(Dek), shall be permitted to play in the game. Youth teams may have up to Three Team Officials on the players' bench. Only players in uniform and properly rostered Team Officials may occupy the players' bench. A player on the team roster who is unable to play (other than through suspension), may be on the team bench without being considered a Team Official if they are wearing the team jersey and all required head and face protective equipment.

***Youth Hockey- If at any time during the game, through penalties, illness, or any other reasons, there are no Team Officials on the players' bench to be in control of and responsible for the team, the game shall continue provided there is adult supervision on the bench. If no adult supervision is available, the rink official shall suspend the game and consider a suitable solution to continue the game.

Any Team Official serving a suspension may not be near the bench of their team, nor in any way communicate or attempt to direct the play of their team.

201 a- Team Jerseys/Uniform- Teams must have matching jerseys in color/shade with permanently placed #'s. NO duplicate numbers. Any player not conforming will be asked to leave playing surface until all remedies are attempted.

201 b- When teams have same color- Home Team shall change uniform color to contrast Visiting team.

Rule 202- Captain of Team

Prior to the start of the season, each team shall designate one Captain .

Only they shall have the privilege of discussing with the Referee any questions relating to interpretation of rules that may arise during the progress of a game. No goalkeepers shall be entitled to exercise the privileges of Captain. Each designated player should wear the letter “C” approximately three inches in height and in contrasting color, on the front of the sweater

Any Captain who comes off the bench and protests or interferes with the Officials for any purpose shall be assessed a minor penalty for unsportsmanlike conduct.

Prior to the start of each game the captain of each team shall confirm with scorekeeper on the scoresheet the players and goalkeepers who shall be eligible to play in the game.

Rule 204- Playing Line up and substitution of players

Upon the Referee’s signal prior to the start of a period or immediately following any stoppage of play, both teams shall have five seconds to complete any player substitutions. If there is any undue delay by either team in placing their lineup on the surface or changing players, the Referee shall warn the offending team. Any subsequent delay by the same team will result in a minor penalty for delay of game. (Also see Rule 633, Refusing to Start Play.) Both teams must place the full number of players on the surface to which they are entitled to prior to the face-off. Once the line change procedure has been completed, no additional player substitutions shall be permitted until the face-off has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the on-surface strength of either or both teams. This may include penalties imposed following the completion of the line change and prior to the face-off, or due to a penalty assessed for a face-off violation. Players may be changed at any time during play from the players’ bench, provided that the player or players leaving the surface shall always be at the players’ bench and out of the play before any change is made. If the player leaving the game deliberately plays the puck in any manner then a bench minor penalty for “too many players on the surface” shall be assessed. If, in the course of a substitution, either the player entering the play or the player retiring is struck by the puck accidentally, the play will not be stopped and no penalty shall be called. A player serving a penalty on the penalty bench, whose penalty has expired, must proceed by way of the surface and beat their players’ bench before any substitution can be made (except when a major or match penalty is imposed)

Rule 205 -Substitution of Goalkeepers

A goalkeeper may be changed for another goalkeeper or skater (who shall not have goalkeeper privileges) at any time during play provided the goalkeeper is at the bench and out of play prior to the substitute entering the surface. If the substitution is made prematurely, there shall be no time penalty assessed. Ensuing faceoff shall be conducted at center surface faceoff location.

Rule 206- Injured Players

When a player is injured or compelled to leave the surface during a game, they may leave/exit the game and be replaced by a substitute under the player substitution rules. When a player is injured and is unable to continue play or go to their bench, play shall be stopped immediately unless the opposing team is in possession of the puck, in which case play shall not be stopped until a change of possession has occurred.

In the case where it is obvious that a player has sustained a serious injury, the Referee may stop the play immediately. (A player other than a goalkeeper, whose injury appears serious enough to warrant the stoppage of play, may not participate further in the game until the completion of the ensuing face-off.)

A player or goalkeeper who is obviously bleeding shall cause an immediate stoppage of play. The bleeding player shall be ruled off the surface and shall not be allowed to return to play unless blood has stopped completely and removed from all visible areas of opponent.

SECTION THREE- EQUIPMENT

Rule 301- Sticks

The sticks shall be made of wood or other material approved by the League Rules Committee, and must not have any projections. All edges of the blade shall be beveled. The end of a hollow shaft must be fully covered. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

Rule 302-Skates

All participants must wear hockey skates (for inline) of a design approved by the League Rules Committee (inline or roller skates) For Dek hockey all participants must wear sporting shoes (Sneakers). When the Referee becomes aware that any player is wearing skates/shoes that are not designed for hockey and are deemed to be unsafe, they shall order that player off the surface immediately and such player shall not be permitted to participate further in the game until the skates are replaced.

Rule 303- Goalkeeper's Equipment –

With the exception of skates and stick, all the equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body, and they must not wear any garment or use any contrivance that would give them undue assistance in keeping goal.

It is compulsory for all goalkeepers to wear helmets and full facemasks. HECC-certified Goaltenders in Adult age classifications are strongly recommended to wear neck laceration protectors designed for that purpose. Hanging throat protectors are recommended. No form fitted facemasks shall be permitted.

A)Gloves – Glove created for hockey.

B)Leg Pads – Leg pads created for hockey

C) Chest/Shoulder Protection – Chest/Shoulder pads created for hockey.

A minor penalty for an equipment violation shall be assessed to any goalkeeper using illegal equipment in a game.(League will make final decision on all equipment)

Rule 304 -Protective Equipment

Protective equipment is mandatory in all age classifications. ISCA Hockey requires that all skaters and goalkeepers in all age classifications properly wear an internal mouthpiece.

A)HECC-certified helmet and a HECC- certified full facemask.(for goaltenders).

Skaters/Players- HECC Approved helmet(Face shield/cage highly recommended) with a chin strap properly fastened. Each player is personally responsible to wear protective equipment for all games. Such equipment should include gloves, shin pads, elbow pads, hockey pants, protective cup, tendon pads plus all head protective equipment as required.

All protective equipment, except gloves, hockey pants, helmet/facemask and goalkeeper's leg guards, must be worn under the uniform. Players, including goalkeepers, violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed) A Minor player shall be assessed to any player that is in violation of this rule.

ISCA Hockey Protective Equipment-

All players who wear required or recommended protective equipment must wear it in the manner for which it is designed without any alterations. Any violations shall deem a minor penalty for illegal equipment. ALL Players wear a hockey helmet with chin strap properly fastened. All players on the team benches and the penalty benches must wear the protective helmet/facemask while in the bench area. For a violation of this rule, after a warning by the Referee, a minor penalty for an equipment violation shall be assessed. If the goalkeeper's helmet/facemask comes off during play, the officials shall stop play immediately. However, the goalkeeper shall not be ruled off the surface prior to

the face-off. A minor penalty for delay of game shall be assessed to a goalkeeper or skater who causes a stoppage of play by deliberately removing their helmet/facemask during play

Rule 305- Puck/Ball The Puck(Inline) / Ball (Dek) shall be supplied by ISCA and be made for Inline/Dek Hockey.

Rule 306-Electronic Devices The use of one or two-way radios, cameras, microphones, lights or other electronic devices by a player during game shall be prohibited, unless worn specifically for medical purposes. (medical reasons must be accompanied by a Physicians Letter)

A misconduct penalty shall be assessed to any player wearing equipment not complying with this rule.

Rule 307-Adjustment to Clothing and Equipment

It shall be the player's responsibility to maintain clothing and equipment in proper condition. Play shall not be stopped, nor the game delayed, for the purpose of any player or goalkeeper making equipment or clothing adjustments. If adjustments are required, the player shall retire from the ice and be replaced by a substitute. (Goalkeeper shall be given some latitude with this rule, but must have adjustments made within a reasonable time frame)

SECTION FOUR- PENALTIES

Rule 401-Penalties

(A) Penalties shall be actual playing time and shall be divided into the following classes:

- (1) Minor/Bench Minor Penalties
- (2) Major Penalties
- (3) Misconduct Penalties
- (4) Match Penalties
- (5) Penalty Shot

(B) Any player who receives 5 penalties shall receive a game misconduct. This shall include all minor/major/misconduct penalties.

Rule 402-Minor Penalties

A) All minor and bench minor penalties shall be 2:00 in length (Dek hockey 1:30). For a "MINOR PENALTY," any player, other than a goalkeeper, shall be ruled off the surface for the designated minor penalty time during which time no substitute shall be permitted. For a "BENCH MINOR" penalty one player shall be ruled off the surface for the designated minor penalty time, during which time no substitute shall be permitted. Any non-penalized player of the team who was on the surface at the time of the infraction

except the goalkeeper, may be designated to serve the penalty by the captain, and such player shall promptly take their place on the penalty bench. If the opposing team scores a goal while a team is short-handed (below the on ice numerical strength of its opponent at the time of the goal) by one or more minor penalties, one of such penalties

shall automatically terminate. The penalty that terminates automatically is the first minor or bench minor penalty (non-coincidental) then being served by the “short-handed” team. This rule shall not apply when a goal is scored on a penalty shot or an awarded goal. When the minor penalties of two players of the same team terminate at the same time, the captain of that team shall designate which player will return to the surface first. When a player receives a major or match penalty and a minor penalty at the same time, the major or match penalty shall be served first. However, if the major or match penalty is assessed under the coincidental major or match penalty rules, the minor penalty will be recorded and served first. (When an equal number of minor penalties (coincidental) are assessed to players from both teams, the penalized players shall take their place on the penalty bench and immediate substitution will take place for an equal number of minor penalties. The penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their penalties.

Rule 403 Major Penalties

A) For a “MAJOR PENALTY,” any player/ goalkeeper, shall be ruled off the surface for five minutes (Dek hockey four minutes) and added a Game misconduct. A Substitute shall serve the major and can be changed on any stoppage of play for another substitute.

B) When an equal number of Major penalties are assessed to both teams, no players must serve this time.

Rule 404 Misconduct Penalties

A) A “MISCONDUCT” penalty involves the removal of a player, other than a goalkeeper, from the game for a period of 10 minutes, or the designated misconduct penalty time, with immediate substitution taking place on surface. A player whose misconduct penalty has expired shall remain on the penalty bench until the next stoppage of play (Goalkeepers who receive misconduct penalties do not have to be served.

B) A “GAME MISCONDUCT” penalty involves the suspension of a player or Team Official for the balance of the game with immediate substitution taking place on surface.

**Any player who receives a game misconduct shall automatically be suspended for the minimum of their next scheduled game.

Rule 405 Match Penalties

A “MATCH” penalty involves the immediate removal of a player or Team Official for the balance of the game and a five-minute time penalty time shall be assessed.

B) When matching match penalties are assessed to both teams, no substitutes must serve these penalties.

C) Players or team personnel receiving a match penalty shall be suspended from ALL league participation. ISCA will have 30 days to schedule a hearing with offending player.

Rule 406- Penalty Shot

the offense for which the penalty shot was awarded In cases where a penalty shot that has been awarded where:

A)Aspecific player has been fouled the Referee shall designate the fouled player to take the penalty shot. In cases where a penalty shot that has been awarded where a specific player has not been fouled the player selected to take the penalty shot shall be designated by the Captain. If by reason of injury the player designated by the Referee to take the penalty shot is unable to do so within a reasonable time, the shot may be taken by a player selected by the Captain.

A “Penalty Shot” shall be taken as follows: The puck shall be placed on the center ice face-off spot and on the instruction of the Referee, the player taking the shot will play the puck from there and attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent’s goal line and once it is shot the play shall be considered complete. No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete. The goalkeeper must remain in the crease until the player taking the penalty shot has touched the puck. The goalkeeper may attempt to stop the shot in any manner except by throwing stick or any object, in which case a minor penalty shall be assessed to the goalkeeper. While the penalty shot is being taken, players from both teams must be on their players’ benches. When an infraction occurs calling for a penalty shot during actual playing time, the shot will be taken immediately upon completion of the play (delayed whistle by the Referee). If a goal is scored from a penalty shot, the puck shall be faced-off at center ice in the usual way. If a goal is not scored, the puck shall be faced-off at either of the end face-off spots in the zone in which the penalty shot has been attempted. For any violation committed by a goalkeeper during the penalty shot, the Referee shall allow the shot to be completed and if the shot fails, another penalty shot shall be awarded. Any penalties assessed will be served in the normal manner whether or not a goal is scored on the penalty shot. If, while the penalty shot is being taken, any player of the opposing team shall have by some action interfered with or distracted the player taking the shot, and as a result the shot was failed, a second attempt shall be permitted and the Referee shall impose a misconduct penalty on the player who committed the infraction

Rule 407 -Goalkeeper Penalties

A goalkeeper shall not be sent to the penalty bench for an offense that incurs a minor or misconduct penalty. Any minor penalties shall be served by another member of the team who was on the ice when the offense was committed. All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper. If a goalkeeper deliberately participates in the play in any manner when they are beyond the center red line, a minor penalty shall be assessed.

Rule 408-Delayed Penalties/Calling of Penalties

Any infraction that occurs, the official shall begin to signal the infraction until offending team touches and gains possession of the puck/ball.. Penalties will then be assessed. If a goal is scored during delayed penalties, they are recorded on the official scoresheet.

Rule 409- Supplementary Discipline

In addition to the suspensions imposed under these rules, the proper disciplinary authority, at its discretion and after the game has been completed, may investigate any incident that occurs in connection with any game. Any incident that occurs prior to, during, or after the game is subject to review regardless of whether the action was penalized by the Referee.

Rule 410 Suspensions

ISCA Reserves the right to suspend players/team members who violate the rules of this rulebook as well as situations that may arise while playing within the confines and grounds of the facility.

SECTION FIVE – OFFICIALS

Rule 501Appiontment of officials

A)Referee System- two official system.

Rule 502- Referee

The “REFEREE” shall have general supervision of the game and their decision shall be final in all matters occurring before, during or after the game. The role of the official is to “enforce” the rules of the game and in doing so shall have full authority over all participants. The Referee may not change their decision, or that of any other official, after the resumption of play following the rendering of the original decision.

Rule 503- Official Scorer/Timekeeper

The Official Scorer/Timekeeper shall be responsible to record all game actions issues by the Referee. The referee may request assistance from official scorer/timekeeper with situations within the confines of this rulebook

SECTION SIX- PLAYING RULES.

Rule 601- Abuse of Officials and Other Misconduct

For the enforcement of this rule, the following guidelines shall apply. A bench minor penalty shall be assessed for actions that occur on or in the immediate vicinity of the player's bench (off the surface). **A minor penalty** for unsportsmanlike conduct shall be assessed to any player who commits the following actions:

- Challenges or disputes the rulings of any official.
- Taunts or incites an opponent.
- Creates a disturbance during the game.
- Shoots the puck after the whistle, if shot was avoidable.

A misconduct penalty shall be assessed to any player who persists in such conduct and any further dispute by the same player shall result in a game misconduct penalty being assessed.

A bench minor penalty shall be assessed to any team whose players or team officials commit the following actions while on the player's bench:

- (1) Unsportsmanlike conduct or disputing the rulings of any official by an unidentified player or Team Official.
- (2) Using obscene, profane or abusive language to any person.
- (3) (4) Using the name of any official in a loud or abusive manner. Throwing any object onto the playing area during the progress of the game or during a stoppage of play.
- (5) Banging the boards with a stick or other object, including skates or arms, after a body check regardless as to whether the check is being penalized. It is deemed to be unsportsmanlike conduct and should be penalized when done as a means of escalating dangerous and/ or unnecessary physical play where there is no intent to legally gain possession of the puck.
- (6) Using threatening or abusive language or gestures directed at an opponent.
- (7) Interfering in any non-physical manner with any game official, including off-ice officials, in the performance of their duties.

A misconduct penalty shall be assessed to any player who commits the following actions:

- (1) Persists in any conduct where they were previously assessed a minor penalty for unsportsmanlike conduct.
- (2) Using obscene, profane or abusive language to any person anywhere in the rink before or during the game.
- (3) Intentionally knocking or shooting the puck out of the reach of an official who is retrieving it during a stoppage of play.
- (4) Not proceeding directly and immediately to the penalty bench or to the dressing room, after being penalized and ordered to do so by the officials (equipment shall be delivered to them by a teammate, if necessary).

- (5) Entering or remaining in the Referee's Crease, unless invited to do so.
(6) Interfering in any non-physical manner with any on-ice or off-ice official in the performance of their duties. (7) (8) Touches or holds any official with their hand or stick. Attempts to continue an altercation after being ordered to stop. (9) Intentionally bangs the boards or protective glass or goal frame with their stick or any other object at any time in an unsportsmanlike manner (when not done in protest of an official's decision). (10) Shoots or bats the puck outside of the playing area during a stoppage of play (when not done in protest of an official's decision or in the direction of a spectator).

A game misconduct penalty shall be assessed to any player or team official who is guilty of the following actions: (1) Persists in any course of conduct for which they have previously been assessed a misconduct penalty (player) or a continuation of abuse of officials.

- Uses an obscene gesture anywhere in the rink before, during or after the game.
- Bangs the boards, goal frame or protective glass in protest of an official's decision.
- Interferes in any physical manner with any on-surface or off-surface official.
- Physically interferes with a spectator.
- Shoots or bats the puck/ball outside of the playing area during a stoppage of play when done in protest of an official's decision.
- Attempts to intimidate or physically contacts an on- official or by throwing a stick, water bottle, puck or any other object in the general direction of a game official.
- Shoots the puck in the general direction of an on-surface official, or in the direction of a spectator during a stoppage of play.
- Using obscene, profane or abusive language to any person anywhere in the rink after the game.

A match penalty shall be assessed to any player who shoots the puck directly at an official or spectator in a manner that recklessly endangers the official or spectator under (1) Applies deliberate physical force or attempts to inflict physical harm to any game official, including off-surface officials.

-Uses language that is hateful or discriminatory in nature anywhere in the rink before, during or after the game the officials are required to file a game report

Rule 603-Attempt to Injure or Recklessly Endanger An Opponent

A match penalty shall be assessed to any player or team official who recklessly endangers or attempts to injure any opposing player or team official. In all cases when a match penalty is assessed, a game report shall be filed with the proper authorities for further disciplinary action.

Rule 604- Body Checking

An illegal body check is defined as when a player makes intentional physical contact with the opponent using overt hip, shoulder, forearm or torso action. This includes physically forcing the opponent off the puck and with no effort to legally play the puck. The offending player shall receive a Major plus a game misconduct.

Rule 605- Broken Stick

A broken stick is one that, in the opinion of the Referee, is unfit for normal play. Any player whose stick is broken must drop their stick prior to participating in the play. A player or goalkeeper shall be allowed reasonable time to be aware that the stick is broken. A minor penalty for an equipment violation shall be assessed for participating in play with a broken stick.

Rule 606-Butt-Ending

Butt-Ending is the action whereby a player uses the shaft of the stick, above the upper hand, to check an opposing player in any manner or jabs or attempts to jab an opposing player with this part of the stick. A major plus a game misconduct penalty shall be assessed to any player who “butt-ends” or attempts to “butt-end” an opponent. An attempt to “butt-end” shall include all cases where a “butt-end” gesture is made regardless of whether body contact is made or not. A match penalty for reckless endangerment may also be assessed for butt-ending.

Rule 607-Charging

Charging is the action where a player takes more than two strides or travels an excessive distance to accelerate through a body check for the purpose of punishing the opponent. This includes skating or leaving one’s feet (jumping) into the opponent to deliver a check, accelerating through a check for the purpose of punishing the opponent, or skating a great distance for the purpose of delivering a check with excessive force. A major plus a game misconduct penalty shall be assessed for charging an opponent. A match penalty for reckless endangerment may also be assessed for butt-ending.

Rule 608- Checking/Hitting from Behind

Checking from Behind occurs when a check is delivered to a player directly from behind, or diagonally from behind. A major penalty plus game misconduct penalty shall be assessed to any player who recklessly endangers an opponent, or causes them to go head first into the boards or goal frame, as a result of checking from behind. A match penalty shall be assessed for checking from behind in all instances when a player recklessly endangers an opponent from behind with excessive force while the opponent is in a vulnerable or defenseless position.

Rue 609--Cross-Checking

Cross-Checking is the action of using the shaft of the stick between the two hands to forcefully check an opponent with no portion of the stick on the ice. A minor penalty shall be assessed for cross-checking an opponent. A major plus a game misconduct penalty shall be assessed to any player who delivers this infraction to the head/neck area. (A match penalty for reckless endangerment may also be assessed for cross-checking)

Rule 610- Delaying the Game

A minor penalty shall be assessed to any player or goalkeeper who deliberately freezes the puck along the boards or goal frame for the purpose of delaying the game.

A minor penalty shall be assessed to a goalkeeper who has an opportunity to play the puck prior to being pressured by an attacking player, but instead intentionally causes a stoppage of play. (A goalkeeper may only cover the puck while in the act of playing goal and any action that makes the puck unplayable without an immediate scoring opportunity must be penalized.

A minor penalty shall be assessed to any player or goalkeeper who delays the game by deliberately shooting or batting the puck directly outside the playing area, (from their defensive zone) including after a stoppage of play. This area shall include over ALL GLASS Shield area, and any bench area where it is done by shooting it over the SILVER conduit on said benches.

A minor penalty shall be assessed to any player (including a goalkeeper) who deliberately displaces the goal frame. If the defending team deliberately displaces the goal frame during a breakaway deprives the attacking team of an immediate scoring opportunity, a penalty shot shall be awarded to the player in possession of the puck. If a player on the defending team deliberately displaces the goalpost when the goalkeeper has been removed, – a goal shall be awarded in lieu of the penalty shot. If a goalkeeper or player deliberately removes their helmet/facemask during a breakaway a penalty shot shall be awarded.

A bench minor penalty shall be assessed to any team, after warning by the Referee, that fails to place the correct number of players on the surface and commences play or that causes any delay by making additional substitutions or attempts to delay the game in any manner.

Rue 611- Elbowing

Elbowing is the use of an extended elbow as the point of contact with an opponent while delivering a check, or as a means to create separation with an opponent, A minor penalty shall be assessed for elbowing an opponent. A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as the result of a foul committed by elbowing. A match penalty for reckless endangerment may also be assessed for elbowing.

Rule 612- Face-Off Locations

The puck/ball shall be dropped at the center ice face-off spot at the start of each period, after a goal is scored and in situations where a premature substitution of the goalkeeper has occurred when play has been stopped on the attacking side of the center red line. All face-offs will be conducted at one of the nine face-off spots for Dek Hockey, and 5(4-defensive zone and center faceoff tile)for inline hockey. A last play face-off will take place in any instance where a stoppage of play occurs as a result of the actions of both teams or if play is stopped for any reason other than what is specified in the rules.(A last play face-off is defined as the nearest face-off spot in the zone where the puck was last played)

-When a penalty(s) is assessed that results in a penalty being added to the penalty clock of one team, the ensuing face-off shall take place at a defending zone face-off spot of the offending team unless:

(1) A penalty is assessed after a goal is scored; the face-off will take place at the center surface face-off spot.

(2) A penalty is assessed at the start of a period or at the end of the previous period; the face-off will take place at the center ice face-off spot.

A) When a stoppage of play occurs between the end zone face- off spots and the nearest end boards calling for a last play face- off, the face-off will take place at the nearest end zone face-off spot.

B)When a stoppage of play occurs as the result of any hockey play action by the attacking/defending team in the attacking zone, the ensuing faceoff shall remain in the same attacking zone(Dek)- For Inline, if Defending team shoots puck off opponent in their own end, face off will go to center ice.

C)When a goal is disallowed as a result of the actions of the attacking team, the ensuing face-off will take place at the offending teams defensive zone face-off spot.

D)If the puck shall illegally enter the goal as a result of deflecting directly off an official anywhere on the surface or an infraction of the attacking team the resulting face-off shall take place at the nearest end zone face-off spot of the attacking teams defensive zone.

Rule 613 -Face-Off Procedures

Play shall start when one of the officials drops the puck between the sticks of two opposing players- whose sticks are place behind the face off tile. The players facing-off will stand squarely facing their opponents' end of the rink and clear of the on surface markings. The stick blades of both players shall be in contact with the nearest Tile area of the face-off spot and clear of the center red area. Neither teams players may moving during the commencing of the face-off. If a player facing-off fails to take their proper position immediately when directed by the Official, the Official may order them replaced for that face-off by any teammate then on the surface. If a player, other than the player facing off, fails to maintain their proper position, the center of their team shall be ejected from the face-off.

Rule 614- Falling on Puck/Ball

A minor penalty for delay of game shall be assessed to a player other than the goalkeeper who deliberately falls on and/or gathers the puck/ball into their body, deeming the puck unplayable and causing a stoppage of play. A penalty shot shall be assessed to the defensive team when any player, except the goalkeeper, falls on the puck AND gathers the puck/ball into their body or uses the hands to hold the puck while in the goal crease. A goal shall be awarded to the non-offending team if the goalkeeper has been removed from the playing surface at the time of the infraction and the action under this rule has prevented an obvious and imminent goal.

A minor penalty for delay of game shall be assessed to a goalkeeper who falls on or gathers the puck into their body and causes a stoppage of play when: The puck/ball is behind the goal frame (and the extended imaginary line from the goal frame to the boards (goal line) and their body is entirely outside of the goal crease.

Rule 615- Fighting

A punch, or an attempted punch, thrown by any player in the direction of an opponent, regardless as to whether contact is made, is considered fighting. A major plus a game misconduct penalty shall be assessed to any player who engages in fighting. An additional minor penalty shall be assessed to any player who starts or instigates fighting. A minor penalty shall be assessed to any player who drops their stick and/or removes their glove(s) during an altercation and is not a participant in the original altercation. A game misconduct penalty shall be added if, in the judgment of the Referee, such player is deemed to be the instigator of a subsequent altercation. A major plus game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who, having been struck, continues the altercation by retaliating. A player who does not retaliate after being struck shall not be assessed a penalty for fighting under this rule. (Note) The Referee is provided very wide latitude in the penalties that they may impose under the rules, (This is done intentionally to enable the Referee to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting.

1) A major plus game misconduct penalty shall be assessed to any player:

- Involved in fighting off the playing surface, before, during or after the game.
- Who deliberately removes their helmet/facemask prior to an altercation.

2) A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in an altercation (Third man in) already in progress. This penalty is in addition to any other penalty incurred in the same incident. Any additional members of either team that enter the altercation already in progress shall receive Game Misconducts for "Entering the altercation". NO players should enter any altercation that has already been initiated.

Rule 616 -Fouled from Behind

For the purpose of this rule, fouled from behind is defined as any infraction committed to an opponent either directly or diagonally from behind For the purpose of this rule a “breakaway” is defined as a player who is in control of and is propelling the puck in a desired direction, and is beyond the Center Line with no opponent between them and the goalkeeper .A penalty shot shall be awarded to the non-offending team any time a player is fouled from behind,

Rule 617 -Goals and Assists

It is the responsibility of the Referee to award goals and assists strictly in accordance with the provisions of this rule and their decision shall be final. In case of an obvious error in awarding a goal or an assist, corrections should be made promptly and no changes can be made to the official scoresheet once game is completed.

A goal shall be scored when the puck has completely crossed the goal line between the posts and under the cross bar. The player who has legally propelled the puck into the opponent’s goal (or last attacking player to play the puck in cases where the puck entered the goal as a result of the actions of the defending team) shall be credited with the scoring of the goal. Up to a maximum of two assists shall be awarded to those player(s) who had possession of the puck immediately prior to the goal being scored. Only one point can be credited to any single player for a goal scored and each goal or assist shall count as one point in the respective player’s record.

- (1) The puck has been propelled into the goal by the stick of an attacking player provided it was done in accordance of the rules for a legal goal.
- (2) The puck enters the goal as a result of any action by the defending team.
- (3) The puck shall have been deflected into the goal by striking any part of an attacking player.
- (4) The puck was legally propelled into the goal crease and not covered by the goalkeeper – making the puck available to another attacking player to propel into the goal.

A goal shall not be allowed if the following occurs:

- (1) An attacking player uses their SKATE and the next play makes contact with the goalkeeper. prior to entering the goal.
- (2) The puck has been thrown or deliberately directed into the goal by the attacking team by any means other than a stick, even if subsequently deflecting off any player including goalkeeper, prior to entering the goal.
- (3) The puck was deflected into the goal directly off an official.
- (4) The puck entered the goal while an attacking player was positioned in the crease (unless physically interfered with by a defending player causing them to be in the goal crease) or interfering with the goalkeeper .
- (5) The puck has not completely crossed the goal line prior the expiration of the period.

Rule 618-Handling Puck/Ball with Hands

Play shall be stopped and a last play face-off shall occur anytime a player (except the goalkeeper) closes their hand on the puck/ball and does not immediately drop the puck to the surface.. A minor penalty for delay of game shall be assessed to any player, other than the goalkeeper, who picks the puck/ball up from the surface with their hand(s) while play is in progress. A penalty shot shall be awarded to the non-offending team any time a defending player, other than the goalkeeper, picks the puck up off the playing surface with their hand or holds the puck/ball while play is in progress and the puck/ball is in the goal crease. If this infraction occurs while the goalkeeper has been removed from the surface and prevents an obvious and imminent goal, a goal shall be awarded to the non-offending team.

- For the purpose of this rule, the goal crease shall extend from the ice to the top of the crossbar of the goal frame. A player or goalkeeper shall not be allowed to “bat” the puck/ball in the air, or push it along the ice with their hand, directly to a teammate unless the “hand pass” has been initiated and completed in their defending zone, in which case play shall be allowed to continue. If the “hand pass” occurs in the neutral or attacking zone, a stoppage of play will occur and a face-off will take place according to last play face-off rules provided no territorial advantage has been gained.

No goal can be scored as a result of the puck/ball being propelled by the hand of an attacking player regardless if the puck enters the goal directly from the hand or deflects off of any player prior to entering the goal. Play shall be stopped and an end zone face-off taken when a goalkeeper holds the puck/ball for more than three seconds while being pressured. If not pressured, after a warning by the Referee, a goalkeeper shall be assessed a minor penalty for delay of game. If a goalkeeper catches the puck/ball and throws it forward towards their opponent’s goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be held at the nearest end face-off spot of the offending team.

Rule 619-Head-Butting

Head-Butting shall be defined as the physical use of one’s head in the course of delivering a body check (head first) in the chest, head, neck or back area or the physical use of the head to strike an opponent. A major plus a game misconduct penalty shall be assessed for head-butting an opponent. A match penalty for reckless endangerment may also be assessed for head-butting.

Rule 620 Head Contact

A major plus a game misconduct penalty shall be assessed to any player who intentionally checks an opponent while leading the check in the head area.

Rule 621- High Stick

A minor penalty shall be assessed to any player that lands their stick above the opponents shoulder area. (If the player has given up their legal defensive position in the follow through of a shot, no penalty shall be assessed. A major plus a game misconduct penalty shall be for high sticking an opponent. A match penalty for reckless endangerment may also be assessed for high sticking.

A) Batting the puck above the normal height of the shoulder with the stick is prohibited and no goal can be scored as a result of an attacking player playing the puck above the shoulder with the stick and directly entering the goal. When the puck is played above the height of the shoulders with the stick, play shall be stopped when same player teammate gains control of the puck/ball. and a face- off conducted at one of the end zone face-off spots in the defending zone of the offending team unless:

- (1) The puck is batted to an opponent who gains possession legally below the shoulder.
- (2) A player of the defending team bats the puck into their own goal, in which case the goal is allowed.

622- Holding an Opponent

Holding is the action of a player wrapping their arms around an opponent or using a free hand to clutch, grab or hold the stick, jersey or body on the opponent. This includes wrapping one or both arms around the opponent along the boards in a manner that pins them against the boards and prevents them from playing the puck or skating, grabbing the opponent's body, stick or jersey with one or both hands, or using a free arm/hand to restrain or impede the opponent's progress.

-A minor penalty shall be assessed for holding an opponent.

-A major plus a game misconduct penalty shall be assessed to a player who uses their hand to rub, grab or hold the facemask of an opponent.

-A match penalty for reckless endangerment may also be assessed for grabbing or holding the facemask.

Rule 623 Hooking

Hooking is the action of impeding the progress of an opponent with a pulling or tugging motion by applying the blade of the stick to any part of an opponent's body or stick to stop their forward progress. A player cannot use their stick against an opponent's body (puck carrier or non-puck carrier) to gain a positional advantage. (Actions considered hooking include tugs or pulls on the body, arms or hands of the opponent that reduces space between the opponents; placing the stick in front of the opponent's body and locking on that impedes the opponent's progress or causes a loss of balance; a stick placed on the hand/arm that takes away the ability for the opponent to pass or shoot the puck with a normal amount of force.

-A minor penalty shall be assessed for hooking an opponent.

-A major plus game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of hooking.

-A match penalty for reckless endangerment may also be assessed for hooking.

Rule 624 -Icing the Puck(Dek Hockey)

For the purpose of this rule, the center line shall divide the rink in half and the point of last contact with the Ball shall be used to determine whether a potential icing exists.

Icing the ball shall have been completed the instant the ball completely crossed the (imaginary) goal line.(a line that goes directly from the goal mouth to the boards)

When a player of a team shoots, bats with the hand or stick or deflects the puck from their own half of the surface (and have not reached the of their defensive blue line) completely beyond the goal line of the opposing team, play shall be stopped and a face-off shall take place at an end zone face-off spot in the defending zone of the offending team.(Team will have choice of ensuing face off location)

-If a team ices the ball during a delayed whistle as a result of a foul committed by the opposing team, the ensuing face-off shall take place at a neutral zone face-off spot nearest the defending zone of the team icing the ball.. However, if the ball has entered the goal as a result of a legal action by the team shooting the puck, the goal shall be allowed. Icing shall be nullified if any of the following conditions have been met:

-The offending team is short-handed (below the on-ice numerical strength of their opponent) when the ball is shot. The determination is made at the time the penalty expires and if the ball was shot prior to the penalty time expiration, regardless as to the position of the penalized player, no icing shall be called. The ball is shot by an attacking player and rebound off of the body or the stick of a defending player on their defensive half of the center red line. The ball travels the length of the ice as a result of either player participating in a face-off. The ball touches any part, including stick, or body, of an opposing player prior to crossing the goal line. If, in the opinion of the referee an opposing player – except the goalkeeper – has an opportunity to play the ball , and has not done so, prior to the puck crossing the goal line. -Oppising Goalkeeper leaves the playing crease.

If the Officials shall have erred in calling an “icing the ball” infraction (regardless of whether either team is short-handed) a face-off shall occur at the center surface face-off spot. Any unnecessary contact with an opponent who is attempting to play the ball in an obvious icing situation shall be penalized.

Rule 625 Interference

Interference is defined as when a player uses their body (“pick” or “block”) to impede the progress of an opponent (non-puck carrier) with no effort to play the puck, maintain normal foot speed or maintain an established skating lane. A minor penalty shall be assessed for interference. This includes the following actions which shall be penalized under this rule:

(1) Providing a protective screen and limiting the opportunity for an opposing player to apply pressure to a teammate in possession or control of the puck. Making no attempt to play the puck while facing-off and instead plays the body of the opponent.

An attacking player who no longer has possession or control of the puck initiates contact with the defending player in an effort to obstruct their ability to play the puck or an opponent. A defending player who changes their skating lane or foot speed in an effort to play the body of an opponent who is no longer in control of the puck. Deliberately knocking the stick out of an opponent's hand.

Preventing an opponent who has dropped their stick or any other piece of equipment from retrieving it. Shooting, throwing or directing any object (equipment, broken stick, etc.) that may be on the ice in the direction of an opponent in an attempt to distract them. Any player who makes physical contact, using their stick or body, in a manner that interferes with the movement of the goalkeeper, unless otherwise specified in the rules. Any player on the players' or penalty bench who interferes, in any manner, with the movement of the puck or any opponent on the surface while play is in progress. No goal may be scored with an attacking player in the goal crease unless the puck has preceded the player(s) into the goal crease or the goalkeeper is out of the goal crease area. However, if the attacking player has been physically interfered with by the actions of a defending player that causes them to be in the goal crease, play shall not be stopped and any legal goal scored shall be allowed. (Note) The goal crease area shall include all the space outlined by the crease tiles.

Rule 626 Interference by or with Spectators

Play shall be stopped and a last play face-off will occur if any objects are thrown onto the surface that interferes with the progress of the game or if any spectators interfere with the game.

Rule 627 Kicking Opponent or Puck

Kicking is the action of a player deliberately using their skate(s)/Feet with a kicking motion to propel the puck/ball or to contact an opponent. A "push-off" with the skate is defined as the action where a player uses their skate(s)/foot in a non-kicking motion to make contact with the opponent. A major plus a game misconduct penalty shall be assessed to any player or goalkeeper who uses their skate/foot to "push off" an opponent. A match penalty shall be assessed to any player or goalkeeper who kicks, attempts to kick or recklessly endangers an opponent by kicking.

Kicking the puck/ball shall be permitted provided the puck/ball is not kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper. For a violation of this rule, the referee shall blow their whistle signaling an immediate stoppage of play, and a face-off shall be conducted at the offending teams defensive zone.

Rule 628 -Kneeing

Kneeing is the act of a player leading with or extending their knee outwards for the purpose of making contact, or attempting to do so, with the opponent.

A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as the result of kneeling. A match penalty for reckless endangerment may also be assessed for kneeling.

Rule 629 Leaving the Players' Bench or Penalty Bench

A major plus a game misconduct penalty shall be assessed to any player who leaves the players' bench or penalty bench during an altercation. No penalized player may leave the penalty bench except on the expiration of their penalty or at the end of a period. A minor penalty shall be assessed to any player who leaves the penalty bench before the penalty has expired, unless it resulted from an error by the Penalty Timekeeper. In all situations, the player shall serve the remaining penalty time. If a Penalty Timekeeper error occurred, no additional minor penalty assessed.

Rule 630 Offside (DEK HOCKEY)

Offside occurs when player(s) of an attacking team precede the ball into the attacking zone. The position of the player's FEET and the position of the puck relative to the blue line are determining factors for an "offside" violation. (Note) The blue line is always considered to be part of the zone in which the ball is in. It is then extended to include the entire zone including center red line. A player who is actually in control of the ball prior to entering the attacking zone and precedes the ball into the zone is not considered "offside." Offside shall be waived if a player legally carries or passes the ball back into their own Defending Zone while a player of the opposing team is in the Defending Zone. Any time the ball is carried into the attacking zone creating an offside play, play shall be stopped and a face-off conducted at the nearest neutral zone face-off spot. Any time the ball was passed or shot into the attacking zone and creates an offside play, play will be stopped and the face-off will take place at the nearest neutral zone location. There is NO intentional off sides rule.

Rule 631 Offside(intentional) No such Rule

Rule 632 Puck/Ball in Motion or Out of Sight

The puck/ball must be kept in motion at all times (this simply means kept in play) A minor penalty for delay of game shall be assessed to any player who intentionally falls on the puck causing a stoppage of play.

Rule 633 Refusing to Start Play

With both teams on the surface, after the game has started, a team for any reason refuses to play after being ordered to do so by the Referee, the Referee shall warn the Captain and allow the team 15 seconds to resume play. A bench minor penalty for delay of game shall be assessed to the offending team who still refuses to start play and if the same team refuses to continue play after a second warning, the Referee shall suspend the game and notify League Manager at that time.

Rule 634 Slashing

Slashing is the act of a player swinging their stick at an opponent, whether contact is made, or not. Any forceful chop with the stick on an opponent's body or opponent's stick, on or near the opponent's hands or stick, shall be considered slashing.

A minor penalty shall be assessed for slashing an opponent. A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of slashing. Referees are instructed to penalize any player who swings their stick at any opposing player whether or not contact is made or makes a wild swing at the puck with the intention of intimidating the opponent.

A match penalty for reckless endangerment may also be assessed for slashing.

Any player who swings their stick at another player in the course of an altercation shall be assessed major plus game misconduct or a match penalty. This is in addition to any other penalties that may be warranted under the fighting rule. A minor penalty shall be assessed to any player who makes stick contact with an opposing goalkeeper while they are in their goal crease and who has covered or caught the puck, regardless of whether or not the Referee has stopped play.

Rule 635 Spearing

Spearing is the act of poking, stabbing, or attempting to poke or stab an opponent with the tip of the blade of the stick while holding the stick with one or both hands.

A major plus a game misconduct penalty shall be assessed for spearing an opponent.

A match penalty for reckless endangerment may also be assessed for spearing.

Rule 636 Start of Game and Time of Game/Time-Outs

The game shall start at the scheduled time with a face-off conducted at the center ice face-off spot. Each team is permitted (1) one time out which must be used in regulation time. In playoff games, time outs may be used in regulation and Over time.

Timing of Games: Inline Hockey

All inline hockey league games shall consist of 3- 15 minute periods running time.

Clock will stop in the third period of any given game if score is 2 or less between teams and 2:00 or less remaining in third period.

Timing of Games: Dek Hockey

All Dek Hockey games shall consist of 3-10 minute periods, stop time.

Shortened games- late start due to either team not prepared at game time. A shortened game is defined as any game that begins 6 minutes or more past scheduled game time. The offending team shall receive a delay of game penalty. Neither team may call their time out in the third period. If there is a tie game, there is NO Overtime and NO shootout. Teams will play 2 full periods with the third period being played up to 5 minutes to the next scheduled game time. 1 minute, 1 goal stop time. NO shortened games in playoffs but ALL playoff games MUST start within 15 minutes of scheduled game time. ***the non offending team may take a forfeit win if they choose not to play a shortened game.

Forfeit- Any team not ready to play with minimum number of players (Inline/Dek 4 players + Goalkeeper) 15 minutes after scheduled game will forfeit any given game. Any team forfeiting 2 games in same season will not be eligible for post season play.

Rule 637 Throwing Stick/Object

A minor penalty shall be assessed to any player on the ice who shoots or throws any portion of their stick or any other object in the direction of the puck or to a teammate. A penalty shot shall be awarded to the non-offending team any time any portion of a stick or other object is shot or thrown from the playing surface or team bench at an opponent during a breakaway. The Referee shall allow the immediate play to be completed and provided no goal is scored, the penalty shot is awarded to the player who was in possession of the puck.

Rule 638 Tied Games

If the score is tied at the end of three periods and the game must be played until there is a winner, the following shall occur:

Tied Game: Inline Hockey:

Regular season- 1- three minute overtime period 3 vs 3 on surface-Running time. Stop time will be last minute of overtime. If still tied, there will be a sudden death shootout, 1 vs 1. (NO player may shooter twice, until all present team members have shot once. (minimum number of players until someone can shoot twice is considered the least number of players present for either team)

Playoffs: 1- 5 minute overtime 4 vs 4 . Timeouts permitted. If still tied after overtime, 3 vs 3 shootout, if still tied. Sudden death shootout (NO player may shooter twice, until all present team members have shot once. (minimum number of players until someone can shoot twice is considered the least number of players present for either team)

Finals Series: All tied games will be played: 1) 10 minute overtime 4 vs 4, 2) 2nd- 10 minute overtime period 4 vs 4, if still tied 3 vs 3 shootout, ifs still tied- sudden death shootout. (NO player may shooter twice, until all present team members have shot once. (minimum number of players until someone can shoot twice is considered the least number of players present for either team)

Tied Games: Dek Hockey

Regular season- 1- three minute overtime period 4vs 4. Stop time. If still tied, there will be a sudden death shootout, 1 vs 1. NO team may send any shooter twice, until all present team members have shot once. (number of players until someone can shoot twice is considered the least number of players present for either team)

Playoffs: 1- 5 minute overtime 5 vs 5 . Timeouts permitted. If still tied after overtime, sudden death shootout with same rules as regular season.

Finals Series: All tied games will be played: 1) 10 minute overtime 4 vs 4, 2)Second 10 minute overtime period 4 vs 4, if still tied 3 vs 3 shootout, ifs still tied; Suddean death 1 vs 1. (NO player may shooter twice, until all present team members have shot once. (minimum number of players until someone can shoot twice is considered the least number of players present for either team)

Rule 639 Tripping/Clipping/Leg Checking/Slew Footing

Tripping is the act of placing a stick, knee, foot, arm, hand or elbow in such a manner that causes their opponent to lose balance or fall. Clipping is the act of deliberately leaving the feet or lowering the body for the purpose of making contact with the opponent at or below the knees. Leg checking is the act of extending the leg from the front or from behind for the purpose of tripping the opponent. Slew Footing is the act of a player using their leg or foot to knock or kick an opponent's feet from under them. This is done by pushing an opponent's upper body backward with an arm or elbow and at the same time using a forward motion of their leg causing the opponent to fall to the surface

A minor penalty shall be assessed under this rule for any of the actions described above, except slew footing. A major penalty plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of tripping, clipping or leg checking. The minimum penalty to be assessed for slew footing is a major plus game misconduct penalty. A match penalty for reckless endangerment may also be assessed under this rule.

Rule 640 Unnecessary Roughness (Roughing)

Roughing shall be considered any act where a player uses unnecessary force to push or shove an opponent, or makes avoidable physical contact (non-body check) with an opponent, after the whistle. Under this rule, a penalty for roughing should also be assessed to a player who uses their hands, arms or stick in a careless or reckless manner.

A minor or double minor penalty shall be assessed to any player who is deemed guilty of unnecessary roughness (roughing). Any action warranting a major penalty under this rule shall be assessed under Fighting. (Note) The spirit and intent of this rule is to eliminate ALL unnecessary pushing and shoving between players after the whistle.. Special attention should be given to differentiate between the degree(s) of responsibility with an additional minor penalty being assessed to any player who instigates or continues these actions. A minor penalty shall be assessed to any player who delivers an avoidable body check to an opponent.. A player who has A minor penalty shall be assessed to any player who makes avoidable physical contact with an opponent after the whistle. A minor penalty shall be assessed to any player who delivers a body check with no effort to gain possession of the puck and the blade of the player's stick is above the knees. A minor penalty shall be assessed to any player who delivers a body check to an opponent who is physically engaged for possession of the puck with one or more other players. (Note) When two or more players are physically engaged for possession of the puck they are considered vulnerable or defenseless and are not eligible to be body checked.

A minor penalty shall be assessed to any goalkeeper who checks an opponent. A major plus a game misconduct penalty shall be assessed to any player who recklessly endangers an opponent as a result of any actions falling under this rule. A match penalty for reckless endangerment may also be assessed

SUMMARY OF PENALTIES:

The following summary of penalties is intended for general application of the rules. Specific situations may require different applications. All referenced rules should be consulted for exact language.

Minor Penalty

- 601 Unsportsmanlike Conduct
- 601 Shooting puck after whistle
- 615 Instigator of fighting
- 622 (Holding
- 625 Interference
- 625 Interfering with goalkeeper in crease
- 625 Interference by player on bench
- 629 Leaving penalty bench prematurely
- 634 Stick contact with goalkeeper Delay of Game, Player or Goalkeeper/Deliberately removing helmet/facemask
- 309 Adjusting clothing/equipment
- 610 Freezing puck along boards or net
- 610 Goalkeeper intentionally stops play
- 610 Batting/shooting puck out of rink
- 610 Deliberate goal displacement
- 610 Continued improper line change during stoppages
- 613 Second face-off violation, same team
- 614 Falling on puck
- 618 Picking up puck from ice
- 632 Freezing puck along boards

Goalkeeper Infractions

- 303 Wearing illegal equipment
- 406 Thrown stick during penalty shot
- 407 Participating in play across center line
- 605 Going to bench for stick at stoppage
- 610 Piling up obstacles in front of goal
- 610 Dropping puck onto goal netting
- 615 Leaving crease area during altercation
- 618 Holding puck more than three seconds

Stick and Equipment Violations

- 301 Playing with an illegal stick
- 301 Player playing with goalkeeper stick
- 301 Playing with more than one stick
- 304 Playing without helmet/facemask
- 304 Equipment not worn under uniform
- 605 Playing with a broken stick
- 605 Receiving an illegal stick
- 615 Dropping glove(s)/stick in altercation
- 637 Throwing a stick (non-Penalty Shot)

Bench Minor Penalty

- 203 Roster addition during game
- 204 Too many players on the ice
- 204 Illegal entry from penalty bench
- 205 Improper goalkeeper substitution
- 205 Goalkeeper to bench at stoppage
- 206 Injured/penalized player returns prematurely
- 301 Stick measurement legal
- 307 Equipment measurement (legal)
- 308 Use of electronic devices
- 601 Abuse of officials and other misconduct
- 610 Continued incorrect players on ice
- 633 Refusing to start play
- 633 Refusing to go on ice

Minor or Double Minor Penalty

- 640 Unnecessary roughness

ISCA Hockey Summary of Penalties

Minor or Major (plus Game Misconduct Penalty)

- 604 Body checking in Competitive Contact category
- 609 Cross-checking
- 611 Elbowing
- 621 High-sticking
- 623 Hooking
- 634 Slashing
- 639 Tripping/Clipping/Leg Checking
- 640 Body Check
- 603 Boarding
- 607 Charging
- 608 Checking from behind
- 620 Head Contact
- 628 Kneeing

Major plus Game Misconduct

- 606 Butt-ending
- 608 Checking From Behind
- 615 Fighting
- 619 Head-butting
- 622 Holding/grabbing facemask
- 629 Leaving Bench in Altercation
- 635 Spearing
- 639 Slew Footing

SUMMARY OF FACE OFF LOCATIONS

Center Ice Spot

- Start of game and periods
- Goal scored
- Premature goalkeeper substitution
- Last play face-off location – nearest spot
- Icing error by officials
- Attacking team passes puck/ball and deflected out of play while not in direction of goal
- Inline hockey when defending team shoots puck and deflects off opponent and goes out of play

Neutral Zone Spot(DEK HOCKEY)

- Puck carried offside

End Zone Face-Off Spot

- Goal crease violation
- Unsuccessful penalty shot attempt
- Penalty assessed resulting in time on penalty clock.
- Goal illegally scored off official
- Goalkeeper throws puck forward
- Puck played with high stick
- Icing
- Handpass
- Kicked on goal/in goal/Off Offensive players skate

ISCA League Management Addendums

Bleeding caused due to infractions:

Any player that begins to bleed from a direct opponents infraction shall be penalized as such:

- 1)light bleeding then a double minor and player is given a game ejection.
- 2)If it results in severe bleeding then a major and game misconduct.

Post Game altercation- any player involved in a post game off rink altercation will be suspended indefinitely, pending a hearing with league officials.

Any player destroying league property shall be suspended indefinitely with additional fines to replace/repair any damaged/destroyed property.

Rosters- All rosters must be submitted by given deadlines dates. They are final once approved for division play. Any changes must be league approved. ALL players must play in 4 regular season games to be eligible for playoffs(excluding goalkeepers)
Inline Maximum: 12 roster positions. Dek Hockey: 16 roster positions- 3 games played rule.

Standings: Winning team shall receive 2 points, losing team 0 points. Overtime Loss team will receive 1 point.

Tiebreakers- When teams are tied in standings, the following tiebreakers shall apply:

1)Head to Head Record

A)all teams must have played each other same number of times, otherwise refer to next tiebreaker.

2)Overall Wins

3)Overall Fewest Goals Allowed in season

4)Goal differential -season

5)Goal differential – Season series

6)Shootout involving all tied teams

Suspensions/Appeals: Any suspended player shall be notified of their suspension through the team captain. This player will then have 48 hours to appeal this suspension in writing. Any player who is suspended 3 games or more shall be suspended from all teams pending a hearing with league officials.

ISCA Rule- ISCA reserves the right to rule on any circumstance not covered in the rulebook.

Inline Skating Club of America- Rules and Regulations – Inline and Dek Hockey- Updated
September 1, 2026