

Pennsylvania Interscholastic Roller Hockey League Playing Rules

(REVISED 6/30/25)

1. **All rules published by the PIRHL are in addition to AAU Hockey Rules, and subject to change at the discretion of Disciplinary and Rules Committees. However, when different, PIRHL rules supersede all published rules by AAU Hockey.**
2. **Banned substances**
 - a. Chewing tobacco, tobacco products, alcohol, and illegal drugs prohibited at all league games.
3. **AAU Hockey Zero Tolerance Policy**
 - a. This policy will be enforced in all PIRHL league games.
 - b. This policy applies to all players, coaches, parents/spectators, and officials.
 - c. Policy included as last page of these rules.
4. **Divisional Format**
 - a. Participating schools will apply for the Tier that their team(s) intend to play. The PIRHL Placement Committee (in absence of a placement committee, the executive board will serve in its place) can move a team during this process to better the level of play in a tier or league. Team Placement Committee will be evaluating teams and responsible for team placement.
 - b. Teams can and will be moved by the PIRHL Placement Committee in the best interest of the divisions.
 - c. 18 Game Season will be played to determine Playoff Rankings.
 - i. Playoff Tiebreakers: Win Percentage within the tier, points, goal differential, and Penalty Minutes
 - d. The PIRHL Executive Board has the authority to add or remove levels depending on what the league requires.
 - i. High School 1, 2, 3, and if needed 4 and 5.
 - ii. Middle School Tiers 1 and 2, and if needed 3 and 4.
 - iii.. Elementary Tiers 1, 2, and 3.

5. Game Format

- a. All teams must be dressed and ready to play 15 minutes prior to the scheduled start of their game. **Games will NOT start any earlier than 15 minutes prior.**
- b. PRIOR TO GAME: Scorekeepers will check all players in and verify numbers and eligibility.
- c. A three (3) minute warm-up clock is used once teams are checked in.
- d. Three (3) fifteen (15) minute running clock time periods shall be played.
- e. A stop clock shall be used in the final two (2) minutes of the third period with a two (2) goal or less score differential.
- f. Teams should have four (4) skaters and one goalie to start the game. If a team has no goalie, they may start the game with 5 players but if they do not have a goalie by the end of the first period, the game will be forfeited.
- g. If the required number of players is not on the floor by the time the three (3) minute warm-up clock expires, fifteen (15) minutes will be placed on the score clock.
- h. If the required number of players does not arrive within these fifteen (15) minutes, the game will be marked as a forfeit. (Scorekeeper will post a note of this occurrence) The PIRHL Commissioner will record the score as a forfeit.
- i. Everyone that is present at the rink at the time of the forfeit will be given credit for the game. If a game is forfeited prior to gametime, the forfeiting team players will not get credit but the other team will get credit for all players.
- j. Between periods, 1 minute will be placed on score clock and ran.
- k. Each team is allowed 1 team time out per game. The team time out can carry over to overtime, if not used during regulation.
- l. Mercy Rule: 8 goal differentials after two (2) complete periods have been played, the official game is over but coaches will determine whether to continue the game via a mutual decision. Scoring will be stopped and it will be noted on the scoresheet. Refs or coaches will have the ability to stop the game at any time due to unsportsmanlike play.

- m. A minimum of one PIRHL/AAU Certified coach must be on the bench, with a maximum of three PIRHL/AAU Certified coaches allowed on the bench.
- n. If a skater shows up late for a game he/she can enter the game and play in the game at the next stoppage in play. The skater/coach must check in with the scorekeeper at the end of the period.
- o. All puck drops will be at the appropriate dot on the rink.
- p. Regular Season Overtime
 - i. Regular season games that end in a tie will have one (1) five (5) minute running clock "sudden death" overtime period. There will be 1 min placed on the clock between 3rd period and overtime.
 - ii. The overtime period in a regular season game is played with 3 skaters and a goalie per team.
 - iii. The team that wins in overtime earns two (2) points.
 - iv. The team that loses in overtime earns one (1) point.
 - v. Each team earns one (1) point for a game that ends in a tie after the overtime period.
- q. Playoff Overtime
 - i. Overtime played four (4) on four (4) for 15-minute periods until there is a winner.

6. Playoffs: All teams in each division will be eligible for the playoffs, unless otherwise noted.

- a. Any team that has three (3) forfeits is not eligible for the playoffs.
- b. All rounds in all tiers except for Finals are single elimination.
- c. Finals are the best of 3 games.
- d. All players must be present at 11 regular season games (5 for elementary) to qualify for the playoffs. If a player is injured, they must submit medical documentation via the online form to the PIRHL within the first 2 weeks to be counted for the games missed.
- e. A team must have a minimum of 4 players and a goalie that are eligible in order to participate in the playoffs.
- f. Games missed due to suspension DO NOT count towards playoff eligibility.

- g. If any team is caught with an illegal player or cheating in any manner they will not qualify for playoffs and the coach will face disciplinary action.
- h. Senior Rule: A \$50 fine will be assessed for any senior that gets suspended during the playoffs. This is to make seniors accountable for taking a penalty resulting in a suspension that will not be served. If a penalty is taken the organization is responsible to pay the PIRHL this fee prior to registration for the following season.

7. Rosters

- a. All players who participate in a league game must have their name pre-typed on the score sheet and be properly registered with AAU Hockey. The only exception to this rule would be a fill in goalie.
- b. All team rosters must be registered by the given date by the PIRHL Board. This includes call ups for each team. Any roster changes must be approved by the PIRHL Executive Committee.
- c. A maximum of 17 players may be on the roster per team, this does not include call ups.
- d. Rosters must include a minimum of 5 players.
- e. Elementary roster rules
 - i. 6th Graders may be dual rostered on Elementary and a MS2 team or below. They are not able to be dual rostered if the Middle School team is MS1.
 - ii. Elementary is grades 2-6 only.
 - iii. Elementary call ups - There may be up to 4 call ups listed on the team. Each call up can only play 4 games per season.
 - iv. Elementary season will be 8 regular season games plus playoffs. We will have a fall season (September - November) and a winter season (December - February)
- f. Dual Roster - 8th Graders
 - i. 8th graders may be dual rostered on both MS and a lower (HS3 and below) high school team.
 - ii. The organization has to approve and parents have to sign a waiver.

- iii. Players must qualify (games played) for the playoffs at the MS level as well as the HS level in order to qualify for playoffs at the HS level.
- g. Players are to play within the School District they reside in or the school they attend. If that District/School does not have an inline hockey organization, the player will be considered a free agent. If the District or School the player attends or resides in does not have a team at any level (i.e., elementary and/or middle school) but has a team at a higher age group, the player may play with a different organization until they are eligible to play with their school/district's team.
 - i. Release from Organization
 - 1. Out-of-District Players:
 - a. For their first three years, an out-of-district player may move to a different organization one time, provided they receive a written release from their current organization's board. This release must be approved by their current organization's board in written form submitted to the PIRHL.
 - b. After an out-of-district player has played for three years with an organization, they will be considered "vested" into that program and treated as an in-district player. Once vested, they are no longer able to move to a different organization unless their home school/district has or creates a team or program within the PIRHL.
 - 2. In-district players
 - a. can only be released from the organization they reside in by the Board of the PIRHL

8. Goalies

- a. During regular season and playoffs if a team's goalie is unavailable then the team may borrow a goalie from another team in the same organization at the same age level and same or lower skill level.

- b. During the regular season, if a team has no available goalie and there are no eligible goalies in that team's organization that are available to borrow then that team can borrow a goalie from another organization. The borrowed goalie must be in the same age division and the same or lower tier as the borrowing team.
- c. If a goalie fills in for a team in another organization at least six times during the regular season then that goalie is eligible to play for the team during the playoffs and championship.
- d. In order to use a goalie from another organization you must first exhaust all goalie options within your organization. Whether or not a team has sufficiently "exhausted" all goalie options from within its organization will be determined by PIRHL. If PIRHL decides that an organization is abusing this rule then a warning will be issued. A second offense may result in the PIRHL taking away the team's ability to borrow goalies under any circumstances.
- e. Goalies should play for their organization first and foremost but if an organization has more goalies than teams, only after their team selections are they permitted to release unassigned goalie(s) to a different organization for the current year only with PIRHL guidance to allow the league to fill empty positions. Unassigned goalies will not be allowed to play a higher tier than goalies from that organization.
- f. Dual-Roster Goalie Rule (agreed upon prior to 2021-22 season) A player rostered as a skater on one team can be rostered as a goalie on a second team. For example, if a player is rostered on a tier 1 MS team as a skater, that same player can be rostered as a goalie on that same organization's tier 3 MS team. Similarly, if a player is rostered on a tier 1 MS team as a goalie, that same player can be rostered as a skater on that same organization's tier 3 MS team. The following rules apply and must be strictly followed::
 - i. The dual-rostered player can only play in goal on the team for which he/she is rostered as a goalie.
 - ii. The dual-rostered player can only play as a skater (non goalie) on the team for which he/she is rostered as a skater (non goalie). The goalie can play as a goalie on the skater team, if the skater team is a higher level than the goalie team. There is a limit of 5 games for this to be allowed.
 - iii. Both teams must be at the same age level. Exception - female 9th graders can play MS and/or HS.

- iv. Roster sheets will clearly show when a player is dual rostered, and what position (goalie or skater) the player is rostered to play on that particular team.
- v. As with all games, roster sheets must be signed by the coach of record.

9. **Equipment**

- a. Uniform:
 - i. All skaters and goalies within an association are to wear team jerseys with numbers on the back.
 - 1. No two players can have the same number on a team.
 - ii. All teams are to have a home and away jersey that are contrasting in color prior to the November 1st.
 - iii. All teams are to have a back up (blood) jersey in case of blood on a player's jersey to be able to play again during that game.
- b. All players must wear the following: Missing any of the following will result in a two (2) minute penalty for a Delay of Game.
 - i. A HECC approved hockey helmet with a full-face mask and chin strap. All straps on helmet must be fastened at all times while on the rink. If a player's helmet comes off during play, they must leave the rink and are not permitted to return until the issue is resolved.
 - ii. Elbow pads. Jersey sleeves must cover elbow pads.
 - iii. Gloves designed for hockey or lacrosse
 - iv. Hockey shin guards. Hockey pants must cover the shin guards.
 - v. Internal mouth guard must be in mouth during play.
 - vi. Inline skates. Skates must have a full set of wheels. If a player loses a wheel while on the rink, he/she must leave the rink immediately and is not permitted to return until the wheel is replaced.
 - vii. Protective cup or pelvic protector
- c. Goalies must wear in addition to the above

- i. Upper body equipment
 - ii. Leg pads (in place of shin guards)
 - iii. Catching and blocking gloves designed for hockey
 - iv. Goalie Mask must be HECC Certified.
- d. No equipment meant for street hockey is permitted (Mylec and some Franklin).
 - e. Players are not permitted to wear loose fitting jewelry.
 - f. Approved inline hockey puck is to be used for all league games. The referee has the right to reject the puck.

10. Call ups

- a. Organizations with more than one team can call up players from the team directly below.
 - i. MS can only call up 5th and 6th graders from elementary. HS can only call up players in 8th grade from MS.
 - ii. You are permitted to have 4 call ups listed on your roster.
 - iii. Each call up is only allowed to play 4 regular season games, no playoffs.
 - iv. Players can only be listed as a call up for one team. If players are dual rostered (ex. 8th graders already playing on HS team), they are not allowed to be listed as a call up.
- b. Any player that plays up to a higher age division must provide a waiver (signed by parents) and it must be provided to the PIRHL.
- c. All players selected as call-ups must be designated when rosters are turned into the PIRHL (or no later than prior to the third game). If a call-up has a season ending injury after the beginning of the season then another player can take that player's place as a call-up and inherits the original call-ups number of games played.
- d. Call-up players will be noted on (higher tier team) roster and score sheets. The scorekeeper will note which players are present.
- e. Suspensions are served based on the schedule of the regular roster team, regardless of which tier the offense occurs in. For example, if a HS4 player is rostered as a callup on the HS2 team and commits an offense during a HS2 game that results in a 4 game suspension, then the time served is based on the schedule of the player's HS4 team. The player cannot participate in any PIRHL games at any level until the HS4 team has played 4 games. Furthermore, the player is suspended for entire weekends at a time. For example, in the above example, if the HS4

team plays on Saturday and the HS2 team plays on Sunday then the HS2 team cannot call up the suspended player until the weekend following the weekend of the fourth HS4 game.

- f. Exception: Any organization that does not have a lower team to call up from, can list 4 call ups from another organization's lower tier. The same qualifications above apply. If this exception is used and there is a conflict between teams with the call up player the call up must play for their home organization. Players can't be dual rostered between organizations.

11. Penalties

- a. Minor penalties are assessed two (2) minutes, major penalties are assessed five (5) minutes and misconduct penalties are assessed ten (10) minutes.
- b. Trapping the puck between the floor and the stick is an automatic stoppage in play. Resulting in a two minute delay of game penalty and puck drop will be in offending team's defensive zone.
- c. All major penalties carry an automatic game misconduct penalty and an automatic one (1) game suspension.
- d. Any player, who is assessed three (3) penalties in one game, is to be immediately removed from that game only.
 - i. If this occurs 5 times the player is permanently removed for the remainder of the season.
- e. Any time a team is assessed ten (10) penalties in a game; the game is immediately stopped. If the offending team is losing, the current score is recorded. If the game is tied or the offending team is winning, the score is recorded as a 5-0 loss for the offending team. Score will be adjusted within 72 hours of the game.
- f. All penalties, minors, majors, misconducts and game misconducts count towards the ten penalty rule.

12. Fighting/Altercations

- a. All fighting majors carry an automatic 4 game suspension.
- b. If an instigator can be determined in any fight/altercation, the instigator can be assessed additional games.
- c. Any player involved in a second fight/altercation is expelled from the league for the rest of the season, with disciplinary committee hearing on potential ban from playing in the league in the future.
- d. Fights/altercations in the Seeding Tournament count towards this total.
Suspension will start at the beginning of the regular season and the player will not be permitted to play in the rest of the Seeding Tournament.
- e. Any 3rd man who enters a fight/altercation is assessed a four (4) game suspension.
- f. Any player who leaves his/her bench during a fight/altercation will be assessed a four (4) game suspension.
- g. Any player who leaves his/her bench for a second fight/altercation in another game is expelled from the league for the rest of the season, with disciplinary committee hearing on potential ban from playing in the league in the future.
- h. Any team, which has a player leave its bench during a fight/altercation, is put on

probation and the head coach is suspended for 4 games.

- i. Any team, which has a second player leave its bench for a second altercation, is expelled from the league for the rest of the season with all fees forfeited, as well as coaching staff banned for life from coaching in PIRHL.

13. Suspensions

- a. These are the automatic suspensions for the following penalties using this matrix: Only Match penalties and Season Ending Suspensions may be appealed. There is a \$100 fee to file an appeal any suspension; the funds are to reimburse the disciplinary committee.

Penalty Number of Games

Game Misconduct 1 Game

Fight Instigator 1 Game

Intent to Injure 2+ Games

Fighting Major 4 Games

All other Majors 2+ Games

Abuse of Official 3+ Games

Match Penalty 5+ Games

- b. Any major penalty with intent to injure or a match penalty incurred in the last 2 minutes of the game, whether in regulation time, overtime, or the end of a game ended by the mercy rule, will result in the offending player being suspended for the remainder of the season, with no less than a 6 game suspension. The suspension may be longer than 6 games subject to the determination of the disciplinary committee. This suspension may carry over to the following season.
- c. All Violations of Zero Tolerance Policy.
- d. Supplementary Discipline
 - i. In addition to the automatic suspensions imposed under these rules, the Commissioner, PIRHL Executive Board, or PIRHL Disciplinary Board may, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed during the course of a game or any aftermath thereof by a player, goalkeeper, Trainer, Manager, Coach or non-playing Club official, whether or not such offense has been penalized by the Referee.

14. Coaches

- a. All certified coaches and/or adults on the bench must have Non-Athlete AAU Insurance and coaching card.
- b. All coaches must be wearing the lanyard with their PIRHL AAU Coaching Card for the Season.
- c. A team is to have no more than 3 coaches on the bench.
- d. Coaches on the bench under 18 years of age, are under the supervision of an AAU Certified Coach Over 18.

14. Referees

- a. All referees on the rink are to attend the AAU Officials Seminar and PIRHL Referee Seminar.
- b. All referees on the rink must have the Non-Athlete AAU Insurance,

if over 18. If referee is still under the age of 18, Athlete AAU Insurance is required.

c. All referees still playing in the PIRHL or under 18 must wear a half shield while refereeing games, no exceptions, violators will be removed permanently.

d. All referees will be wearing PIRHL ACE Referee Uniform at start of Regular Season. e. Any Referee accepting a gift of any kind from a player, coach, spectator, rink employee will be removed from refereeing in the PIRHL permanently, as well as report this violation to AAU for their records and investigation.

15. Awards

a. All Champions will receive a Banner with their Team Name on it to display where they choose. Winners will receive a PIRHL Champions T-Shirt and Runners Up will receive a PIRHL T-Shirt.

PIRHL Fighting Tolerance Policy

Any player who is involved in a fight before, during or after a game and throws a punch will be suspended for a minimum of 4 games and it will be reviewed by the PIRHL for additional suspension based on the incident report. Anyone involved in a 2nd instance of fighting will be permanently removed from the PIRHL league. **There are no hearings for Fighting Majors.**

Fighting not tolerated under any circumstance!

PIRHL/AAU Hockey Zero Tolerance Policy

Players

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

1. Openly disputes or argues any decision by an official.

2. Uses obscene or vulgar language at any time, including any swearing, even if it is not directed at a particular person.

3. Visually demonstrates any sign of dissatisfaction with an official's decision.

Any time that a player persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action.

Coaches

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

1. Openly disputes or argues any decision by an official.

2. Uses obscene or vulgar language at any time, including any swearing, even if it is not directed at a particular person.

3. Visually demonstrates any sign of dissatisfaction with an official's decision including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.

Any time that a coach persists in any of these actions, they shall be assessed a game misconduct penalty resulting in a suspension. If this behavior happens again, the PIRHL Board will decide if the coach should be permitted on the bench again.

If a coach wishes to question an official's call, he may only do so when it is related to a rules interpretation, not a judgment call. The coach should send his captain or assistant captain to ask the official the pertinent question.

Officials

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

Officials are ambassadors of the game and must always conduct themselves with this responsibility in mind.

If an Official does not follow conduct themselves this way, please notify PIRHL Commissioner. The Official will be suspended and fined for their actions.

Parents/Spectators

Game officials will stop the game when the parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators of the game. The game officials will

identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. The coach will be asked to remove said parent/spectator, if removed play will resume with no penalty. If not removed, one referee will go and contact rink manager to have police called. Lost time will not be replaced. For disruption, the offending team's parent/spectator will cause a five (5) minute major to be assessed to their team. Violators may be subject to further disciplinary action by the local governing body or the PIRHL. This inappropriate and disruptive behavior shall include and not limited to:

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