

Pennsylvania Interscholastic Roller Hockey League

Playing Rules

(REVISED 7/30/2019)

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 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 in the best interest of the divisions.
 - c. 18 Game Season will be played to determine Playoff Rankings.
 - i. Playoff Tiebreakers: Points, Wins, Head to Head, Penalty Minutes, and Coin Flip.
 - d. The PIRHL Executive Board has the authority to add or remove levels depending on what the league requires.
 - i. Varsity 1 (Will be split at Divisional Meeting by Pure Teams and Open Teams for second half of season)
 - ii. High School 2, 3, 4, and 5.
 - iii. Middle School Tiers 1, 2, 3, and 4.
 - iv. Elementary Tiers 1, 2, and 3.
 - e. Minimum of 6 teams to per tier, Maximum of teams per tier is 17. (If minimum is not met league will combined divisions and split at playoffs.)
5. **Game Format**
 - a. All teams must be dressed and ready to play 15 minutes prior to the scheduled start of their game.
 - i. Any player who forgets or loses his/her jersey will not be permitted to play without a matching jersey.
 - b. PRIOR TO GAME: Referees will check all players in.
 - 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.
 - i. Seeding Games are two (2) twelve (12) minute periods, mercy after one period played, if there is a 5 goal differential. Clock is always running, unless referees deem otherwise.
 - 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 must have four (4) skaters and one goalie to start the game.
 - 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 a goalie is not available, a team CANNOT play with five (5) skaters and will have to forfeit the game. The team cannot play a goalie that is not on their roster.

- i. If the required number of players does not arrive within these fifteen (15) minutes, the game will be marked as a forfeit in PointStreak. (Scorekeeper will post a note of this occurrence in PointStreak.) The PIRHL Commissioner will record the score as a 5-0 forfeit.
 - 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, all playing must cease. (All Elementary Divisions are EXEMPT to this rule, scoring of game stops (except penalties) in Pointstreak and scoreboard. Referees will remain and continue game.)
 - m. A minimum of one PIRHL/AAU Certified coach permitted on the bench, the maximum is 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. Skater must check in with 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. Regulation season games that end in a tie will have one (1) five (5) minute running clock "sudden death" overtime period.
 - 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 two (2) forfeits is not eligible for the playoffs.
 - b. All rounds in all tiers except for Semi-Finals and Finals are single elimination.
 - c. Semi-Finals and Finals are the best of 3 games.
 - d. All players must be present at 12 regular season games to qualify for the playoffs. If a player is injured, he/she must come to the game with jersey and line up to receive credit for game. If he/she is on crutches, he/she may stay on the bench during player check in. Any injured player must have their helmet on while on the bench.
 - e. A team must have a minimum of 8 players to be eligible for 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.
 - h. Senior Rule: A \$50 deposit check for every senior mailed to the PIRHL PO Box 88, Gibsonia, PA 15044 by the Association President no later than January 31, no exceptions, for every senior to be eligible for 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 check will not be refunded and placed into the PIRHL Scholarship Fund, otherwise the checks will be shredded by the PIRHL Treasurer on April 1st.
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.
 - b. All team rosters must be registered by the given date by the PIRHL Board.

- c. A maximum of 17 players may be on the roster per team.
- d. Rosters must include a minimum of 8 players.
- e. When having more than one team in a division, a minimum of 8 players must be on roster per team.
- f. Players may only be on one roster.
- g. Varsity 1 must be made up of only players from that program.
 - i. Teams in HS2 with out of district players may be moved into V1, if deemed necessary by Divisional Directors.
- h. All teams are permitted to have 2 out of district players. All previous out of district players from last years are now permanent members of your program. (Elementary is allowed 4 new out of district players)
 - i. Once an out of district player plays for a program they are locked in that program until the school district in which they attend creates a team or program in the PIRHL.
 - ii. If a player desires to leave one program for another, they must have written release from their current organization. (The program has the right to decline request to change programs)
- i. Elementary School students (grades 3-6)/ Middle School students (grades 6-8)/High School students (grades 9-12) if the student is attending a private Magnet, Alternative, Charter, Votech or parochial school that does not have a team, that student may play for a team in the school district which the family is paying taxes.
- j. Any team that plays a game with an illegal player automatically forfeits the game and the score is recorded as a 5-0 loss for the offending team. The coaching staff will be removed from the league and permanently banned from coaching in the future. The Association will be placed on probation and fined \$1000 for the team's infraction.

8. **Player Movement**

- a. NO PLAYER MOVEMENT
- b. Under severe needs, the rules and disciplinary committee will decide if there can be a replacement or substitution of a player.
- c. Goalie Call-up Movement
 - i. 3 Games called up, can only play goalie. Can only be goalie.
 - ii. Scorekeepers and referees notify PIRHL commissioner. Goalie shows up prior to game can be adjusted and form deleted. IF game has started the goalie does not get games credit.
 - iii. 5 game suspension for coach, not appealable, and game is a Forfeit.
 - iv. Fill out form from website to have a call up goalie for A GAME, prior to start of game. IF form isn't filled out it is a 1 game suspension.
 - v. Called up 1 tier below within a program.
 - vi. No call-up between these: EL to MS, No MS to HS

9. **Equipment**

- a. Uniform:
 - i. All skaters and goalies within an association are to wear identical 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.

1. All skaters must be wearing matching pants in all divisions
- 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.
 - 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.
 1. If a player is issued a top and bottom orthodontic mouth guard without a strap, he/she must present the mouth guard to the referee prior to the game and notify the scorekeeper. He/she will be permitted to play, but will be given penalty if not in the mouth.
 - 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.
- 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 or a player helmet with a throat guard.
- 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. Referee has right to reject puck.

10. 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.

11. 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 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.

12. 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.

13. Coaches

- a. All coaches on the bench must complete the PIRHL Coaches Seminar online.
- b. All certified coaches and/or adults on the bench must have Non-Athlete AAU Insurance and coaching card.
- c. All coaches must be wearing the lanyard with their PIRHL AAU Coaching Card for the Season.

- d. A team is to have no more than 3 coaches on the bench.
- e. All coaches must wear a helmet during practice, if on the floor. This is not required while on the bench during practice or games.
- f. Coaches on the bench must be at least 18 years of age, and no longer in high school.

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 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.

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.