



2022 Regional Rules, Regulations & Procedures

NARCH 2033 San Elijo Ave, PMB #137, Cardiff, CA 92007 • 760-889-6909

Divisions Featured at the 2022 Regional

Tournaments NARCH Pro : Players must be 18 years old, game day. **30 and Over :** 30 and older, but as long as a player is turning 30 in 2022 he would qualify.

Senior : Players must be 18 years old, game day.

Division 1 : 24 or younger as of 12/31/21 and all players must be 18 years old, game day

Women : 16 and over

Junior : 21 or younger as of 12/31/21 (17U msk rq)

Midget : 18 or younger as of 12/31/21

Bantam : 16 or younger as of 12/31/21

Pee Wee : 14 or younger as of 12/31/21

Squirt : 12 or younger as of 12/31/21

Mite : 10 or younger as of 12/31/21

Atom : 8 or younger as of 12/31/21

These age divisions are the same for all NARCH 2022 events.

Female youth players are allowed ONE EXTRA YEAR (not one division) on the posted age restrictions in all youth divisions.

15 Players Allowed on Roster

There are 15 players allowed on each roster. Players names should be listed in Alphabetical Order. All players must sign the roster. All player must have the same number on both, home and away jerseys. Goalies are to be listed at the bottom of the roster.

Rosters and RHA Membership: Every player is required to sign the roster. Forging signatures will result in the team being disqualified to play in future events. Once a roster is handed in to the NARCH Representative the roster is locked, so please double check to make sure every player is properly listed.

Every player is required to be a member of the Roller Hockey Alliance (RHA). If players are not current members, they have an option to purchase the weekend warrior or yearly membership at the event. The Tournament Director will have access to the RHA database, so memberships can be confirmed if you do not have the player numbers present.

Players must compete in at least one preliminary game to be eligible for playoffs or championship.

Required Equipment:

1. For divisions Midget and below, Cat Eye goalie, face masks are not allowed.
2. All players in Cub-Midget divisions must wear full face shields. Additionally, all players under 18 in Junior or the Women's Division must wear full face shields.
3. All players must wear H.E.C.C. approved for ice hockey helmets.
4. Skaters must wear elbow pads, shin guards, athletic cups, and hockey style gloves. Shin guards must be covered by long roller hockey pants. No ice hockey socks, or short ice hockey pants are allowed.
5. Goalies must wear full ice hockey protection
6. All players must have the same (relative) color and style pants. **ALL PLAYERS, INCLUDING GOALIES, MUST WEAR THE SAME COLOR AND STYLE JERSEYS.** All teams must have two sets of jerseys with matching numbers. Light jerseys for home teams, dark for visiting teams. The home team is always listed first on the schedule.

Game and Tournament Structure: Each game will consist of two 17-minute running time periods. The last two minutes in a one-goal will be stop time. One time out is allowed per game. A tie will remain a tie in the preliminary games. For playoff and championship games, there will be a 5 minute sudden death overtime followed by a 4-man shootout. The number of teams registered will determine bracket size. Every team is guaranteed 3 games. A mercy rule is in effect and the game will be stopped when an 8-point spread occurs. Teams must be dressed and ready to play a half-hour before the scheduled game time with the exception of the first two games of the day. Forfeiture could result if a team is not ready to play.

NARCH Proof Of Age:

If a player's name is on the Proof of Age (POA) list on our web site at www.narch.com, he/she will not be required to show an original proof of age document at the NARCH Finals or any other NARCH event. For Winternationals and regional events, a copy of the birth certificate or a drivers license is an acceptable method of proof of age, however, copies are NOT acceptable for the NARCH FINALS. Showing an original birth certificate at Winternationals or a Regional will NOT get a player added to the POA.

If a player plays without proper POA, the team will risk forfeiture.