

Clearly define the MARHL Board makeup as a representative from each participating organization.

Clearly state that these rules pertain to MARHL participation and that each league may impose additional rules. State that for MARHL participation, the most stringent rule shall apply.

METRO ATLANTA ROLLER HOCKEY LEAGUE

make sure these rules define the process as undertaken for recent decisions to maintain consistency.

OFFICIALS INFORMATION

(Adapted rules for MARHL)

Metro Atlanta Roller Hockey League utilizes the rules set forth by AAU and USARS and all league officials including coaches, scorekeepers, and referees shall be responsible for the information in the OFFICIAL AAU/USARS Handbook.

1. Coaches and Team Personnel - All coaches must be prescreened by their individual organization and registered with MARHL officials prior to the season start.

(a) At least one individual, age 19 or older and registered with their affiliation must be on the bench at all times during league games, tournaments and playoffs

(b) No one but players on the game roster and in complete uniform and a maximum of two (2) non-playing team personnel shall be permitted to occupy the players' benches so provided. Failure to comply with these guidelines shall result in a warning, a bench minor or team forfeiture if compliance is not reached after the 3rd attempt.

(c) Injured players wearing at minimum the team jersey and a helmet with full face mask shall be permitted on the players' bench, provided they are indicated on the Roster Sheet submitted by the Coach to the Official Scorer prior to the start of the game.

2. Teams must have a goalie and four skaters on the rink in order to start the game. If this requirement cannot be met, a forfeit shall be declared by the Referee against the offending team.

3. Injured Player - When a player is injured or compelled to leave the rink during a game, he may retire from the game and be replaced by a substitute, but play must continue without the teams leaving the rink.

During the play, if an injured player wishes to retire from the rink and be replaced by a substitute, he must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

If a penalized player has been injured, he may proceed to the dressing room without the necessity of taking a seat on the penalty bench. If the injured player receives a minor penalty, the penalized team shall immediately put a substitute player on the penalty bench, who shall serve the penalty until such time as the injured player is able to return to the game. He would replace his teammate on the penalty bench at the next stoppage of play. If the injured player receives a major penalty, the penalized team shall place a substitute player on the penalty bench before the penalty expires and no other replacement for the penalized player shall be permitted to enter the game except from the penalty bench. For violation of this rule, a bench minor penalty shall be imposed.

Should the injured penalized player who has been replaced on the penalty bench return to his players' bench prior to the expiration of his penalty, he shall not be eligible to play until his penalty has expired. This includes coincidental penalties when his substitute is still in the penalty box awaiting a stoppage in play. The injured player must wait until his substitute has been released from the penalty box before he is eligible to play. If, however, there is a stoppage of play prior to the expiration of his penalty, he must then replace his teammate on the penalty bench and return to play once his penalty has expired.

When a player is injured so that he cannot continue play or go to his bench, the play **shall not be stopped until the injured player's team has secured possession of the puck**. If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately unless his team is in a scoring position. In the case where it is **obvious** that a player has sustained a **serious injury**, the Referee may stop the play immediately.

When play has been stopped by the Referee due to an injured player, or whenever an injured player is attended to on the rink by the Trainer or medical personnel, such player must be substituted for immediately. This injured player cannot return to the rink until play has resumed.

When play is stopped for an injured player, the ensuing face-off shall be conducted at the last-play face-off location. When the injured player's team has possession of the puck in the attacking zone, the face-off shall be conducted at the center face-off spot. When the injured player is in his defending zone and the attacking team is in possession of the puck in the attacking zone, the face-off shall be conducted at one of the defending team's end-zone face-off spots.

4. Injured Goalkeeper - If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play immediately or be replaced by a substitute goalkeeper and no additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume his position. No warm-up shall be permitted for a substitute goalkeeper.

The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

When a substitution for the regular goalkeeper has been made, such regular goalkeeper shall not resume his position until the next stoppage of play.

When play has been stopped by the Referee due to an injured goalkeeper, such goalkeeper must be substituted for only if he has to proceed to the players' bench to receive medical attention. If the Trainer has come onto the rink to attend to the goalkeeper and there is no undue delay, the goalkeeper may remain in the game without substitute. However, no additional time shall be permitted by the Referee for the purpose of enabling the injured goalkeeper to resume his position (i.e. no warm-up).

5. Blood - A player who is bleeding or who has visible blood on his equipment or body shall be ruled off the rink at the next stoppage of play. Such player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion covered (if necessary). It is required that any affected equipment and/or uniform be properly decontaminated or exchanged.

6. Protective Equipment - All protective equipment, except gloves, headgear and goalkeepers' leg pads must be worn under the uniform. Should it be brought to the attention of the Referee that a player is wearing, for example, an elbow pad that is not covered by his jersey, he shall instruct the player to return to the players' bench to cover up the pad and shall not be allowed to return until the equipment has been fixed and play has resumed. A second violation by the same player would result in a minor penalty being assessed.

Mandatory protective equipment for players under the age of 18 includes: HECC approved helmet with helmet- and chin-straps properly fastened, HECC approved full facemask with a chin cup, internal mouth guard, gloves designed for hockey, elbow pads, protective cup or pelvic protector, knee/shin pads designed for hockey, and inline skates without a brake.

No player may continue to participate in the play without his helmet. Should a player lose his helmet, play shall be stopped immediately. For such an infraction in the attacking zone, the ensuing face-off will take place at the center face-off spot. If the play is stopped for such an infraction in the defending zone, the ensuing face-off will take place at the nearest last-play face-off location.

When a player deliberately removes his helmet and/or facemask in order to secure a stoppage of play, the Referee shall stop play as outlined above and in this case assess the player a minor penalty for delaying the game. If the player deliberately removes his helmet and/or facemask when the opposing team is on a breakaway, the Referee shall award a penalty shot to the non-offending team, which shot shall be taken by the player last in possession of the puck. If the goalkeeper deliberately removes his helmet and/or facemask during the course of a penalty shot or shootout attempt, the Referee shall award a goal to the non-offending team.

Whenever it is deemed by the Referee that a player is wearing protective equipment (including an altered or torn jersey) that does not meet the guidelines set forth within these rules, he shall instruct the player to return to the players' bench and change or remove the piece of equipment. If he refuses to make the necessary

change he shall be assessed a minor penalty for delay of game and should he return to the rink without making the necessary change he shall be assessed a misconduct penalty. Should this happen a third time, he shall be assessed a game misconduct penalty.

7. Players' sticks- The upper portion of the shaft of the stick shall be wrapped with tape or other protective material so as not to result in a pointed, sharp, or hollow (in the case of an aluminum or composite shaft) butt-end.

8. Broken Stick - Player - A broken stick is one which, in the opinion of the Referee, is unfit for normal play. A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided he drops the broken stick immediately. A minor penalty shall be imposed for an infraction of this rule.

A player who has lost or broken his stick may only receive a stick at his own players' bench or be handed one from a teammate on the rink. A player will be penalized if he throws, tosses, slides, or shoots a stick to a teammate on the rink. A player may not participate in the play using a goalkeeper's stick. A minor penalty shall be imposed for an infraction of this rule. A player who participates in play, intentionally prevents the movement of an opponent, or who intentionally plays the puck while carrying two sticks (including while carrying a replacement stick to his teammate) shall incur a minor penalty under this rule.

A player tendered a stick thrown on the rink from the players' or penalty bench will not receive a penalty. However, the team shall be assessed a bench minor penalty.

9. Adjustment to Clothing or Equipment - Play shall not be stopped nor the game delayed by reasons of adjustments to clothing, equipment, skates, or sticks. The onus of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall leave the rink and play shall continue with a substitute

No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required, the goalkeeper shall leave the rink and his place shall be taken by the substitute goalkeeper immediately.

this rule is not standard.
minor adjustments allow
referee discretion.

10. Calling of Penalties

10.1 Calling a Penalty - Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct, or match penalty be committed by a player of the side in possession of the puck, the Referee shall immediately blow his whistle and penalize the offending player.

Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct or match penalty be committed by a player of the team not in possession of the puck, the Referee shall raise his arm to signal the delayed calling of a penalty. When the team to be penalized gains control of the puck, the Referee will blow his whistle to stop play and impose the penalty on the offending player.

When a player, coach or non-playing Club personnel is ejected from the game for a violation of the playing rules, that individual must vacate the players' bench area and may not, in any manner, further participate in the game. This includes directing the team from the spectator area or by radio communications. Any violations shall be reported to the proper league or USARS directors.

10.2 Calling a Minor Penalty - Goal Scored - If the penalty to be imposed is a minor penalty and a goal is scored on the play by the non-offending side, the minor penalty shall not be imposed, but shall still be reported for inclusion on the Official Game Report. All major and match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

If two or more minor penalties were to be imposed and a goal is scored on the play by the non-offending side, the Captain of the offending team shall designate to the Referee which minor penalty(ies) will be assessed and

which minor penalty will be washed out as a result of the scoring of the goal. All minor penalties shall be recorded on the official score sheet, regardless if any time is served.

10.3 Calling a Penalty - Short-handed Team - Goal Scored - If when a team is “short-handed” by reason of one or more minor or bench minor penalties, the Referee signals a further minor penalty or penalties against the “short-handed” team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed. The penalty or penalties signaled shall be assessed and the first of the minor penalties already being served shall automatically terminate under Rule 16 - Minor Penalties. Major and match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

Should a minor or bench minor penalty be signaled against a team already short-handed by reason of a major (or match) penalty, but before the play can be stopped to assess the minor or bench minor penalty, a goal is scored by the non-offending side, the signaled minor or bench minor penalty shall not be imposed due to the scoring of the goal, but shall still be reported for inclusion on the Official Game Report.

Should a penalty be signaled against a team already short-handed by reason of one or more minor or bench minor penalties, and the signaled penalty would result in the awarding of a penalty shot, but before the Referee can stop play to award the penalty shot, the non-offending team scores a goal, then the signaled penalty (that would have resulted in a penalty shot) shall be assessed as a minor (double-minor, major or match) penalty and the first of the minor penalties already being served shall automatically terminate under Rule 16 - Minor Penalties.

10.4 Face-off Locations - When players are penalized at a stoppage of play so as to result in one or more penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team’s end zone. There are only three (3) exceptions to this application:

(i) when a penalty is assessed after the scoring of a goal - face-off at center face-off spot;

(ii) when a penalty is assessed at the end (or start) of a period - face-off at center face-off spot;

(iii) when the play is stopped due to a non-penalized infraction against the non-penalized team, such as a high stick or hand pass - face-off at center face-off spot.

10.5 Minor Penalty - For a minor penalty, any player, other than a goalkeeper, shall be ruled off the rink for two (2) minutes during which time no substitute shall be permitted.

Minor penalty expiration criteria:

(i) Is the team scored against short-handed?

(ii) Is the team scored against serving a minor penalty on the clock?

No penalty shall expire when a goal is scored against a team on a penalty shot.

10.6 Coincidental Minor Penalties - When coincident minor penalties or coincident minor penalties of equal duration are imposed against players of both teams, the penalized players shall all take their places on the penalty benches and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiry of their respective penalties. Where goalkeepers are involved, refer to **Rule 28.1**. Immediate substitution shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule (**Rule 27 - Delayed Penalties**).

When multiple penalties are assessed to both teams, equal numbers of minor and major penalties shall be eliminated using the coincident penalty rule and any differential in time penalties shall be served in the normal manner and displayed on the penalty time clock accordingly (see **Rule 19.4**). If there is no differential in time

penalties, all players will serve their allotted penalty time, but will not be released until the first stoppage of play following the expiration of their respective penalties.

10.7 Major Penalty - For the first major penalty in any one game, the offender, except the goalkeeper, shall be ruled off the rink for five (5) minutes during which time no substitute shall be permitted.

When one player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player (or substitute for the goalkeeper), except under Rule 19.2 where coincidental major penalties are in effect, in which case the minor penalty will be recorded and served first.

10.8 Automatic Game Misconduct - An automatic game misconduct shall be applied to any player who has been assessed a second major penalty in the same game.

An automatic game misconduct shall also be applicable whenever a player is assessed a major penalty for any of the infractions listed in the **Reference Tables - Table 6 - Summary of Major Penalties that Result in an Automatic Game Misconduct**. See specific rule numbers for complete descriptions.

When a player has been assessed a major penalty and his opponent has suffered an injury, a game misconduct must also be assessed. See specific rule numbers for complete descriptions.

When a major and automatic game misconduct are assessed, the player shall be ruled off the rink for the balance of the game, but a substitute shall be permitted to replace the player so suspended after five (5) minutes have elapsed.

10.9 Misconduct Penalty - In the event of misconduct penalties to any player except the goalkeeper, the player shall be ruled off the rink for a period of ten (10) minutes. A substitute player is permitted to immediately replace a player serving a misconduct penalty. A player whose misconduct penalty has expired shall remain in the penalty box until the next stoppage of play.

10.10 Game Ejection Penalties - A game ejection penalty involves the removal of a player for the balance of the game but a substitute is permitted to replace immediately the player so removed. A total of ten (10) minutes shall be charged in the records on the Official Game Report against the offending player.

10.11 Automatic Game Ejection - Any player that receives three (3) penalties of any kind (except for misconduct penalties) in a single game shall automatically be assessed a game ejection penalty.

10.12 Suspension - No additional suspension shall be assessed to a player receiving a game ejection penalty.

10.13 Penalty Shot - A penalty shot is designed to restore a scoring opportunity which was lost as a result of a foul being committed by the offending team, based on the parameters set out in these rules.

Procedure - The Referee shall ask to have announced over the public address system the name of the player designated by him or selected by the team entitled to take the shot (as appropriate). He shall then place the puck on the center face-off spot and the player taking the shot will, on the instruction of the Referee (by blowing his whistle), play the puck from there and shall attempt to score on the goalkeeper. The puck 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 (an exception being the puck off the goal post or crossbar, then the goalkeeper and then directly into the goal), and any time the puck crosses the goal line or comes to a complete stop, the shot shall be considered complete.

The lacrosse-like move whereby the puck is picked up on the blade of the stick and "whipped" into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar. See also **Rule 77.1**.

The "spin-o-rama" type move where the player completes a 360° turn as he approaches the goal shall be permitted as this involves continuous motion.

Only a player designated as a goalkeeper or alternate goalkeeper may defend against the penalty shot.

The goalkeeper must remain in his 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 his stick or any object, or by deliberately dislodging the goal, in which case a goal shall be awarded.

If at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the rink to substitute another player, the goalkeeper shall be permitted to return to the rink before the penalty shot is taken.

The team against whom the penalty shot has been assessed may replace their goalkeeper to defend against the penalty shot, however, the substitute goalkeeper is required to remain in the game until the next stoppage of play.

While the penalty shot is being taken, players of both sides shall withdraw to the sides of the rink and in front of their own player's bench.

If the offense for which the penalty shot was awarded was such as to normally incur a minor penalty, then regardless of whether the penalty shot results in a goal or not, no further minor penalty shall be served.

No penalty shall expire when a goal is scored against a team on a penalty shot.

10.14 Designated Player - In cases where a penalty shot has been awarded to a player specifically fouled, that player shall be designated by the Referee to take the penalty shot.

10.15 Face-Off Location - If a goal is scored from a penalty shot, the puck shall be faced-off at the center face-off spot. 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 was tried.

10.16 Infractions - When Goalkeeper is On the Rink - A goal will be awarded when an attacking player, in the act of shooting the puck into the goal (between the normal position of the posts and completely across the goal line), is prevented from scoring as a result of a defending player or goalkeeper displacing the goal post, either deliberately or accidentally.









10.17 Delayed Penalty - If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third penalized player must at once proceed to the penalty bench. He may be substituted for on the rink so as to keep the on-rink strength at no less than two skaters for his team.

10.18 Minor Penalty to Goalkeeper - A goalkeeper shall not be sent to the penalty bench for an offense which incurs a minor penalty, but instead, the minor penalty shall be served by another member of his team who was on the rink when the offense was committed. This player is to be designated by the Manager or Coach of the offending team through the playing Captain and such substitute shall not be changed.

A penalized player may not serve a goalkeeper's penalty.

10.19 Participating in the Play Over the Center Red Line - If a goalkeeper participates in the play in any manner (intentionally plays the puck or interferes with an opponent) when he is beyond the center red line, a minor penalty shall be imposed upon him. The position of the puck is the determining factor for the application of this rule.

11. Signals

11.1		Boarding	Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.
11.2		Charging	Rotating clenched fists around one another in front of the chest.
11.3		Checking from behind	A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.
11.4		Cross-checking	A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot.
11.5		Delayed penalty	Extending the non-whistle arm fully above the head.
11.6		Delaying the game	The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.
11.7		Elbowing	Tapping either elbow with the opposite hand.
11.8		Goal scored	A single point directed at the goal in which the



11.9

Hand pass

With the palm open and facing forward, a pushing motion towards the front of the body once or twice to indicate the puck was moved ahead with the hand.



11.10

High-sticking

Holding both fists clenched, one slightly above the other (as if holding a stick) at the height of the forehead.



11.11

Holding

Clasping either wrist with the other hand in front of the chest.



11.12

Holding the stick

Two stage signal involving the holding signal (11.14) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



11.13

Hooking

A tugging motion with both arms as if pulling something from in front toward the stomach.



11.14

Interference










Crossing arms stationary in front of the chest in an "X" formation.



11.15

Match penalty

Palm of the hand on the top of the helmet.

11.16		Misconduct	Both hands on hips.
11.17		Roughing	Fist clenched and arm extended out to the side of the body.
11.18		Slashing	A chopping motion with the edge of one hand across the opposite
11.19		Throwing equipment	NO SIGNAL
11.20		Time-out	Using both hands to form a “T” in front of the chest.
11.21		Too many men on the rink	NO SIGNAL
11.22		Tripping	Striking leg with either hand below the knee, keeping both skates on the rink.
11.23		Unsports-manlike conduct	Using both hands to form a “T” in front of the chest (same as time-out).
11.24		Wash out	A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. This signal is used by Referees to signal no goal and to wash out a hand pass or a high-sticking the puck violation.

12. Referees Attire and Equipment - All Referees shall be dressed in black trousers, skates, official sweaters, finger whistle and a black helmet designed for hockey without a full face cage.

12.1 Junior Referees- Anyone under the age of 18 must wear in addition to the attire listed above, shin guards and elbow pads.

13. Referee General Duties - It shall be the duty of the Referees to impose such penalties as are prescribed by the rules for infractions thereof and they shall give the final decision in matters of disputed goals.

13.1 The Referees shall report to the Official Scorer the name or number of the goal scorer and the name or number of the player credited with an assist. No more than 2 assists may be given on any goal scored.

13.2 The Referees shall, before starting the game, see that the appointed off-rink officials, including the Official Scorer & Game Timekeeper are in their respective places and ensure that the timing and signaling equipment are in order.

13.3 It shall be the duty of the Referees to see to it that all players are properly dressed, and that the approved regulation equipment is in use at all times during the game.

13.4 The Referees shall order the teams on the rink at the appointed time for the beginning of a game and at the commencement of each period.

13.5 The Referees shall remain on the rink at the conclusion of each period and after the game until all players have proceeded to their dressing rooms.

14. Abuse of an Official General Description - A player, goalkeeper, Coach or non-playing Club official shall not challenge or dispute the rulings of an official before, during, or after a game. A player, goalkeeper, Coach or non-playing Club official shall not display unsportsmanlike conduct including, but not limited to, obscene, profane, or abusive language or gestures, comments of a personal nature intended to degrade an official, or persist in disputing a ruling after being told to stop or after being penalized for such behavior. ***NOTE - When such conduct is directed at anyone other than an official, *Unsportsmanlike Conduct Rule* shall be applied.**

Match Penalty - Any player, coach, or non-playing Club official who deliberately applies physical force in any manner against an official, attempts to injure an official, physically demeans, or deliberately applies physical force to an official solely for the purpose of getting free of such an official during or immediately following an altercation shall receive a match penalty. In addition, the MARHL board shall review and decide on further suspensions.

(a) **Automatic Suspension - Category I** - Any player, coach, or non-playing Club official who deliberately strikes an official and causes injury or who deliberately applies physical force in any manner against an official with intent to injure, or who in any manner attempts to injure an official shall be assessed a match penalty and automatically suspended from all USARS sanctioned events for not less than one (1) year. (For the purpose of the rule, "intent to injure" shall mean any physical force which a player, coach, or non-playing Club official knew or should have known could reasonably be expected to cause injury.)

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(b) **Automatic Suspension - Category II** - Any player, coach, or non-playing Club official who deliberately applies physical force to an official in any manner (excluding actions as set out in Category I), which physical force is applied without intent to injure, or who spits on an official, shall be assessed a match penalty and automatically suspended for not less than six (6) months.

(c) **Automatic Suspension - Category III** - Any player, coach, or non-playing Club official who, by his actions, physically demeans an official or physically threatens an official by (but not limited to) throwing a stick or any other piece of equipment or object at or in the general direction of an official, shooting the puck at or in the

general direction of an official, spitting at or in the general direction of an official, or who deliberately applies physical force to an official solely for the purpose of getting free of such an official during or immediately following an altercation shall be assessed a match penalty and suspended for not less than thirty (30) days.

15. Physical Penalties

15.1 Boarding - A boarding penalty shall be imposed on any player who checks an opponent in such a manner that causes the opponent to be thrown violently in the boards. The severity of the penalty, based upon the degree of violence of the impact with the boards, shall be at the discretion of the Referee.

There is an enormous amount of judgment involved in the application of this rule by the Referees. The onus is on the player to ensure his opponent is not in a vulnerable position and if so, he must avoid the contact.

(a) A minor penalty or major penalty, at the discretion of the Referees based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards.

NOTE 1: "Rolling" an opponent (if he is the puck carrier) along the boards where he/she is endeavoring to go through too small an opening is not boarding, but may be penalized as roughing.

(b) When a player injures an opponent as the result of boarding or body checking, the Referees shall have no choice but to assess a major penalty to the offending player and subject to review by the MARHL Board for additional sanctions or suspensions.

(c) Any major penalty assessed for body checking or boarding may also include a game ejection or game misconduct penalty at the Referee's discretion and subject to review by the MARHL Board for additional sanctions or suspensions.

(d) Boarding may also be treated as a match penalty.

15.1 Charging - A charging penalty shall be imposed on a player who skates or jumps into, or charges an opponent in any manner.

Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A "charge" may be the result of a check into the boards, into the goal frame or in open rink.

A charging penalty shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease.

A goalkeeper is not "fair game" just because he is outside the goal crease area. The appropriate penalty should be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided

15.2 Checking from Behind - A check from behind is a check delivered on a player who is not aware of the impending hit, therefore unable to protect or defend himself, and contact is made on the back part of the body. When a player intentionally turns his body to create contact with his back, no penalty shall be assessed for checking

15.3 Elbowing - Elbowing shall mean the use of an extended elbow in a manner that may or may not cause injury.

15.4 Fighting - (MARHL has a ZERO tolerance policy for fighting) A fight shall be deemed to have occurred when at least one player punches or attempts to punch an opponent or when two players wrestle in such a manner as to make it difficult for the Referees to intervene and separate the combatants.

The Referees are provided very wide latitude in the penalties with which they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the fight or persisting in continuing the fight. The discretion provided should be exercised realistically.

(a) A major penalty and automatic game misconduct shall be imposed on any player who engages in a fight.

Any player who receives a major penalty for Fisticuffs (Fighting) (USARS Rule 44.1) shall be assessed the following:

If player does not make contact with a thrown punch:

First Offense: A Five (5) minute major penalty, a game misconduct and a Three (3) game suspension.

or If player does make contact with a thrown punch:

First Offense: A Five (5) minute major penalty, a game misconduct and a Five (5) game suspension.

Second Offense: A Five (5) minute major penalty, a game misconduct, a minimum Ten (10) game suspension, in addition, at the conclusion of the ten game suspension the player must present a written letter to the board

before being considered for reinstatement to the league.

(b) A minor penalty shall be imposed on a player who having been struck shall retaliate with a blow or attempted blow. However, at the discretion of the Referees, a major or double minor penalty may be imposed if that player continues the altercation.

(c) A game misconduct shall be imposed on any player involved in fighting off the playing surface or with another player who is off the playing surface.

(d) A player who drops his/her gloves in an aggressive or threatening manner shall receive an automatic game misconduct penalty. A player who drops his/her gloves and throws a punch shall receive a game misconduct with a minimum suspension of three games, subject to review by MARHL Board.

(e) Any player or goaltender deemed to be the first to intervene in an altercation already in progress, including any player entering as a peacemaker, shall receive a game ejection penalty.

(f) When an altercation occurs, all players not engaged shall immediately proceed to the area of their players' bench. In the event the altercation takes place at the players' bench, the players on the surface must go to their team's defensive zone. Failure to comply will result in a bench minor penalty assessed to the team(s) not observing this rule.

(g) Any player or goaltender that resists an official in the discharge of their duties shall be assessed a misconduct or game misconduct penalty.

(h) A minor penalty shall be assessed to a goaltender that leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

(i) Any player who engages in a second fighting altercation within six months of the first offense shall immediately serve a minimum suspension of six games, subject to review by MARHL Board.

(j) During a tournament formatted event, any player throwing a punch will be ejected for the remainder of the tournament and may also face additional suspension games at the review of the MARHL board. If a player throws a punch in an elimination game, they will be suspended from MARHL activities for no less than 3 games of the next participating season.

Not consistent with zero tolerance. If intent is to allow self-defense it should state that "in the opinion of the referee the player having been struck attempts to defend himself." remove "retaliate" from this section.

Clearing the Area of a Fight - When a fight occurs, all players not engaged shall go immediately to the area of their players' bench and in the event the altercation takes place at a players' bench, the players on the rink from that team shall go to their defending zone. Goalkeepers shall remain in their goal crease, except in the

event the altercation takes place in the vicinity of the goal crease, and therefore shall obey the directions of the Referee. Failure to comply can result in penalties incurred for their involvement in and around the area.

Continuing or Attempting to Continue a Fight - Any player who persists in continuing or attempting to continue a fight or altercation after he has been ordered by the Referee to stop, or who resists a Referee in the discharge of his duties shall, at the discretion of the Referee, incur a misconduct or game misconduct penalty in addition to any penalties imposed.

Instigator - An instigator of an altercation shall be a player who by his actions or demeanor demonstrates any/some of the following criteria: distance traveled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior incident; obvious retribution for a previous incident.

A player who is deemed to be the instigator of an altercation shall be assessed an instigating minor penalty, a major penalty for fighting, a misconduct, and a game misconduct.

Third Man In - A game misconduct penalty, at the discretion of the Referee, shall be imposed on any player who is the first to intervene (third man in) in an altercation already in progress. This penalty is in addition to any other penalties incurred in the same incident.

This rule also applies to subsequent players who elect to intervene in the same or other altercations during the same stoppage of play.

15.5 Kicking - The action of a player deliberately using his skate(s) with a kicking motion to propel the puck or to contact an opponent.

Goals - Kicking the puck shall be permitted in all zones. A goal cannot be scored by an attacking player who uses a distinct kicking motion to propel the puck into the net. A goal cannot be scored by an attacking player who kicks a puck that deflects into the net off any player, goalkeeper, or official.

A puck that deflects into the net off an attacking player's skate who does not use a distinct kicking motion is a legitimate goal. A puck that is directed into the net by an attacking player's skate shall be a legitimate goal as long as no distinct kicking motion is evident.

15.6 Roughing - Roughing is any use of illegal body checking or excessive use of unnecessary roughness.

15.7 Slew-footing - Slew-footing is the act of a player using his leg or foot to knock or kick an opponent's feet from under him, or pushes an opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of his leg, knocks or kicks the opponent's feet from under him, causing him to fall violently to the rink.

15.8 Throwing Equipment - A player shall not throw a stick or any other object in any zone. A player who has lost or broken his stick may only receive a stick at his own players' bench or be handed one from a teammate on the rink.

(a) A **minor penalty** shall be imposed on any player on the rink who throws his stick or any part thereof or any other object in any zone, except when such act has been penalized by the assessment of a penalty shot or the awarding of a goal.

(b) When the player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the rink (and not over the boards) in such a way as to not interfere with play or opposing player, no penalty will be imposed for so doing. When moving a stick that is not broken, no penalty shall be assessed as long as it does not interfere with the play and the player who lost said stick is not attempting to retrieve it, otherwise an interference penalty must be assessed.

(c) **Misconduct Penalty** - A misconduct penalty shall be imposed on a player who throws his stick or any part thereof or any other object or piece of equipment outside the playing area. If the offense is committed in protest, a minor penalty for unsportsmanlike conduct plus a game misconduct penalty shall be assessed to the offending player. A 10-minute misconduct, game ejection or game misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

(d) **Match Penalty** - If a player attempts to or deliberately injures an opponent by throwing a stick or any other object or piece of equipment at an opposing player, Coach or non-playing Club official, he shall be assessed a match penalty.

Penalty Shot - When any member of the defending team, including a Coach or any non-playing Club official, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in his defending zone, the Referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team. This shot shall be taken by the player designated by the Referee as the player fouled.

15.9 Holding - Any action by a player that restrains or impedes the progress of an opposing player whether or not he is in possession of the puck.

15.10 Hooking - Hooking is the act of using either end of the stick in a manner that enables a player to restrain an opponent. When a player is checking another in such a way that there is only stick-to-stick contact, such action is not to be penalized as hooking.

15.11 Interference - A strict standard on acts of interference must be adhered to in all areas of the rink.

Body Position: Body position shall be determined as the player skating in front of or beside his opponent, traveling in the same direction. A player who is behind an opponent, who does not have the puck, may not use his stick, body, or free hand in order to restrain his opponent, but must skate in order to gain or reestablish his proper position in order to make a legal play.

A player is allowed the space in which he is standing (body position) and is not required to move in order to let an opponent proceed. A player may “block” the path of an opponent provided he is in front of his opponent and moving in the same direction. Moving laterally and without establishing body position, then making contact with the non-puck carrier is not permitted and will be penalized as interference. A player is always entitled to use his body position to lengthen an opponent’s path to the puck, provided his stick is not utilized (to make himself “bigger” and therefore considerably lengthening the distance his opponent must travel to get where he is going); his free hand is not used and he does not take advantage of his body position to deliver an otherwise illegal check.

Possession: The last player to touch the puck, other than the goalkeeper, shall be considered the player in possession of the puck.

Restrain: The actions of a player who does not have body position, but instead uses illegal means (e.g. hook with stick; hold with hands, trip with the stick or in any manner) to impede an opponent who is not in possession of the puck. Illegal means are acts which allow a player or goalkeeper to establish, maintain, or restore body position other than by skating.

Pick: A “pick” is the action of a player who checks or otherwise illegally prohibits the movement of an opponent who is not in possession of the puck. A player delivering a “pick” is one who moves into an opponent’s path without initially having body position, thereby taking him out of the play. When this is done, an interference penalty shall be assessed.

Free Hand: When a free hand is used to hold, pull, tug, grab, or physically restrain an opponent from moving freely, this must be penalized as holding. The free hand may be used by a player to “fend off” an opponent or his stick, but may not be used to hold an opponent’s stick or body.

Stick: A player who does not have body position on his opponent, who uses his stick (either the blade or the shaft, including the butt-end of the shaft) to impede or prevent his opponent from moving freely on the rink shall be assessed a hooking penalty.

15.12 Tripping - A player shall not place the stick, knee, foot, arm, hand, or elbow in such a manner that causes his opponent to trip or fall.

Accidental trips which occur simultaneously with a completed play will not be penalized. Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized.

If, in the opinion of the Referee, a player is unquestionably hook-checking the puck and obtains possession of it, subsequently tripping the opponent in so doing, no penalty shall be assessed.

15.13 Cross-checking - The action of using the shaft of the stick between the two hands to forcefully check an opponent.

15.14 High-sticking - A "high stick" is one which is carried above the height of the opponent's shoulders. Players must be in control and responsible for their stick at all times. However, a player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion, or accidental contact on the opposing center who is bent over during the course of a face-off. A wild swing at a bouncing puck would not be considered a normal windup or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly.

15.15 Slashing - Slashing is the act of a player swinging his stick at an opponent, whether contact is made or not. Non-aggressive stick contact to the pant or front of the shin pads, should not be penalized as slashing. Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the Referee, is not an attempt to play the puck, shall be penalized as slashing.

15.16 Spearing - Spearing shall mean stabbing at an opponent with the point of the stick blade, whether contact is made or not.

15.17 Delaying the Game - A player or a team may be penalized when, in the opinion of the Referee, is delaying the game in any manner.

Minor Penalty - A minor penalty shall be imposed on any player, including the goalkeeper, who holds, freezes, or plays the puck with his stick, skates, or body in such a manner as to deliberately cause a stoppage of play. With regard to a goalkeeper, this rule applies outside of his goal crease area.

A minor penalty for delay of game shall be imposed on any player who deliberately shoots or bats (using his hand or his stick) the puck outside the playing area (from anywhere on the rink) during the play or after a stoppage of play.

A minor penalty shall be imposed on any player who delays the game by deliberately displacing a goal post from its normal position, unless already penalized by means of a penalty shot or awarded goal (see **Rules 60.5** and **60.6**). The Referee shall stop play immediately when the offending team gains possession of the puck.

When the net is accidentally displaced by an attacking player, and the defending side is in possession of the puck and moving out of their zone, play shall be permitted to continue until such time as the non-offending team loses possession of the puck. The resulting face-off will take place at the last-play face-off spot, unless it is in the non-offending team's defending zone, and as such the ensuing face-off would take place at the center face-off spot. It is possible for a goal to be scored at one end of the rink while the net at the other end has been dislodged, provided that the team being scored upon is the team responsible for dislodging the net at the other end of the rink.

A minor penalty shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers the puck into his body and does not continue to move in a manner that the puck is accessible to the opposing team. Any player who drops to his knees to block a shot should not be penalized if the puck is shot under him or becomes lodged in his clothing or equipment but any use of the hands to make the puck unplayable should be penalized promptly.

If a goalkeeper comes out of his crease to “cut down the angle” on a shot and after making the save covers the puck, this shall be legal. If the goalkeeper races out of his crease in an attempt to beat the attacking player to the puck and instead of playing the puck jumps on the puck causing a stoppage of play, this shall be a minor penalty for delay of game.

A minor penalty shall be imposed on a goalkeeper who holds or places the puck against any part of the goal in such a manner as to cause a stoppage of play.

Play shall not be stopped nor the game delayed by reasons of adjustments to clothing, equipment, skates, or sticks. For an infringement of this rule, a minor penalty shall be given.

No delay shall be permitted for the repair or adjustment of goalkeeper’s equipment. If adjustments are required, the goalkeeper shall leave the rink and his place shall be taken by the substitute goalkeeper immediately. For an infraction of this rule by a goalkeeper, a minor penalty shall be imposed.

A minor penalty for delay of game shall be assessed to any player for the second face-off violation against his team during the same face-off (See **Rule 73**).

16. Handling Puck - A player shall be permitted to stop or “bat” a puck in the air with his open hand, or push it along the rink with his hand, and the play shall not be stopped unless, in the opinion of the on-rink officials, he has deliberately directed the puck to a teammate, or has allowed his team to gain an advantage, in which case the play shall be stopped and a face-off conducted (see **Rule 76 - Hand Pass**). Play will not be stopped for any hand pass commenced and completed in the defending zone.

17. High Stick - When a player contacts the puck with his stick above the normal height of the shoulders and a teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting face-off at the last-play face-off location nearest to where the play was stopped for this violation.

18. Too Many Men on the Rink - Players may be changed at any time during the play from the players’ bench provided that the player or players leaving the rink shall be within five feet (5’) of his players’ bench and out of the play before the change is made. Refer also to **Rule 68 - Premature Substitution**. At the discretion of the Referees, should a substituting player come onto the rink before his teammate is within the five foot (5’) limit of the players’ bench (and therefore clearly causing his team to have too many players on the rink), then a bench minor penalty may be assessed.

If in the course of making a substitution, either the player entering the game or the player retiring from the rink plays the puck with his stick, skates, or hands or who interferes with or makes any physical contact with an opposing player while either the player entering the game or the retiring player is actually on the rink, then the infraction of “too many men on the rink” will be called.

If in the course of a substitution either the player(s) entering the play or the player(s) retiring is struck by the puck accidentally, the play will not be stopped and no penalty will be called.

19. Unsportsmanlike Conduct - Players, coaches, and non-playing Club personnel are responsible for their conduct at all times and must endeavor to prevent disorderly conduct before, during or after the game, on or off

the rink and any place in the facility. The Referees may assess penalties to any of the above team personnel for failure to do so.

20. Face-off Locations - All face-offs must be conducted on one of the five (5) recognized face-off spots located on the rink or along one of two imaginary lines connecting the end-zone face-off spots (known as the “last-play face-off spot”), drawn perpendicular to the goal lines.

Other Players - No other player shall be allowed to enter the face-off circle or come within fifteen feet (15') of the players facing-off. All players must stand on-side on all face-offs.

21. Crediting Goals - A “goal” shall be credited in the scoring records to a player who shall have propelled the puck into the opponent’s goal, or the last player on the attacking team to have touched the puck should a defender propel the puck into his own goal. Each “goal” shall count one point in the player’s record. Only one point can be credited to any one player on a goal.

22. Crediting Assists - When a player scores a goal, an “assist” shall be credited to the player taking part in the play immediately preceding the goal, provided that a defender has not touched the puck in the interim. No more than 2 assists can be credited to any one player’s goal.

23. Scoring a Goal - A goal shall be scored when the puck shall have been put between the goal posts legally by a player of the attacking side, from in front and below the crossbar, and entirely across a red line the width of the diameter of the goal posts drawn on the rink from one goal post to the other with the goal frame in its proper position. The goal frame shall be considered in its proper position when both goal posts are in their proper position on the goal line.

A goal shall be scored if the puck is put into the goal in any way by a player of the defending side. The player of the attacking side who last touched the puck shall be credited with the goal but no assist shall be awarded.

If an attacking player has the puck deflect into the net, off his skate or body, in any manner, the goal shall be allowed. The player who deflected the puck shall be credited with the goal.

24. High-sticking the Puck - Batting the puck above the normal height of the shoulders with a stick is prohibited. When a puck is struck with a high stick and subsequently comes into the possession and control of a player from the offending team (including the player who made contact with the puck), either directly or deflected off any player or official, there shall be a whistle.

Face-Off Location - When the play is stopped for the high-sticking the puck violation, the ensuing face-off must take place at one of the end-zone face-off spots of the offending team.

Disallowed Goal - When an attacking player causes the puck to enter the opponent’s goal by contacting the puck above the height of the crossbar, either directly or deflected off any player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick below the level of the crossbar and enters the goal, this goal shall be allowed.

25. Hand Pass - A player shall be permitted to stop or “bat” a puck in the air with his open hand, or push it along the rink with his hand, and the play shall not be stopped unless, in the opinion of the Referees, he has directed the puck to a teammate, or has allowed his team to gain an advantage, and subsequently possession and control of the puck is obtained by a player of the offending team, either directly or deflected off any player or official.

A player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the rink. If he catches it and skates with it, either to avoid contact or to gain a territorial advantage over his opponent, a minor penalty shall be assessed for “closing his hand on the puck”

(a) When a hand pass has been initiated by one player to a teammate and the teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting face-off at the last-play face-off location nearest to where the play was stopped for this violation.

Defending Zone - Play will not be stopped for any hand pass by players in their own defending zone. A hand pass in the defending zone is considered to have occurred when the puck remains in the defending zone during the commencement and completion of the pass and both the player making the pass and the player receiving the pass have both of their skates inside their defending zone.

Face-Off Location - When a hand pass violation has occurred, the ensuing face-off shall take place at the center face-off spot, unless the offending team gains a territorial advantage, then the face-off shall be at the nearest last-play face-off spot where the pass was commenced or completed.

26. Puck Out of Bounds - When a puck goes outside the playing area at either end or either side of the rink, strikes any obstacles above the playing surface other than the boards or glass (such as any flags, banners, or spectator netting), or causes the glass, lighting, timing device, or the supports to break, it shall be faced-off at the nearest last-play face-off spot, except when the attacking team in the attacking zone is responsible for causing the puck to go out of play, the ensuing face-off shall take place at the center face-off spot.

27. Puck Unplayable - When the puck becomes lodged in the netting on the outside of either goal so as to make it unplayable, or if it is “frozen” between opposing players intentionally or otherwise, the Referee shall stop the play.

The puck may be played off the goal netting by either team. However, should the puck remain on the goal netting for more than three (3) seconds, play shall be stopped. Should the goalkeeper use his stick or glove to freeze the puck on the back of the net or should a defending player shield an attacking player from playing the puck off the back of the net, the face-off shall take place at one of the end-zone face-off spots in the defending zone.

28. Puck Out of Sight - Should a scramble take place or a player accidentally fall on the puck and the puck be out of sight of the Referee, he shall immediately blow his whistle and stop the play. The puck shall then be faced-off at the nearest last-play face-off spot unless otherwise provided for in the rules. Referees should work in coordination with each other so that if the puck is visible by referee but may be shielded from another, that referee shall yell “loose” until the puck becomes blatantly obvious or that referee who could see the puck also loses sight at which time the whistle shall blow the play dead.

29. Start of Game and Periods - The game shall be commenced at the time scheduled by a “face-off” in the center of the rink and shall be renewed promptly at the commencement of each period in the same manner

30. Time-out - Each team shall be permitted to take one thirty-second time-out at any point during the course of any game. All players including goalkeepers on the rink at the time of the time-out will be allowed to go to their respective benches.

(a) This time-out must be taken during a normal stoppage of play. Only one time-out shall be permitted at any one stoppage of play.

(b) No warm-up involving pucks on the rink shall be permitted for a goalkeeper or replacement goalkeeper during a time-out. If, after one warning, this continues, the Referee shall assess a delay of game penalty to the offending team.

MARHL Specific Rules

1. We will follow AAU Official Rules with minor adjustments to suit our league.
2. Game Times:
 - a. Middle School Division will have three 13 minute running clock periods
 - b. High School Division will have three 14 minute running clock periods
3. The clock will only stop for stoppage of play during the last 2 minutes of the game when teams are within 2 goals of each other.
4. Each team will be granted (1) 30sec team timeout per game. Timeouts do not carry into overtime and there will be no timeouts granted during an overtime period.
5. If at the end of regulation, the score is tied, there will be one (5 minute running clock) overtime period of 3 on 3 sudden death, first team to score wins. A Shootout will occur if the game is tied after overtime period. Each team will get best of 3 shooters. If still tied after 3 shooters, the shootout will go into sudden death, alternating teams shootout until a winner is determined and both teams have had an equal number of attempts. No shooter may go twice until every player on the team has gone once. All rostered players must shoot before any substitute players may shoot.
6. During the playoffs, overtime will consist of regular length periods, 4 on 4, until one team scores.
7. Players participation - in regards to participating in the end of season tournament, a player must participate in a minimum of $\frac{1}{2}$ of the seasons total games. Prior to each regular season game it is the coaches responsibility to account for all players present at each game as well as make any corrections to jersey numbers on the official game scoresheet. It will be the responsibility of the scorekeeper prior to the games to confirm each player the coach has accounted for is present for at least 2 periods of a game in order to get credit for participation.
8. Penalties will be enforced according to the AAU inline hockey rule book. Clock will stop during penalties to ensure penalty assessed is enforced for the duration of the penalty.
9. This is a no-checking, minimal body contact league. Any attempt to intentionally check another player will result in a minor penalty or major penalty if the intention was to injure another player. A second attempt by the same player will result in a game misconduct penalty and may be subject to league suspension.
10. If a team is winning by 5 goals, they will remove 1 player from the rink to create a 4v3 or the losing team may add 1 player to create 5v4. If the team down 5 goals scores, the team returns to full strength 4v4. If a team is winning by 7 goals a second player will be removed from the rink to create 4v2 or 5v3. A Mercy Rule shall be enforced if any team is winning by 8 goals and there is less than 2 full periods remaining. At such a time, coaches may mutually decide to continue to play the remainder of the game without keeping statistics until the game concludes or the next scheduled time slot. However, any penalties that occur during this extra time will be recorded and any actions that are deemed intentionally flagrant or with intent to injure will be assessed a 10 minute Game Misconduct Penalty and are subject to consequences accordingly.
11. No individual player may score more than 4 goals in any one game during regulation. If a player scores a 5th goal, the goal will be disallowed and the player will receive a 2:00 penalty to be served by the offending player, however the team will remain at full strength. The offending player may not return to the game until the next stoppage of play after the penalty is served. If the game goes into overtime, any player that reached the 4 goal limit during regulation, will be allowed to score during overtime.

12. During an end of season tournament semi-final playoff games will be determined in the event of a tie at the end of regulation with 1 full OT period of 4v4 sudden death will be played. If the game remains tied at the end of overtime, there will be a 3v3 shootout to determine the winner. Per MARHL scoring rules, all players will be eligible to score in overtime.

13. MS and HS Championship Games- in the event of a tie at the end of regulation, full periods of 4v4 will be played until a winner is decided. This will be sudden death where first team to score in overtime will be declared the winner. Per MARHL scoring rules, all players will be eligible to score in overtime.

14. Teams should not be permitted on the rink any earlier than 5 minutes before the scheduled game unless it is the first game of the day in which case players will be permitted on the rink at the discretion of the host rink. However, all teams will not be given a full 5 minute warm up if games are running behind. All games shall start at the scheduled game time, or as close as possible based on circumstances. Any teams' first game of the day, the team shall be given no less than 3 minutes of warm-up time.

15. Penalties will be enforced using the AAU inline hockey rule book. Clock will stop during penalties to ensure penalty assessed is enforced for the duration of the penalty.

16. This is a no-checking, minimal body contact league. Any attempt to intentionally check another player will result in a minor penalty or major penalty if the intention was to injure another player. A second attempt by the same player will result in a game misconduct penalty and may be subject to league suspension.

17. In the event of a time clock failure, the clock operator shall keep time for the remainder of the game on stop watch, cell phone or other time-keeping device. They shall be responsible for notifying both coaches and referees when there is one minute remaining in the period.

18. MARHL has a zero tolerance policy for profane and/or abusive language. If at any time during a game an on-rink or off-rink official hear profane language directed at another player, a parent, coach or league official, that player or coach shall immediately be assessed a 2 minute minor unsportsmanlike penalty. A second offense by the same player or coach will result in a double minor 4 minute unsportsmanlike penalty. A third offense by the same player or coach within a game will result in an immediate ejection, a 10 minute unsportsmanlike penalty will be assessed and the team will have to serve an additional double minor 4-minute penalty with another player serving in the penalty box. At the discretion of the Hockey Director the offending player or coach may serve an additional suspension.

19. All games misconduct and suspension are automatic and are not subject to appeal, according to USARS rules. Any suspension greater than 5 games, the player/parent may submit a written notification of appeal to the MARHL Director within 7 days. The MARHL Director will call an emergency board meeting within 7 days of receipt of appeal and the board by majority vote will decide on the appeal. If the appeal involves a child of a board member, that board member may not vote, but rather a non-partisan volunteer from another division should be a replacement vote. In the event of a tie, the decision to uphold any suspension will stand and no further appeals may be made.

20. Any player receiving a "Game Misconduct" penalty shall be suspended for the balance of the game in progress, plus an additional game suspension for the next scheduled game, unless the penalty is for Fighting or Intent to Injure, which is covered in Rule 15 (Fighting).

21. Any player receiving a game suspension for a 2nd time within a "League Season" for any reason will no longer be permitted to participate in MARHL for the remainder of that "League Season". The MARHL Board of Directors shall review the case for the following "League Season" to determine player eligibility. [A game misconduct resulting in a 3 game suspension would count as a single event for this rule].

22. All game misconduct penalties shall be reviewed by the MARHL board members for discussion of any additional suspensions. If necessary, outside consultation with other league directors, AAU Hockey advisors and/or impartial personnel may be taken into consideration. Since MARHL follows the rules of AAU and USARS, major, misconduct, game misconduct, match or game ejection penalties in any AAU/USARS are considered in any disciplinary actions by the MARHL board. Decisions may be based on the information in order to come to a fair, reasonable and majority decision.

MARHL weather cancellation and postponement policies

In case of inclement weather please adhere to the following guidelines:

1. Always prepare to play. Do not assume you are not playing.
2. Games may be delayed in attempt to prepare the rink for a game or practice postponed longer than 1 hour after the regularly scheduled time. (Ex. A 9:00am game is rained out and the game could start by 10:00am will still be played).
3. In the scenario where it rains during an on-going game, a decision will be made by the hockey director to cancel and re-schedule the game or wait for the rain to stop in order to continue play. No more than 30 minute delay will be allowed prior to the game starts raining and game is postponed, if the rain stops and the rink can be dried (game to continue).
4. In the event the rink is too wet to continue play for the duration of the 30 minute delay time and more than 2 periods of the game have been played, the final score will be set as the score at the time of the delay. If both coaches agree that the weather forecast does not deem necessary for a 30 minute delay to be taken, they may mutually agree to end the game immediately. If less than 2 periods have been played and the 30 minute delay criteria has been met, the game shall be rescheduled as a new game and all scoring will be cleared for that partially played game.

Temperature Related Policies

1. In the event that the temperatures drop to below 38 degrees games will be cancelled and/or rescheduled with the exception of morning games where temperatures may be below 40 but rising above 40 at game time.
2. In the event that temperatures rise above 89 degrees during the spring/summer, We will use a wet bulb globe thermometer "WBGT" and base decisions on the criteria set forth by the Georgia Independent School Association. "WBGT" stands for the Wet Bulb Globe Temperature reading, which is a composite temperature used to estimate the effect of air temperature, humidity, and solar radiation on the human body, expressed in degrees. It is not equated with the "Heat Index."

Policy Guidelines: (At AMRHL, if we need to adapt to one of the following, we will take the minutes used for breaks out of the game times. For example, if a normal period is 14 minutes long with 1 minute intermissions and the WBGT is 82 it would require the intermissions be extended to 5 minutes. We will in turn make the period lengths 10 minutes. If the WBGT is above 90, it is recommended that there be 20 minutes of break in a 1 hour span, we would make the intermissions 7 minutes and period lengths would be 8 minutes.)

- ***Under 82.0- Normal activities.** Provide at least three separate rest breaks each hour of a minimum duration of 3 minutes each during Practice.
- **82.0 - 86.9- Use discretion for intense or prolonged exercise.** Watch at-risk students carefully. Provide at least three separate rest breaks each hour of a minimum of four minutes duration each during Practice.

Torhs/2Hot, NARCh, TCS and State Wars use RHA (Roller Hockey Alliance). This rule, as written, would prevent consideration during say NARCh finals for egregious violations. Include RHA. The rule or a specific rule should be drafted for "habitual violators" that states essentially, any player involved in three (3) game misconducts penalties within XXX time frame shall be subject to additional disciplinary action based on MARHL Board review.

- ***87.0 - 89.9- Maximum outdoor Practice time is two hours.** For football, students are restricted to helmet, shoulder pads, and shorts during Practice. All protective equipment must be removed for conditioning activities. For all sports, provide at least four separate rest breaks each hour of a minimum of four minutes each during Practice.
- ***90.0 - 92.0- Maximum outdoor Practice time is one hour.** No protective equipment may be worn during outdoor Practice and there may be no outdoor conditioning activities. There must be twenty minutes of rest breaks provided during the hour of outdoor Practice.
- ***Over 92- No outdoor activities or exercise.** Delay outdoor Practice until a lower WBGT reading occurs.