



Adult Roller Hockey League

Rules and Regulations

**The following rules are based off the USARS- USA Roller Sports Governing Body, The official rules of Inline Hockey. They have been modified to fit the needs of the City of Kyle Parks and Recreation Department's Roller Hockey League at the Ash Pavilion. The City of Kyle Parks and Recreation Department Staff reserves the right to modify and amend the following Rules and Regulations as they see fit with little to no notice. Should you have any questions, please contact the Parks and Recreation Department at 512-262-3939 or email at parks@cityofkyle.com.*

Location: Ash Pavilion

Address: Gregg-Clark Park, 1301 W. Center St. Kyle, 78640

Time: Tuesdays & Thursdays, 6:00pm-10:00pm

Staffing:

- League Coordinator- Shane Boyer P.A.R.D., Recreation Programmer
 - sboyer@cityofkyle.com ; Ph: 737-414-3873
- League Administrator- Stephen Crane
 - Sicrane80@gmail.com ; Ph: 512-749-9276
- League Officials/Referees-

1. Equipment:

- a. Inline skates suitable for playing hockey
- b. Hockey shin guards
- c. Hockey gloves
- d. Hockey helmet
- e. Mouth guard
- f. Hockey stick (no rubber street blades)
- g. Elbow pads
- h. Hockey jersey / Roller hockey shirt
- i. Suitable pants/shorts
- j. Groin protection

2. Optional equipment:

- a. Hockey skates designed specifically for playing roller hockey
- b. Breezers

- c. Helmet with shield or cage
- d. Roller hockey pants

3. Dangerous Equipment:

- a. The use of pads or protectors made of metal or of any other material likely to cause injury to a player is **prohibited**. Referees have the authority to prohibit any equipment they feel may cause injury to any participants in the game. Failure to comply with the Referees' instructions shall result in the assessment of a minor penalty for delay of game or ejection from game.
- b. In cases where a stick may have been modified and it is evident that the edges have not been beveled, the Referee shall deem the stick to be dangerous equipment and removed from the game until the edges can be beveled sufficiently. No penalty is to be assessed initially unless the player returns to the rink with the unmodified stick, for which the player will be assessed a minor penalty for delay of game.

4. Registration Costs:

- a. Team Registration: \$250.00 per team
 - i. Single person Registration: At this time individual registration is not offered. Players not on a team will be placed on a "Free-agent" list and once contacted by team coaches will be required to register prior to playing.
- b. Rosters will lock after the 5th week and "Free-agents" will no longer be permitted on teams.

5. League Policies and Procedures:

- a. The Kyle Parks and Recreation Department is offering a Adult Co-ed Hockey League.
- b. All teams must have at least 5 registered players, 4 skaters and 1 goalie. Team Managers will register online through [Teamsideline.com](https://teamsideline.com). Once the Team Manager registers the team, Players will be sent an email notifying them to register online. **For liability reasons players will not be able to participate until online registration is complete.**
- c. Should a team be short players on game day, teams may use "pick-up" players from other teams, if they meet all 3 of the following requirements:
 - i. They are fully registered
 - ii. Have fully paid the league fees
 - iii. As well as they are not playing another game at the same time.
- d. Upon entry of the facility, players will be required to check in with the League Administrator. Should a team fail to check in with the League Administrator they may be subject to disciplinary action by the League Coordinator.
- e. After the fifth week (5th) in a ten-week (10) season, rosters will be locked, and substitute players will not be allowed.
- f. League officials includes but not limited to League Referees, League Administrator, League Coordinator, and the Parks and Recreation Department Director reserve the right to review any penalties and issue disciplinary action to all players, coaches, or other team personnel.
- g. Any alcohol present or consumption of any form in or around the Ash Pavilion facility is **strictly prohibited**. Violation of the "No Alcohol" rule will result in

forfeiture of game. The “before” includes double-headers and tournament. Legal consumption of alcohol may be enjoyed after the team’s last game of the day.

- h. Zero-tolerance for unsportsmanlike conduct towards other teams’ players, referees, league administrators, or city staff. Unsportsmanlike conduct will be determined by the discretion of the umpire, league administrator or Kyle PARD official. When a player is ejected from the game, they must leave the premises of the facility. If unsportsmanlike conduct continues, the team will forfeit the game and could face suspension on the season.

6. Policies Regarding COVID-19 (effective 9/18/2020 until further notice):

The below information includes CDC recommendations. To stay up to date regarding Covid-19 and sports please visit: <https://www.cdc.gov/coronavirus/2019-ncov/daily-life-coping/playing-sports.html>

- a. The health and safety of all participants and staff will always be our number one priority. Please help us by doing your part to flatten the curve and follow the guidelines below.
- b. If you have or feel any type of illness please stay home.
- c. Players should bring their own equipment. i.e. Pads and Sticks.
- d. Reduce physical closeness and keep 6 feet of space between players when possible.
- e. Wearing a mask upon entry of facility will be mandatory. Masks are optional during play however.
- f. If you begin to feel unwell during a game or practice, please tell a coach or staff member immediately.
- g. Please be sure to wash hands often including but not limited to before and after practices or games.
- h. Should a player need to cough or sneeze, they will be required to properly cover their nose and mouth and sanitize their hands immediately after.

7. Registration and Fees

- a. All registration must be made on www.Teamsideline.com/kyle.
- b. Team Registration must be submitted prior to the registration deadline set and published by the PARD office. The forms must be completed by the entire team.
- c. Participants listed on the submitted rosters must accept the waiver outlined on Teamsideline.com/Kyle.
- d. Fees will be per team and not per player.
- e. The league reserves the right to accept or reject any team from joining the league due to fees, contracts, behavior in previous seasons, or other reasons that would not ensure the safety and enjoyment of all participating in the league.
- f. There will not be any refunds or credits after the Hockey League has officially started. The official start date may be before games played. The official start date will be published prior to the registration deadline.
- g. Seasons shortened and games not played due to weather or other non-preventable conditions will result in partial refunds or credits determined by the PARD Official.
- h. Players may not transfer to other teams within the same season after the season begins unless released by the team manager/coach and approved by PARD official.

- i. Players that consistently break the terms of the Player Code of Conduct may be expelled or suspended from the League.

8. The Playing Area

- a. Located within Gregg-Clarke Park, the Ash Pavilion is a 200' x 100' pavilion intended to be a multi-purpose covered area primarily designed and constructed for roller hockey.
- b. The official size of the rink shall be two hundred feet (200') long and eighty-five feet (85') wide, but may vary in width from 65 feet (65') to one hundred feet (100') and may vary in length from one hundred thirty feet (130') to two hundred feet (200'). The corners shall be rounded in the arc of a circle with a radius of approximately twenty feet (20').
- c. Timing Devices – Ash Pavilion shall be equipped with a wireless clock for the purpose of keeping the spectators, players, and game officials accurately informed as to all time elements at all stages of the game including the time remaining to be played in any period.
- d. Ash Pavilion will consist of the following:
 - 1. Lines in place for an official Hockey court
 - 2. Manual Lights to be placed on a timer
 - 3. An Official Scoreboard
 - 4. 2 Penalty boxes
 - 5. 2 Goals
 - 6. 2 player benches
 - 7. 1 set of Bleachers
 - 8. 2 gate openings for entry/exit
 - 9. Net surrounding the playing area
 - 10. Dashboards around the entire facility

9. Teams/Players Guidelines

- a. Eligible Players: Rosters will consist of a maximum of sixteen (16) players. *(For these rules players will refer to both skaters and goalkeepers.)* The maximum number of teams for this league will be sixteen (16) and the minimum of six (6).
- b. The City of Kyle will have two divisions, and Adult division and a Youth division.
- c. Rules and Regulations will be consistent across the League regardless of Division.
- d. In the Adult Division all players must be at least eighteen (18) years of age the day the team plays their first game of the season. **Liability issues do not allow exceptions.**
- e. Individuals not listed on the roster or team registration will not be allowed on the court, or bench areas.
- f. All players must be on the roster prior to participating in any team practices, scrimmages, games, or tournaments. The team rosters must have been submitted and paid before the deadline. The participants must have registered on Teamsideline.com/Kyle and completion of the following forms:
 - i. Participants Information
 - ii. Participant/Spectator Code of Conduct
 - iii. Release of Reliability.
- g. If a non-registered player plays on a team, that team is at risk of forfeiting game(s) that the player has participated in.

- h. Goalkeeper: Each team shall be allowed one goalkeeper on the court at a time. The goalkeeper may be removed, and another skater substituted. Such substitute shall not be permitted the privileges of the goalkeeper. Each team will have on its bench, a substitute goalkeeper who shall, at times, be fully dressed and equipped ready to play. Except when both goalkeepers are unable to participate, no skater in the playing roster during the game shall be permitted to wear the equipment of a goalkeeper.
- i. At least 4 of the registered members of a team must be present at game time or it will result in forfeit of said game.
- j. Blood Rule: Any player or league participant on the playing court or in the bench areas with an open sore, cut or injury with visible blood will need to leave the playing area immediately. Due to the risk of blood borne pathogens, visible blood on a person or clothing will not be permitted on the playing court or the bench areas. If wound is properly covered and clothing is cleaned (i.e. hydrogen peroxide or bleach) and free of blood stains, the player or participant may return to the dugout and/or playing court.
- k. Injured Goalkeeper
 - i. 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.
 - ii. When a substitution for the original goalkeeper has been made, the original goalkeeper shall not resume his position until the next stoppage of play.
 - iii. When play has been stopped by the referee due to an injured goalkeeper, such goalkeeper must be substituted, if he must proceed to the players' bench to receive medical attention. If the medical attention has come onto the rink or bench 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).
- l. Injured Players
 - i. 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 game must continue without the teams leaving the rink.
 - ii. During game, if an injured player wishes to retire from the rink and be replaced by a substitute, he must do so at the players' bench or 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.
 - iii. If a penalized player has been injured, he may leave the playing court and bench area 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.

- iv. 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.
- v. 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.
- vi. In the case where it is obvious that a player has sustained a serious injury, the Referee may stop the play immediately.
- vii. When play has been stopped by the Referee due to an injured player, or whenever an injured player is attended to on the playing court by the or medical personnel that has arrived on scene, such player must be substituted for immediately. This injured player cannot return to the playing court until play has resumed.
- viii. 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.

10. Penalties/Fouls

- a. A Penalty will be called when necessary as the officials hand out punishment for the infringement of rules. Usually penalties are enforced by holding the offending player in the penalty box for a specific amount of time, in which they will be unable to play.
- b. Should a player be sent to the penalty box, the offending team cannot substitute for the offending player during the duration of the penalty and the team will remain shorthanded compared to the opposing team. When this occurs, the opposing team will have the power play, meaning they have one or more players than the penalized team.
- c. Once the penalty time expires, the penalized player is again allowed to play, and the team may then make a substitution.
- d. Calling a Penalty - Should an infraction of the rules which would result in 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.

- e. 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.
- f. When a Player, Manager, Coach, Non-registered spectator, or any other personnel is ejected from the game for a violation of the playing rules, that individual must vacate the premises of Ash Pavilion and may not further participate in the game. Violations will be reported to the League Coordinator and the PARD office will determine punishment.
- g. 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.
- h. 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 Minor Penalties. Major and match penalties shall be imposed in the normal manner regardless of whether a goal is scored.
- i. 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 nonoffending 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.
- j. 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 Minor Penalties.
- k. 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, then a face-off will happen at center face-off spot.
 - ii. When a penalty is assessed at the end (or start) of a period, then a face-off will happen at center face-off spot.

- iv. Fighting with opposing players or acting violently in any way will also result in a major penalty.
- t. Misconduct Penalty: A team that earns (3) major penalties in a match will result in a misconduct penalty. Players responsible will leave the game for (10) minutes. The offending team can substitute during the duration of the misconduct penalty for the evicted player.
- u. Delayed Penalty: Should a third player receive a penalty while the offending team already has two players in the penalty box, the third player will wait until the penalty of the first two players has ended. However, the third offending player cannot play until after he has served the penalty and must wait at the penalty box while a substitute player can take their place.
- v. All Penalties must be documented on the official scorebook.

11.The Game

a. Overview

- i. This is fast past paced roller version of Ice Hockey. Players will need to drive the puck down the court to the opponent's goal using their hockey sticks. The goalies of the opponent's team will attempt to prevent the opposing team from scoring a goal by protecting the goal post. After the duration of the game, the team with the highest score wins the game determined by the official scorebook.
- ii. During the game, each team must consist of five players including the goalkeeper.
- iii. At the beginning of play and any interruptions of play that occur during the game, players will have a face-off to resume play. A face-off is when two players face each other then try to gain control of the puck once the official drops the puck on the floor.

b. The Puck

- i. The puck shall be made of plastic, or other approved material, one inch (1") thick and three inches (3") in diameter. All pucks used in competitions must be approved by the League Coordinator or League Administrator.
- ii. The home team will be responsible for providing (3) or more of the official pucks. The supply of pucks shall be kept at the penalty bench under the control of one of the league officials.
- iii. Illegal Pucks- If at any time while play is in progress, a puck other than the one provided by Kyle PARD official, in play shall appear on the playing court, the play shall not be stopped but will continue with the illegal puck until the play in progress is completed by a change of possession.
- iv. If the Illegal puck interferes with the normal course of play, play may be stopped at any point at the discretion of the referee.

c. Sticks-

- i. Player's Stick - The stick shall be made of wood, aluminum, composite, or other material approved USARS, and must not have any projections. Adhesive tape of

any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

- ii. No stick shall exceed sixty-three inches (63") in length from the heel to the end of the shaft nor more than twelve and one-half inches (12 1/2") from the heel to the end of the blade.
- iii. The blade of the stick shall not be more than three inches (3") in width at any point between the heel and 1/2" in from the mid-point of the tip of the blade, nor less than two inches (2"). All edges of the blade shall be beveled. The curvature of the blade shall not be restricted.
- iv. 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.
- v. Goalkeeper's Stick: The goalkeeper's stick, shall be a knob of tape or some other protective material at the upper portion of the shaft. This knob must not be less than one-half inch (1/2") thick at the top of the shaft.
- vi. Failure to comply with this provision of the rule will result in the goalkeeper's stick being deemed unfit for play. The goalkeeper's stick must be changed without the application of a minor penalty.
- vii. The blade of the goalkeeper's stick shall not exceed three and one-half inches (3 1/2") in width at any point except at the heel, where it must not exceed four and one-half inches (4 1/2") in width; nor shall the goalkeeper's stick exceed fifteen and one-half inches (15 1/2") in length from the heel to the end of the blade.
- viii. The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than twenty-six inches (26") from the heel and shall not exceed three and one-half inches (3 1/2") in width.

d. **Positions**

- i. Among the positions of the four players (not including the Goalie), two are taken as forwards and the other two are taken as defenders.
- ii. The Forward positions consists of a center and a winger and are mostly responsible for shooting goals and setting up offensive play.
- iii. The Defender positions consists of a left and right defender and are mainly responsible for opposing the forwards on the other team from hitting the puck into the goal.
- iv. Goalkeepers are the last line of defense after the forwards and defenders. They stand directly in front of the goal and attempt to prevent the opponent from hitting the puck into the goal.

12.Scheduling

a. **Duration of a match**

- i. The Kyle P.A.R.D. Hockey League will hold games that consist of two 20-minute periods and should last at least 45 minutes depending on penalties.
- ii. Typically, play will not be interrupted for long periods of time. Once interrupted the game will resume with a face-off.

b. Kyle P.A.R.D. Hockey League

- i. The Parks and Recreation Department will hold two seasons for the Hockey League, Summer and Winter starting in 2020.
- ii. Dates and times will be subject to change.
- iii. There will be a league 6-team minimum and a 12-team maximum.
- iv. This will be a 10-game season concluded with a Single Elimination tournament.
- v. Should the Kyle Parks and Recreation Department staff need to cancel the remainder of the season due to weather or any other unforeseen reasons, teams will be refunded a pro-rated amount.
- vi. The official Score book will be considered the official record of scores, times, and penalties.
- vii. Teams will need to keep time of penalty times and how long players should sit out from the game.
- viii. Penalties will be kept in the official scorebook.

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