



Anaheim Ducks

i3 Roller Hockey League

Official Rules

Team Roster

Team rosters must include between 8 to 14 players, goalies included. All participants listed on the team roster must be currently enrolled and attend the team's school. Any player listed on the team's roster who is not registered with The Rinks—Irvine Inline by the roster lock date (**INSERT DATE**) will be deemed ineligible and taken off the team's roster. Teams will be permitted to add emergency use players after the roster lock date, but ALL players must be currently enrolled and attend the team's school. There will be no exceptions. Any team using illegal players will forfeit the game immediately.

Players must check in upon arriving at the rink for each regular season and playoff game. Players arriving after their game start time must check in at the front desk and score box before joining the game. Players must play and be checked in for a minimum of four regular season games to be eligible for the playoffs. If a player is injured, they must still check in for a minimum of four regular season games to be eligible for playoffs.

Coaches may request roster checks for their opponent, which must be made after the game starts and before the FIRST period ends. If the roster is legal, a two-minute delay game penalty will be assessed to the team questioning the roster and charged with their timeout.

No substitution of players is allowed for the playoffs. Goaltender substitutions are permitted; however, they must be approved by the league director.

For schools with multiple teams, any player judged to be inappropriate for the division in which they are playing by the league director will be removed from that team. Any team judged to be inappropriate for the division in which they are playing may be removed from the division or moved up a division at the discretion of the league director.

Uniforms

Home jerseys are light. Away jerseys are dark. All jerseys must have a number (referee and/or league directors' discretion). Players must have matching color-based jerseys. In the event that two opposing teams wear similar jerseys, the visiting team must change, at referee's discretion.

Length of Games

- Two-minute Warm-Up
- 1st Period: 15-minute run-clock
- 2nd Period: 15-minute run-clock
- 3rd Period: 15-minute run-clock
- The last two minutes of the 3rd period will be stop-time when the difference is within one goal.

Time and Rink Regulations

1. There is a ten-goal mercy rule.
2. No offsides and no icing.
3. All games played 4-on-4 when at even strength.
4. When numerous penalties are assessed, there will be no less than two players and a goalie on the floor per team at one time.
5. Any player or coach judged to be engaging in unsportsmanlike conduct will be penalized, ejected and/or suspended.
6. Any person under the age of 18 who enters the player bench area MUST wear a helmet with a full-face mask. If they do not, a warning will be given followed by a 2-minute delay of game penalty for that team.

Overtime

- **Regular season** - Games tied at the end of 3 periods will go to a three-minute 3-on-3 overtime period (running clock). Teams will be allowed to use T/O if they have not used theirs prior. The winning team gets 2 points and the losing team gets 1 point. If still tied at the end of overtime period, the game will end in a tie and each team gets 1 point.

- **Playoffs** - Games tied at the end of regulation will go into a 4-on-4, 5-minute sudden death overtime period. If the game is still tied, teams will participate in a 3-man shootout. 3 different shooters must go, if the score is still tied then teams will go round by round. During this part, any player can shoot at any time, there is no limit on how many times a player can shoot after the first 3 rounds.

Penalties and Suspensions

- After three penalties in a single game, the player will be ejected from the game. If a second three penalty ejection takes place at any time during the season, this will result in a one game suspension.
- Derogatory remarks, including racial and lewd slurs will not be tolerated. Excessive use of profanity or any verbal abuse may result in a penalty or suspension.
- A game misconduct results in the player's immediate ejection.
- Any penalty assessed as a fight, intent to injure or abuse of an official will result in a minimum of a one-week suspension from all leagues.
- Any player's second fight or a second major penalty in that same season will result in immediate expulsion from that season and playoffs and may result in expulsion from the league in future seasons.
- All offenses are accumulative over the course of all seasons; no players will have a clean slate and repeat offenders will be penalized as such.
- All suspension rulings are final and non-negotiable.

Penalties and Suspensions continued...

- Teams are responsible for the conduct of their fans and may be penalized, suspended or expelled based on the actions of their fans.
- No refunds will be granted to players and/or teams suspended or expelled from leagues.
- Players may be suspended for games in a specific league or may be suspended from all leagues in which they play for a given time period at the discretion of the hockey director.
- All suspensions will be dealt with on a case-by-case basis. No assumptions about the length of a suspension can be made by players and/or coaches based on similar prior incidents. The league director(s) will consider the referee's report, game situation and circumstance, player history, severity of act (e.g. injury caused), etc.
- 24 Hour "Cooling Down" period is in effect. Discussion about incidents will be no sooner than 24 hours after incident.

Standings

Total points determine standings within a division. Points are earned as follows:

- Win = 2 points
- Overtime win = 2 points
- Tie = 1 point
- Overtime loss = 1 point
- Loss = 0 points
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Tie Breakers

In the event that two teams have the same number of points at the end of the regular season, the tiebreakers are as follows:

1. Team with more wins
2. Head-to-head
3. Goal differential
4. Team with fewest goals against
5. Team with most goals for
6. Team with fewest penalty minutes
7. Coin toss!