

Southwest Ohio Inline Hockey Association

Rules

The rules of the Southwest Ohio Inline Hockey Association (SOHA) will follow the rules set-forth by AAU Inline Hockey with the exceptions listed in this document.

A. Season

1. The FALL season will begin in November and conclude by early March. Other season may or may not be added at any time.
2. League and division standings will be determined by awarding two points for a win, one point for an overtime loss or a tie, and no points for a regulation game loss.
3. The season will culminate with a single or double elimination tournament for each division, as determined each year by the Executive Board and League Managers. In each division, teams will earn tournament seeds relative to regular season records. The team with the best overall record will be seeded first and the team with the worst record will be seeded last. Any "bye", due to an uneven number of teams will be awarded to the team with the highest seed. The Championship round will be a best of three games.
4. In the case of a tie in the league standings, the following guidelines shall be followed.
 - a) Head to head results
 - b) Total numbers of wins
 - c) Least goals against for the season
 - d) Fewest penalty minutes
 - e) Points against common opponents
 - f) Total number of wins versus common opponents
 - g) Least goals against vs. common opponents
 - h) Coin-flip by the President.
5. Games will be played on Mondays and Wednesdays generally. In the unlikely event that a game has to be rescheduled, a night mutually agreed upon by all parties will be found.

B. Games

1. Will be played at a rink assigned by the SOHA League Managers.
2. Game format is 3 twelve-minute "stop clock" periods with possible adjustments if games are running too long to keep on schedule. Intermissions will be 2 minutes in length.
3. All games will be preceded by a five minute warm up allowance. A game will be declared a forfeit if one team is not prepared to skate five minutes after the completion of the five-minute warm up allowance.

4. An 8 goal differential will be considered a "mercy" or concluded game. The teams and officials will continue the game until time is expired, if both teams and the referees agree. Stats will not be accumulated for any game that is continued after the "mercy" rule has taken effect.
5. Regular Season games may end in a tie. During the Championship series, ties will be decided by 12 minute overtime periods, with as many sudden death overtime periods as required to identify the winner as the first team to score during the sudden death overtime period.
6. Spectators may consume alcohol in the immediate area of the rink. However, if a spectator becomes loud, obnoxious, unruly, or otherwise offensive, a referee or league official shall have the obligation to stop the game and ask the coach of the team of the spectator to ask the spectator to leave the rink area. If the spectator refuses to leave, the game will be ended and a win awarded to the opposing team.

C. Team Structure

1. Pure Teams: Each player on a pure team will attend the school for which they play or be home schooled in the team's school district.
2. Partnered Teams: Partnering is permitted, with proper documentation of efforts and with Executive Board approval, only in the case of schools that do not have a full roster of players from their own school.
 - a) Before a school can partner with another school, each school must document a strong effort to create a pure team from within it's own school by some or all of the following: making announcements at the school, handing out flyers at the school, displaying posters at the school, setting up a table of information at the school, and so on.
3. Teams may not have more than 15 skating players on the roster. A school with only 1 team, must have at least 8 skating players on the roster. A school with 2 teams must roster players to the appropriate skill level team with no less than 6 skating players on the higher skilled team and no less than 8 skating players on the lower skilled team. Teams are allowed to carry a maximum of 2 goalies per roster that are not part of the 6, 8 or 15 count. At playoff time, schools with 2 teams will be allowed to designate players from the lower skilled team that will play in both skill level playoffs to bring the higher level roster up to 8 skaters. The Executive Board may grant exceptions to the minimum roster size.
4. High School teams are comprised of 9th through 12th grade students. Goalies and skaters that are in the 7th or 8th grade may play with the approval of the Executive Board only if there is no 9th through 12th graders available to fill the roster. Junior High School teams are comprised of 5th through 8th grade students. Goalies and skaters that are in the 4th grade may play with the approval of the Executive Board only if there is no 5th through 8th graders available to fill the roster.

5. It is the intent of SOHA to provide a format where teams can play against other teams of similar ability. Depending on the quantity and quality of teams playing in any given year, the number of divisions will vary accordingly.
6. Teams will be placed in divisions based on the amount and quality of experienced players, prior season record, player turnover and other criteria deemed necessary.
7. Final Rosters must be supplied to the League Managers by the date determined by the Executive Board. After that date, players may only be added with the approval of the Executive Board.
8. A maximum of four coaches are permitted to occupy the player's bench. These coaches must be on the team's roster and members in good standing with AAU Inline.
9. If a school fields more than 1 team in a division, the teams must be differentiated as a "higher" and a "lower" team. Movement of players must follow Section E.

D. Player, Coach, and Referee Eligibility

1. All players, coaches, referees, and league officials must be current members in good standing of AAU.
2. The use of ineligible players is strictly prohibited. The use of such a player will result in the offending team forfeiting all the games in which such a player has participated. A player is deemed ineligible if any of the below conditions exist:
 - a) AAU membership is not current and in good standing.
 - b) Player does not have an active school ID or Executive Board approval to play.
 - c) Player is not on the final team roster.
 - d) Player is not on the score sheet prior to the start of each game.
 - e) Player has been suspended from school.
 - f) Player has been issued a Match Penalty and the Executive Board had not yet met to review the case.
3. Players
 - a) All players on a team's roster must attend that school. Exceptions are partner teams, home schooled students, and special academic circumstances. Home school students are expected to play for the school in which they are zoned (reside) - documentation of residence must be provided for approval. Any exception must be brought to the Executive Board for approval.
 - b) It is the responsibility of the Coach or School Representative to see that all players have met/meet all eligibility requirements. Eligibility is determined by a valid school ID or Executive Board approval.
4. Coaches
 - a) It is recommended that the Head Coach be 21 years of age. Exceptions may be granted by the Executive Board.

- b) At least one coach must have a direct affiliation with the school. (Graduate of school, employee of the school district, or parent of a current or former player.)
- c) A member of the school may request a one-year Emergency coaching eligibility. Any Emergency Coach is subject to Executive Board approval.
- d) Coaches may not consume alcohol within 3 hours of game time nor may they consume alcohol during a game.

5. Referees

- a) At least one referee must be 21 years of age, all must be AAU certified, and approved by the SOHA Executive Board.
- b) A three-referee system will be employed at all SOHA games: Head Referee, Assistant Referee, and Scorekeeper/Timekeeper. If 3 referees are not available when the game is scheduled to start, the game will begin with 2 referees and teams will supply the scorekeeper/timekeeper. If only 1 referee is available, the game may only proceed upon agreement of both Head Coaches and either the Referee in Chief or the SOHA Vice President. If no scheduled referee is present at game time, the game will be postponed 15 minutes before the game is officially cancelled.
- c) More experienced referees, as defined by the SOHA Referee in Chief and the Vice President of the SOHA board, will be given first opportunity to referee playoff games and those games where a more experienced referee is warranted.
- d) Less experienced referees are encouraged to be paired up with more experienced referees as much as possible. The SOHA Referee in Chief will manage this as efficiently as possible.
- e) Feedback on referee performance or game problems must be in writing to either the SOHA Referee in Chief or the Vice President within one week of the event.
- f) Referees may not consume alcohol within 3 hours of game time nor may they consume alcohol during the game.

6. Unattached / Free Agent Players

Unattached / Free Agents: This description refers to any player or goalie that does not fit the "partnered school criteria" and wants to play in SOHA, and:

- does not have a school team in the district in which he resides, or
- is not eligible to play on the school team in the district in which he resides due to restrictions placed on eligibility of participants by the school, (such as Home Schooled Students) or
- has been "cut" from the team in the school district in which he resides. If the player was "cut" because the player was unable to attend a team "tryout", the player

must provide SOHA with a written statement from the coach of the team he was "cut" from, releasing him from that team and allowing him to be placed on a team of SOHA's choosing

The goal of this rule is to increase the number of teams playing in the league by placing individual players on teams where needed to meet minimum roster requirements.

During the first year of eligibility/desire to play in SOHA, all Unattached / Free Agents must contact the Executive Board prior to practicing with any team.

Unattached / Free Agents are required to document their attempt to locate additional players from their school, if applicable, by providing copies of emails or letters sent to the school Athletic Director, Guidance Counselor or other appropriate school official.

Unattached / Free Agents will be placed on teams as deemed appropriate by the Executive Board / Evaluation Committee. The Unattached / Free Agent will be expected to play for the team to which he is allocated for the duration of his SOHA career unless that team, in future years, is able to meet the minimum roster requirements with players from their own school, or in the case of an Unattached / Free Agent that is a goalie, if the team to which he is allocated rosters a goalie from the school that the team represents. In these cases, the Unattached / Free Agent will be reassigned as the Executive Board / Evaluation Committee deems necessary.

Prior to the beginning of any SOHA season, any Unattached / Free Agent desiring to be re-assigned to a higher skilled division must obtain written permission from the coach of the team he was previously assigned to and present that permission to the Executive Board with his request to be re-assigned to a higher skilled division. The Executive Board may or may not be able to accommodate the request.

E. Movement of Players

1. If a school fields more than 1 team in the same division, those teams cannot interchange players after the deadline for firm rosters. All higher division or upper level teams may "call-up" players to fill openings due to injury or roster openings after the final roster date. This "call-up" may not be done if the "call-up" results in the team exceeding the 15-skater roster limit.
2. Players may not move down a division after the firm roster date.
3. Goalies may not be borrowed to play an "official" game. Teams may borrow a goalie to play a forfeited game. The forfeited game will be recorded as a 1-0 conclusion without stats.

4. Players changing school districts during the season must finish the season with the original school team if they maintain an active school ID.

F. Penalties

1. The league will follow current AAU Inline Hockey rules.
2. In the event of a player receiving a Match Penalty, or any other situation being reviewed by SOHA, the Vice President and Referee in Chief will review the case as soon as practical. Coaches and players from involved teams will have 24 hours from the time the coaches are notified that there will be a review, to submit via email, any information they wish to have considered by the Vice President and Referee in Chief.
3. Unless a suspension by SOHA is 30 days or more in length, no hearing or meeting is required. Until the process is resolved the decision of the Vice President or Referee in Chief will be followed.
4. Proper serving of a suspension requires the suspended player to be on the bench wearing his helmet and jersey and no other hockey gear. They must sign the score sheet in the presence of the score keeper, noting a suspension is being served. In addition, the suspended player is prohibited from stepping on the playing surface other than to get to and from the bench prior to the start and immediately following the game. Failure to follow these requirements will result in addition suspensions or discipline. The player is also prohibited from participating in team practices until the suspension is served.
5. Any suspension not completed in the current season must be completed in the subsequent season prior to the suspended party resuming normal SOHA activities.

G. Score Sheets & Time Clock

1. Game rosters that are readable and reproducible on all pages of the scoring sheet must be completed and given to the scorekeeper prior to the start of each game. Stickers are allowed assuming that there is a sticker on each page of the scoring sheet. The Home Team is expected to bring the official score sheet for the game and provide it to the visiting team at least 5 minutes prior to the scheduled game time to allow for the visiting team to enter their team rosters onto the score sheet. Failure to do so may result in a 2- minute bench minor penalty for "Delay of Game" to the offending team(s). This penalty may be assessed by the Head Referee after consulting with the scorekeeper to understand the cause of delay.
2. The Head Coaches will sign the score sheet prior to the beginning of the game signifying his presence and attesting to the roster. The referees, at the conclusion of the game must

sign the official game score sheet, signifying that all details are correct. If errors on the score sheet occur, they can be corrected at a later time. The 4 copies of the original game score sheet will be distributed to the Head Coaches, Head Referee, and the SOHA League Secretary.

H. General Team Requirements and Rules

1. Teams are responsible for equipment and jerseys. Home and away jerseys are recommended. In the case of a jersey color conflict, the visiting team will be directed to by the Head Referee to wear a jersey color that does not conflict with their opponent.
2. Jerseys are recommended to be of the same type of color. A mixture of "old" and "new" is allowed assuming the colors are close, do not conflict with colors on the other team, and do not duplicate numbers. All players will be assigned a unique number for their jersey.
3. All players must wear their assigned jersey to participate in a scheduled game.
4. It is recommended that the team Captain wear a "C" and the Assistant Captain wear an "A" on their jerseys. If there is not a clear Captain or Assistant Captain identified, then the team official must note on the scorecard who the Captain and Assistant Captain are for the game. The Captain and Assistant Captain must be identified to the Head referee prior to the start of the game.

I. Games Not Completed Due to Circumstances Beyond Control

If a game was started and not completed due to weather or other circumstances beyond control, the following will apply:

If the game is stopped before 50% of the first period is completed:

- no stats from the original game shall be recorded by SOHA
- any penalties required to be reviewed by SOHA or requiring a suspension shall be reviewed by SOHA and suspensions served
- the rescheduled game will start over at the beginning of the first period
- the score will be zero to zero
- a new game score sheet will be created
- new game rosters will be allowed by each team
- any suspension in effect at the time of the original game, unless served prior to the rescheduled game, will be served during the rescheduled game
- it will not be necessary to utilize the same referees from the original game

If the game is stopped at or after 50% of the first period being completed:

- the rescheduled game will start with the remaining time of the original game

- the score will be what it was when the original game was stopped
- any penalty being served when the original game was stopped will continue to be served during the rescheduled game with the remaining time of the penalty
- the original score sheet will be used with a notation of the situation
- new game rosters will not be allowed; any player on the original game roster will be allowed to play in the rescheduled game
- it will not be necessary to utilize the same referees as the original game

J. Apology Letter

The SOHA Executive Board may request an apology letter from any Team, Coach, Player or Parent for any reason including, but not limited to: Abusive Language, Destruction of Property, or Intent to Injure another player.