



American Inline Hockey League Rules Addendum

The USARS 2014-15 Official Rules of Inline Hockey shall be followed in all AIHL exhibition, regular-season, playoff, and championship games, with the exception of the following rules contained in this AIHL Rules Addendum.

Game day Operations

Pre-game Warm-ups

Pre-game warm-ups will be 15-minutes in length. For all festival-style events, warm-ups may be adjusted at the discretion of the AIHL after the first game of each set. In situations where teams are playing back-to-back games, there shall be a five (5) minute break between games.

Game Length – Elite

The game shall consist of two fifteen-minute periods. The clock shall stop after all whistles. There shall be a one-minute intermission between all periods and before any overtime period.

Game Length – Minor

The game shall consist of two fifteen-minute periods. The clock shall stop after all whistles. There shall be a one-minute intermission between all periods and before any overtime period.

Overtime – Regular Season and Exhibition

If the score is tied at the end of regulation, there shall be a one-minute intermission, followed by a five-minute, sudden death overtime period. Teams shall not change ends for the overtime period. The overtime period shall be played 3-on-3 (when both teams are full strength), but the on-rink numeric strength of any team shall never remain below 2. In situations where one team is serving two or more non-coincidental penalties, the non-offending team shall regain a skater and play shall be started at 4-on-2 to restore the proper advantage.

Shootout – Regular Season and Exhibition

If the score shall remain tied at the end of overtime, a three-player shootout shall take place. If the score shall remain tied after the three-player shootout, a sudden death shootout shall take place, with one player of each team shooting in each round until a winner can be declared. All eligible players must participate in the shootout before any player may take a second shot, except where one team has fewer players. Once every player on one team has participated in the shootout, both teams may repeat their shooters (and no player may shoot three times until all eligible players have participated twice, and so on, following the above format). Any player who is serving a penalty at the end of overtime may not participate in the shootout. The visiting team shall take the first shot in all shootouts.

Overtime – Playoffs

If the score is tied at the end of regulation, there shall be a one-minute intermission, followed by a full, sudden death overtime period, and played 4-on-4 (when both teams are full strength). The overtime period shall be the same length as a regulation period. Play will continue in this format until a winner is declared. Teams shall change ends before the first and all subsequent overtime periods.

Score sheet Submission

Immediately following the conclusion of each game, organization officials of the home team shall fax a copy of all rosters and score sheets to the AIHL for review and entering into the league website. **The fax number is (888) 422-5171.**

Eligible Players/Personnel

Elite Division

Teams must report a minimum of eight (8) skaters and one (1) goaltender (collectively referred to as “Franchise Players”) on the team roster before their first game. Franchise Players cannot compete in the Minor Division. Organizations are allowed to play up to three (3) players up to the Elite roster or down to the Minor Division in one given day. For organizations with two (2) Minor Division teams, any player on the Elite roster that is not listed as a

Franchise Player can play down to the Minor Division but can only play for one of the two minor teams. Once that Elite player plays a game for one of the Minor Division teams, the player cannot play for the second Minor team for the remainder of the season. After twelve (12) games of playing on the Elite roster, that player becomes a permanent member of the Elite roster, and is ineligible to play in any further games in the Minor division during that season. The Elite roster with Franchise Players must be declared by the first game of the season.

Minor Division

Teams must report a minimum of eight (8) skaters and one (1) goaltender on the team roster before their first game. Once any player is on the official Game Roster in the Elite Division for twelve (12) Games during the same season, that player shall be ruled ineligible to play in any further games in the Minor Division during that season. Players are not allowed to play on multiple minor league rosters.

Organizational Staff

All non-playing team personnel, including Coaches, Managers, Trainers, Equipment Managers, etc. must be properly registered with an AAU membership for the current season. No more than three (3) non-playing team personnel shall be permitted to occupy the players' bench at any time. Non-playing team personnel shall not be permitted to occupy the penalty bench at any time.

Organizational Rosters

The roster for an organization (consisting of one Elite Division team and one Minor Division team within the same program) shall not exceed a total of thirty-six (36) players, with a maximum of thirty-four (34) skaters. Organizations with multiple Minor Division teams shall not have a roster exceeding a total of eighteen (18) Players, with a maximum of seventeen (17) skaters for each additional minor team.

Game Credits for Injured Players

Players may receive up to eight (8) game credits for games in which they were injured but eligible to play, provided that:

1. The player is documented on the official Game Roster.

2. The player is present for all home games in which the player desires to receive game credit.
3. The addition of the player(s) team does not place the team over the allowable maximum Game Roster of fourteen (14) skaters and two (2) goalkeepers.

Game Credits for Players on Military Service

Players may receive up to eight (8) game credits for games that were scheduled while they were on deployment.

Uniforms

Jersey Numbers

Players' jersey numbers must remain consistent on both the dark and light uniforms throughout the season. If a jersey is rendered unusable and must be replaced with a substitute jersey, the team captain must report this to the referee, noting both the previous number as well as the new number on the substitute jersey. No two members of the same team shall be assigned or permitted to wear the same number. Individual players' numbers may not be changed or substituted after the preliminary team registration without written permission from the AIHL.

Matching Equipment

All players shall be required to have identical jerseys and full-length pants. All players, except goalkeepers, shall be required to have matching color helmets and gloves, which shall be either white, black or of a predominant color found on the team jersey.

Dress Code

All players and coaches shall be required to follow the AIHL Dress Code while at the rink before or after a game. The following options have been approved by the AIHL:

1. Dress shirt, tie, and dress slacks.
2. Matching team polo shirts and dress slacks/khaki pants (no jeans, sweat pants, warm-up pants, etc.).

3. Matching team warm-up suits, which shall include full-length jackets and pants.

Referees

Official's System

For all exhibition and regular-season games, the two-referee system shall be used. During Championships and Playoffs, a Linesman may be used (at the discretion of the AIHL Referee-in-Chief) to assist the referees in their duties. The primary role of the Linesman shall be to conduct all face-offs, with the exception of face-offs to begin a period or game. The Linesman shall also be responsible for hand pass violations, high-sticking the puck violations, stopping the play when the puck leaves the playing surface, and alerting the Referee(s) for any violations of Too Many Men on the Rink. The Linesman may also assist in providing information to the Referee(s) regarding Major or Match Penalties, or provide his/her opinion to the Referee(s) at any point when requested to do so by the Referee(s).

Certification

All referees officiating within the jurisdiction of the AIHL must have a valid AAU Inline Hockey membership for the current season and must have obtained Level 3 Officials Certification with USA Roller Sports for the current season. Referees should wear officials sweaters affixed with the current AIHL crest in a conspicuous location on the upper left portion of the chest. Referees are Official Representatives of the AIHL. They shall be in full control of fans, off-rink officials, coaches and other non-playing team personnel, and players on and off the rink. Referees' decisions will be supported to the limit in all legitimate circumstances.

Compensation

Referees should receive payment from the competing teams prior to the game.

Puck Out of Play

Puck Shot of Goal Frame

When a stoppage of play occurs as a result of the attacking team shooting the puck off the crossbar, post, or goal frame and out of play, the ensuing face-off shall take place at the nearest end-zone face-off spot in the attacking zone.

Goals and Assists

Assists

A maximum of two (2) assists may be credited on each goal.

High-Sticking

Double-minor Penalty

A Double-minor penalty may be assessed, at the discretion of the Referee, to any player guilty of high-sticking an opponent. In all situations where a player cuts an opponent as a result of high-sticking, a Double-minor, at minimum, must be assessed. At the discretion of the Referee, a Major Penalty Plus a Game Misconduct may be assessed. When a serious injury occurs as a result of high-sticking, a Major Penalty and a Game Misconduct must be assessed. If, in the opinion of the Referee, a player attempts to or deliberately injures an opponent as a result of high-sticking, the Referee shall assess a Match Penalty to the offending player.

Suspensions

In addition to the suspensions assessed under these rules or any other, the AIHL may, at their discretion, investigate any incident that occurs in connection with any game. The AIHL may assess additional suspensions to any player or team official for any offense committed before, during, or after any game, regardless of whether or not the player or team official was penalized during the game for such action. The following criteria are to be used, at minimum, by the AIHL for suspension purposes. Based on the severity and degree of such penalties, the AIHL may, at their discretion,

Increase the length of any suspension assessed. All Game Reports for Game Misconduct and Match Penalties shall be sent by both Referees "As Soon as Possible" to the AIHL Referee-in-Chief and the AIHL Disciplinary Committee.

Attempt to Injure

A player, coach, or team official who receives a Match Penalty for injuring or attempting to injure an opponent, opposing team official, or game official shall be (at minimum) subject to the following supplementary discipline, based on the number of offenses in the same AIHL season, in addition to any other penalties already assessed:

- First Offense – Six (6) Game Suspension
- Second Offense – Fourteen (14) Game Suspension and a Disciplinary Hearing
- Third Offense – One-year Suspension and a Disciplinary Hearing

All attempts to injure penalties occurring during the final five (5) minutes of a game will have an additional suspension. Attempt to injure penalties that result in a player receiving medical attention will result in further league review by the league office and the discipline committee and will result in further discipline.

Butt-ending and Spearing

A player who receives a Major Penalty plus a Game Misconduct or a Match Penalty for Butt-ending or Spearing shall be (at minimum) subject to the following supplementary discipline, based on the number of offenses in the same AIHL season, in addition to any other penalties already assessed:

- First Offense – Six (6) Game Suspension
- Second Offense – Fourteen (14) Game Suspension and a Disciplinary Hearing
- Third Offense – One-year Suspension and a Disciplinary Hearing

Fighting

A player who engages in Fighting shall be (at minimum) subject to the following supplementary discipline, based on the number of offenses in the same AIHL season, in addition to any other penalties already assessed:

- First Offense – Four (4) Game Suspension
- Second Offense – Eight (8) Game Suspension and a Disciplinary Hearing
- Third Offense – One-year Suspension and a Disciplinary Hearing

Second Game Misconduct

Any player, coach, or team official who receives a second Game Misconduct in the same AIHL season shall be assessed an automatic Match Penalty, which shall carry a four (4) game suspension, in addition to any other penalties already assessed.

Appeals

Appeal Process

Any player, coach, manager, or organization may, after a hearing, appeal any suspension that is greater than the standard suspension listed in the USARS rulebook and this AIHL Rules Addendum by using the following criteria:

1 Notice of Appeal

The suspended party must send a Notice of Appeal to the AIHL Disciplinary Committee Chairperson. Along with any appeal, the suspended party must pay a \$100 deposit for the appeal to be considered. If, after a hearing, the AIHL Disciplinary Committee finds reason to reduce or remove the suspension, the \$100 would be refunded.

The Notice of Appeal must be in writing and state the intention of the appeal. The Notice of Appeal must be postmarked within ten (10) Days of when notice of the suspension was given to the suspended party. If the Notice of Appeal is postmarked after ten (10) Days, the suspension decision shall be rendered final.

The Notice of Appeal must be received by the league office by U.S.P.S. Certified Mail, FedEx, or UPS. The Notice of Appeal must be addressed to:

Keith Noll
American Inline Hockey League
2409 Stout Road
Suite 1
Menomonie, WI 54751

2 Statement of Appeal

The suspended party must send a Statement of Appeal to the AIHL Disciplinary Committee.

The Statement of Appeal is a written statement that explains why the suspension should be overruled or reversed.

Only the evidence and theories explicitly presented to the AIHL Disciplinary Committee during the suspension hearing will be considered for appeal. If information was not presented during the suspension hearing, it cannot be later considered in the Statement of Appeal.

The Statement of Appeal should be specific and clear as to why the suspension should be overturned.

The Statement of Appeal must be postmarked within thirty (30) days of when notice of the suspension was given to the suspended party.

The suspended party may request a copy of the Incident Report and official score sheet used in the suspension period. If it takes an undue period of time to receive a copy of these documents, the suspended party may request additional time (over and above the thirty (30) days) from the AIHL Disciplinary Committee to submit the Statement of Appeal.

The AIHL Disciplinary Committee shall have twenty (20) days from receipt of the Statement of Appeal to deliver a copy of its response to the suspended party and to the AIHL.

3 Suspension

The suspension shall remain in effect during the entire appeals process.

4 What the Disciplinary Committee Does

At its option, the AIHL Disciplinary Committee may hold a hearing or consider the appeal on the written submissions of the parties to the appeal and establish other hearing rules, so long as each party is treated substantially equally. All notices of an appeals hearing, if any, shall be given to all parties in advance.

5 Appeals Decision Timing

The AIHL Disciplinary committee must use every reasonable effort to decide the appeal within ten (10) days from the submission of The Statement of Appeal, but not to exceed (20) twenty days.

6 Authority of the Disciplinary Committee

The AIHL Disciplinary Committee may affirm, reverse, or modify (including increase or decrease) any suspension, as it deems proper under the circumstances before it.

7 No Further Appeals

There shall be no further appeals, other than noted in the AAU and USARS bylaws, and administrative remedies shall be deemed exhausted.