



Rev. JANUARY 2018

PLAINVILLE INDOOR

SPORTS ARENA



HOUSE RULES

* NON PENALTY RULES

- 1.** You must have in roller hockey **9 PAID players** and deck hockey **11 PAID players** on the roster for the season. All players must sign a waiver before playing. Each player may pay in full on the 1st game or use our 3 game payment plan (i.e. a payment must be made every game). The team must pay for the difference of any missing players to make the correct amount of paid players on the 3rd game. A non-refundable deposit of 2 PLAYERS PAID IN FULL per team will be required when entering a team in a new season. This insures us that you are serious and that it is safe to make the schedules. The registration fee is non-refundable for any reason.
- 2.** The **roster will be frozen** after the 3rd game. No additions can be made after the 3rd game including per game players. All full time players that are not paid by this time will be taken off the roster.
- 3.** All **Per Game Players** must **pre-pay for 3 games** if the team does not have 9 or 11 fully paid players. Per game players must have **played** at least 1 game by and including the 3rd game or will be automatically deleted from the roster, no exceptions. If a per game player receives a suspension, they must pay the per game fee for every game they are suspended for in order to play on any of their teams/divisions. See rule #31 in case of forfeits.
- 4.** All players fully paid or per game, must **play 5 games** in order to be eligible for the playoffs. All players can only sign in one hour before the game and must play at least 1 period in order for it to count as a game played. This is to make it fair for all the players who show up regularly for their scheduled games. Legitimate injured players will be allowed to sign-in, indicating on the roster sheet of injury and will be required to be on the bench for at least the start of the game to be able to be counted in by the scorekeeper.
- 5.** The Plainville Indoor Sports Arena **reserves the right to bar** any team and/or individual player from playing in any division or any team who, in the management's opinion, will be overwhelmingly strong or weak and make the teams in any division uneven. PISA also has the right to bar any team during any season who disrupts league play by arguing or fighting. All monies will not be refundable
- 6.** You must **sign the roster** before every game!!!!. Also, if you have not signed in, you will not receive credit for playing that game. There are no exceptions to these rules. The goalie of each team is responsible for circling his/her name to receive credit for any statistics for that game.
- 7. PLAYERS' BENCH HOUSE RULE:** Only individuals that are signed in on the team roster sheet of that same game being played are allowed on the player's bench. This includes all coaches. There will be only 2 coaches for women and under 18 leagues only on the bench per team. If coaches on the teams' bench become difficult, they will be removed for the game if not indefinitely. No suspended players may be on the bench.
- 8. Forgeries** of any kind on registration/waiver or roster are illegal. If discovered before or during a game, the result will be stoppage of the game with an automatic forfeit for the team with the illegal player. A warning will be issued to all involved, that if another incident occurs in the future, possible player(s) or team suspensions/terminations will be enforced. No player can sign in another player at any time. Also, any player caught without having a proper waiver signed with Plainville Indoor Sports Arena must leave the game to sign the waiver and will be warned that the next time they will be suspended.
- 9. EQUIPMENT REQUIREMENTS:**
- 9a) Jerseys** – All players must have the same color (**main body of jersey must match**) AND a **non-duplicate 8" number** on the back per team by the 3rd game. Note Dark blue and light blue or red and maroon is acceptable etc. A \$3 fee for a jersey rental **AND** a personal possession must be left at desk. You will not be able to return to the game until you are wearing the correct color and/or have an 8" number on the back. If 2 teams has the same color jersey, one team must wear our pinnie vests (usually the team with the least amount of players) unless they can ALL switch to another matching color. If a player has a jersey that matches the pinnie vest color they can wear that jersey. Captains' and assistant captains' jerseys must be marked with C's and A's. Only properly marked captains and assistants that are on the rink at the time of the call, are the only ones allowed discussing matters with the referees.
- 9b) Shin Pads** – are required for both deck and roller. Only legitimate deck or roller shin pads for both deck or roller may be used, i.e. no soccer or any other sport shin pads are allowed. Anyone caught without or incorrect shin guards must leave the game until they are wearing correct hockey shin pads.
- 9c) Gloves and Elbow Pads** are required for both deck and roller for safety purposes. Any player caught without gloves or elbow pads must leave the game until they are wearing both gloves and elbow pads. Any gloves used during the game can not have open palms or holes in the palms. Any player discovered with glove(s) with open palms or holes must leave the game immediately and can return when they have legal gloves.
- 9d) Shoulder Pads** are required for roller hockey leagues under age 18 only. If caught without, altered or damaged shoulder pads, the player must leave the game and return with correct shoulder pads. A second incident with the same player, a game misconduct will be assessed. If this happen again a third time you will serve a 1 game suspension. Padded shirts for under age 18 leagues are **not** a legal replacement for shoulder pads.
- 9e) Sticks** – Only sticks approved by the Management may be used. No aluminum sticks or wooden blades allowed. If a non-approved stick is found that stick must be removed from the deck and the player must switch to an approved/correct stick immediately.
- 9f) Roller Blades** - roller blades (in-line skates only, not roller skates) must have mountings that are rink safe. In other words, anything that can cause harm to the rink floor or other players. Also, the skates must **not** have any missing wheels. If a player loses a wheel/axle during the game, they will be allowed to finish the game but must fix the wheel before the next game. Examples are bolts; nuts or anything not flush with mounting. No brakes are allowed.
- 9g) Helmets:** Anyone under 18 years of age must wear a full-face guard. All helmets are required to have a real chinstrap (no tape is allowed) and must be used at all times. Chinstraps must meet safety standards and not be worn so loose that it is not effective. If the helmet has a shield or half shield it is required to be in the down position while playing to ensure safety to all players.
- 9h) Loss of Equipment-** see PISA rulebook
- 9i) Game Balls** – Each team must supply 2 balls per game.
- 9j) Pinnie Policy** – The scorekeeper will record the number of pinnies handed out to any team. If the same number of pinnies are not returned the team will be charged and responsible to pay \$8.00 per pinnie.
- 10. Offside:** see PISA rulebook.
- 11a. Hand Pass:** see PISA rulebook.
- 11b. Handling Ball with Hands:** see PISA rulebook.
- 12. Ball out of bounds:** Inside rink walls/glass is in bounds (purple stripe IS in bounds). If ball hits any outside wall (must be ABOVE purple stripe), net, ceiling or ceiling beams is deemed out of bounds play will be stopped.
- 13. Penalty Structure:** for both Deck and Roller, see PISA rulebook.
- 14. Numerical strength:** see PISA rulebook
- 15. Skating out of control**...All skaters must attempt to skate in control at all times. If in the opinion of the referee, a player is skating too fast or reckless and causes a collision with an opponent, he will be given a skating out of control minor penalty.
- 16a) Running Time** will occur with any 7 goal difference for all leagues. At the 7th goal difference the clock does not stop. Stoppage occurs only for time-outs, injuries and if the goal difference is under 7. Penalties are run separately with stop time.
- 16b) After a 10-goal difference**, the game is officially over. However, play may continue with both officials and scorekeeper for the remainder of the time left if both teams wish to do so. All statistics (except penalties) will **not** be counted on the score sheet and score board after that point.
- 17. Goalie crease rules:** see PISA rulebook
- 18. Goalie Replacement:** A goalie can be replaced for any reason by another teammate on the existing roster at any time. However, a goalie can be replaced by a non-roster player due only to an injury at the per game fee. The original goalie can not play in other position or on any other teams until ready to return from injury (minimum 3 consecutive games). In case of a suspended goalie, the replacing goalie must be a player on the existing roster. No exceptions. In case of a change of goalie during a game, 3 minutes will be given to that team for the switch. Any goalie replacement on the 6th game or after will require a doctor's note for the injured goalie to get him replaced.

19a) PISA Penalty Disqualification Rule: see PISA rulebook

20. Abuse of the Rink or Equipment: see PISA rulebook

21. Abuse of Referees/Abusive Language: see PISA rulebook

22a) PISA Penalty Disqualification Rule: see PISA rulebook

22b) All Penalties Signaled Will Be Assessed: see PISA rulebook

23. High Sticking: see PISA rulebook.

24. Icing: See PISA rulebook.

25. Officials Mistake: Should an official make an errant call, and the whistle is blown, the ensuing face-off will take place at the center faceoff circle. Also, the scorekeeper will be used **ONLY if BOTH** referees are unsure if a goal was scored. If one official saw it clearly than it will be end of discussion and no scorekeeper's input will be used.

26. Fights/Altercation: Fighting and altercations are absolutely forbidden at all times. Management will suspend anyone involved.

27. 3rd Man In: Automatic Game Misconduct. Any player joining in a fight/altercation, acting as peacemaker or taking part of the incident will be assessed a game misconduct penalty plus a 1 or more game suspension. Leaving the bench at time of any altercation will be assessed a game misconduct and a 1 or more game suspension. Note that the scorekeeper will be recording players and conferred with as the 3rd official.

28. Sliding House Rule: See PISA rulebook.

29. Suspensions: the management will make any and all suspension decisions and only after management is able to discuss all facts with the officials. Any suggestions during or after the game by any referee or scorekeeper will not be valid in any way prior to review by both management and officials. All incidents will be written up after the game in question and will be subject to management's review. In no case will suspensions be decided upon, during or immediately after the game. Refrain from directing questions to the referees regarding the incident(s). The teams' captain can call the arena in 2-3 days to determine the outcome of the suspension if they have not previously been contacted. No decisions will be overturned or changed. All suspensions carry over to the next season if applicable. The Plainville Indoor Sports Arena reserves the right to suspend any player from all their teams for any reason. The registration fee is non-refundable for any reason.

30. Start of Game: All official game times are the times stated on the schedule.

31a. A team may start & end a game 1 player short. Each team must have the required # of players at the official game time. Also, if any team chooses to play short to match the other team that is short that team can put out the correct number of players at any time during the game. 31b. If a team is not on the playing surface by the start of the game & ready to play with the proper amount of players, or if being on the playing surface fail to start play, delay of game is called on that team.

31. Forfeits: The following guidelines will be followed when starting games late:

- 1-5 minutes late – delay of game penalty, 3 periods of stop time
- 6-10 minutes late – delay of game penalty **AND** 1st period is running time
- at 11 minutes – game is a forfeit

Forfeits are 0-1 loss for the team who causes the forfeit and an automatic 1-0 win for the opposing team that had enough players signed in. However, in order to receive the win, that team must have at least 4 signed in for roller hockey and 5 for deck hockey as described in above. Any team that forfeits 3 games in one season will forfeit the rest of the season and any potential playoff games with no refund given. If a forfeit is pre-planned or called in, all full time players will get a game played for the non-forfeiting team. Per game players may call in a payment the day of the game to receive a game played for the non-forfeiting team only.

32. Probation: Plainville Indoor Sports Arena reserves the right to put any player or team on probation. Any incident that is deemed deserving a suspension/forfeiture but we want to give the players involved a second chance under the understanding that the next incident will result in forfeiting the season or never being able to play at Plainville Indoor Sports Arena again.

33. Alcohol & Drugs: Any player, who in the referee's opinion, is under the influence of alcohol and/or drugs will be given a game misconduct and may be subject to further suspension(s). This can be and is encouraged to be reported by the opposing team captains, but is still up to the discretion of the officials, and/or management.

34. Game Format: Deck - (3) 10-minute periods—stop time –1 minute between periods, Roller - (3) 11 minute periods – stop time – 1 minute between periods

35. Playoff Information: League Standing Rules

- 1) 2 points are given to the team for each win.
- 2) 1 point is given to the team for each tie.
- 3) When teams are tied in points, the team with the most wins takes first place.
- 4) The 3rd is head to head wins (**ONLY FOR 2 TEAMS**) : If more than 2 teams are tied then lowest goal against will be the tie-breaker.
- 5) Lowest goals **against** average are the 4th tiebreaker. Wins by forfeit will be removed to not affect average for fairness.

36. Playoff Schedule: No requests will be taken for the scheduling of play-off games, and no rescheduling will be made.

- 1) Play-off Structure: 1st round is a single elimination while the Championship (2nd round) is best 2 of 3 games.
 - a) 3 team division = 2 teams make the playoffs
 - b) 4 team division = 3 teams make the play-offs
 - c) 5-7 team division = 4 teams make the play-offs
 - d) 8 or more teams = 6 teams make the play-offs

37. Playoff Awards: Individual team trophies for playoff championship winners, except for the Youth, Midget and Pee Wee divisions:

- Top Goal Scorer of each Division
- Top Assist of each Division
- Total Points of each Division
- Top Goalie of each Division
- Play-off MVP

38. Protests: Protests will not be accepted. All formally written complaints will be read and used for constructive learning purposes only. See front desk for forms.