

## In-Line Hockey

### 1. RULES AND REGULATIONS

- 1.1 The JCC Maccabi Games In-Line Hockey competition shall be conducted under the following rules and regulations for all age/gender groups except as they may be modified by the Sports Advisory Committee (SAC) of the Continental Governing Body (CGB).
- 1.2 The competition of In-Line Hockey shall be conducted in accordance with the USA Hockey In-Line Official Rules in force at the time of competition. In the event of a conflict between the USA Hockey In-Line Official Rules and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.
- 1.3 The Organizing Committee of the Host Community shall establish an In-Line Hockey Committee, with an overall In-Line Hockey commissioner, to oversee and run the competition, and to resolve any controversies that arise. The decisions of the In-Line Hockey Committee and/or the overall In-Line Hockey commissioner with respect to protests, disputes, and appeals shall be final. Protests must be submitted in writing within thirty (30) minutes after the completion of a game, and shall relate solely to the interpretation of the rules.
- 1.4 Prior to the start of the Games all rules questions shall be resolved by the In-Line Hockey Committee, in consultation with the SAC, in accordance with the USA Hockey In-Line official rules in force during the previous In-Line Hockey season (See Rule 1.2).
  - 1.4.1 A member of the host community must be available at each venue at which In-Line Hockey is played to help manage the In-Line Hockey tournaments in accordance with JCC Maccabi Games guidelines, control issues as they arise, and if applicable, to receive protests.
- 1.5 Rachmanus Rule--Rachmanus plays a key role in athletics and the JCC Maccabi Games. Compassion and good sportsmanship shall be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off of the playing field. For more information on the Rachmanus rule please refer to Appendix 1.

## **2. VENUE AND EQUIPMENT REQUIREMENTS**

- 2.1 The Organizing Committee of the Host Community, acting through its In-Line Hockey Committee, shall ensure that the following venue and equipment requirements are met:
  - 2.1.1 The rink(s), rink markings, and goals shall satisfy the specifications in the USA Hockey In-Line Official Rules. It is strongly recommended that the venue shall open 1 hour before the start time of the first scheduled game each day of competition.
  - 2.1.2 Pucks shall be used in the competition and shall be made of a material approved by USA Hockey In-Line.
  - 2.1.3 The host community In-Line Hockey committee shall advise the delegations about the nature of the playing surface and the type of wheels that should be used given the playing surface.
- 2.2 Two uniformed officials shall be assigned to each game. These officials shall hold USA In-Line Hockey certification or a USA Hockey level of certification at least a Level 2 or above and must be at least eighteen (18) years of age. A time keeper/score keeper shall also be provided for competition.

## **3. PARTICIPANTS**

- 3.1 Each team shall have a minimum of six (6) and a maximum of fourteen (14) players.
- 3.2 Games shall be played with each team having five (5) players on the rink.

## **4. COMPETITION FORMAT**

- 4.1 The maximum time allowed for a game shall be one (1) hour. (see 4.1.1)
  - 4.1.1 A game shall consist of two (2) fifteen (15) minute halves. The game clock is to convert to stop time in the last two minutes of the second half if the score is within two (2) goals or fewer.
    - 4.1.1.1 If a team is leading by eight (8) or more goals at half time or at any time in the second half, the game shall be deemed as complete.

- 4.1.2 A two (2) minute rest period shall be permitted between halves.
  - 4.1.2.1 Each team shall be allowed one (1), one (1)-minute time-out during regulation play. Additional time outs may only be called by tournament or game officials if warranted due to heat and/or playing conditions.
- 4.2 The game clock and the penalty clock shall revert to stop time format during all non-coincidental penalties. When all penalties have expired, the game clock will revert back to running time.
  - 4.2.1 All minor penalties shall be 2 minutes in length
  - 4.2.2 All major penalties shall be 5 minutes in length
  - 4.2.3 Misconduct penalties shall be 10 minutes in length
  - 4.2.4 Game misconducts and match penalties shall be counted as 10 minutes in length for the official score sheet.
  - 4.2.5 If a player is assessed a major penalty, that player will also automatically be assessed a game misconduct and will be removed for the remainder of the game.
    - 4.2.5.1 Any player who is assessed a major penalty and game misconduct will not be allowed to participate in the team's next game, including medal round games.
  - 4.2.6 If an individual player accumulates 4 minor penalties in a single game he shall be issued an automatic game-misconduct penalty and will be removed for the remainder of the game. The athlete's conduct may be reviewed by the host community.
  - 4.2.7 If a team accumulates 12 penalties in a single game, the head coach shall be given a game misconduct penalty at the completion of the game and will be subject to review by the host community.
- 4.3 Teams should report one half hour before the scheduled start time.

- 4.3.1 A team shall be allowed a ten (10) minute grace period after the scheduled start time before the game is forfeit. The game shall not be delayed if and when at least the coach and five (5) players on a team are present.
- 4.4 The coach shall submit a roster of players by name and number to the referee or a designated official before the start of the game.
- 4.5 Players may be substituted at any time only from the player's bench, and exiting players must not interfere with play while exiting the surface.
- 4.6 Ties are allowed in preliminary rounds. If a game in the medal rounds (i.e. any game after the preliminary round) ends in a tie after regulation play, the following procedure shall apply:
- 4.6.1 The first overtime shall be a four (4) on four (4) sudden death period of ten (10) minutes running clock (stop time during the final two (2) minutes). All penalties will carry over from the end of regulation time. If neither team scores a goal then a five (5) minute sudden death three (3) on three (3) period will occur with stop time during the final two (2) minutes. If teams are still tied a shoot-out shall occur. (Refer to rule 4.6.2)
- 4.6.2 Shootout Format:
- A shoot-out list naming the four players who will participate in the shootout, should one be necessary, shall be submitted to the scorekeeper prior to the start of the game. The players shall alternate attempts with the higher seeded team having the option to shoot first or last. Any player whose penalty has not expired at the end of the overtime period may not participate in the shoot-out. Penalized players that are on the list will be replaced when the shoot-out begins. Teams may only change goaltenders before the shootout begins. (Goaltenders may not be changed once the shoot-out has started.) After all eight (8) players have completed their shots; the team scoring the most goals shall be declared the winner.
  - If the score is still tied, a second shoot-out shall take place. The second shoot-out round shall be in a format in which each team alternates one penalty shot at a time until one team scores and the other

does not. Players must be alternated until the teams' whole roster has been used including the four (4) who participated in the first round of the shootout. The only exception to this rule is a backup goalie that is dressed in goalie equipment and on the bench at the end of regulation. The coach of the team with the larger roster has the option to use the equal number of shooters of the team with the small roster in the second shoot-out. (i.e. if a team that has rostered 10 players is involved in a shoot-out with a team that has 14 rostered players, then the coach of the team with 14 players has the option to enter the second shoot-out by only naming 10 shooters. If the coach does not take this option then they will be required to use their complete team roster for the shoot-out.

4.6.3 Any overtime period shall be considered part of the game and all non-expired penalties shall remain in force. This shall include any shoot out that occurs.

4.6.4 In preliminary rounds teams receive three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.

4.6.5 Coaches of both teams must sign the game results' card and return it to the referee, who shall turn the card into the In-Line Hockey site coordinator or member of the In-Line Hockey Committee.

4.7 If there are ties in the standings after preliminary rounds, the following procedures shall determine team rankings.

If 2 teams are tied:

1. Head to head competition (if applicable)
2. Record against common opponents in preliminary round play (if applicable)
3. Overall opponents' total won-loss points in preliminary round play
4. Score differential versus common opponents in preliminary play (if applicable). Maximum goal differential of eight (8) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.

If 3 or more teams are tied:

1. Head to head competition (used only if all 3 teams have played one another)
2. Record against common opponents in preliminary round play (if applicable)
3. Overall opponents' total won-loss points in preliminary round play
4. Score differential versus common opponents in preliminary play (if applicable). Maximum goal differential of eight (8) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed. Continue process until all names have been drawn.

Notes:

- A. If 3 or more teams are tied, using the procedures listed above; the highest seed of the 3 (or more) shall be determined. If there are still 3 or more teams tied follow the same instructions above, pulling out one team at a time then restarting the entire process until there are two teams than only one left.
- B. A member of the In-Line Hockey Committee and/or the overall In-Line Hockey commissioner or designee will draw names. Delegation heads will be notified of the results.

- 4.8 In addition to Rule 4.3.1 above, a team shall forfeit a game under the following circumstances:
  - 4.8.1 If a team refuses to play or game or withdraws from the rink before the end of a game or without a valid reason, as determined by the In-Line Hockey Committee, in such an event, the team shall be disqualified from the tournament, and all previous and subsequent games shall be forfeited.
  - 4.8.2 If a team cannot put five (5) players on the rink because of suspended or injured players.
  - 4.8.3 If the coach is ejected from the game, and no other member of the coaching staff remains and no credentialed adult from the delegation, excluding spectators, is available to assume the coaching duties.
  - 4.8.4 The score of a forfeited game shall be 8-0.

4.9 No "off sides" will be called.

## 5. TOURNAMENT FORMAT

- 5.1 The format for all team and individual sport competitions shall be created by the Sports Advisory Committee (SAC). Final sports competition formats will be determined after consultation between the applicable SAC Chair and the Host Community.
- 5.2 Slotting of teams in the preliminary rounds shall be done by a blind draw conducted by a member of the SAC.
- 5.3 Every effort will be taken to create a tournament that allows each team to participate in a minimum of five (5) games.

## 6. DRESS AND EQUIPMENT

- 6.1 Clean and customarily acceptable in-line hockey attire shall be worn by all players. If there is any doubt as to the acceptability of the attire, the decision of the In-Line Hockey Committee shall be final.
  - 6.1.1 Each player must have two (2) jerseys, one (1) light and one (1) colored or a reversible jersey, with one side light and the other colored.
  - 6.1.2 Numbers affixed to the back of the jerseys shall be eight (8) inches high, and a player shall wear the same number throughout the tournament.
- 6.2 All players and referees shall wear skates without modification. Brakes are not allowed to be on skates. All skates and sticks must meet USA Hockey In-Line specifications.
- 6.3 The following protective equipment is mandatory for all players and must meet USA In-Line Hockey specifications:
  - 6.3.1 Head Protection (hockey helmet with chin straps, must be HECC or CSA approved);
  - 6.3.2 Face Protection (full face cage or full face shield, must be HECC or CSA approved);
  - 6.3.3 Mouth Guard (in mouth);
  - 6.3.4 Elbow pads;
  - 6.3.5 Hand Protection (hockey gloves);

- 6.3.6 Athletic supporter and Protective Cup (male) & Pelvic region protection (female).
- 6.4 All equipment for the goalkeeper shall meet USA Hockey In-Line specifications. The goalkeeper's helmet must be HECC or CSA approved.
- 6.5 No jewelry shall be worn.
- 6.6 A player taking part in the medal ceremony must wear shoes and his/her competition uniform.

**7. MEDALS**

- 7.1 The following medals shall be awarded:

First Place	JCC Maccabi Gold Medal
Second Place	JCC Maccabi Silver Medal
Third Place	JCC Maccabi Bronze Medal