

I.S.CA.

DEK HOCKEY LEAGUE

RULEBOOK

UPDATED: JULY 2016

**I.S.C.A. HOCKEY RULEBOOK
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THE RINK

1

- Rule 1 Rink**
The game of dek hockey shall be played on a surface known as a rink. The Rink surface may consist of wood or interlocking tiles(sport court)
- Rule 1.1 Dimensions of the Rink**
a) As nearly as possible the dimensions of the rink shall be 155' long by 75' wide.
b) The rink must be surrounded by bordering material known as the "structure" which will extend to no less than 8" and not more than 48" above the playing surface.
- Rule 1.2 Division of the Rink Surface**
a) The rink shall be divided into two halves with a center line 12" wide.
b) This center line shall be considered a neutral area.
c) A team's goal area shall be called the "defending zone." The opposing team's shall be known as the "attacking zone."
- Rule 1.3 Center of Rink**
A circular spot (preferably blue) 2' in diameter placed on the center line shall mark the center of the rink. This shall be the location where "face-offs" occur at the beginning of each period and after each goal.
- Rule 1.4 Face-Off Spots**
In each half of the two zones there shall be four "spots" 2' in diameter marked of equal distance from the rink's side structure. Face-offs shall occur at these "spots."
a)Power Play Face Offs- After a penalty has been signaled; the shorthanded team shall have the ensuing face off in their defensive zone nearest their goaltender.
- Rule 1.5 Goal Posts and Nets**
a) Official size of the goal net is 72" between goal posts and 48" from surface to top of net. This size net will be official for tournament and championship play.
b) Attached to each goal frame must be a net. Each must have goal posts and a cross bar.
c) Painted from post must be a line 2" wide. This is known as the "goal line." This line should be extended the width of the rink to assist the official in making a "clearing" call.
d) The recommended area behind each goal net, measured from the goal line to the bordering structure shall be 10" to 15".
- Rule 1.6 Goal Crease and Goalkeeper's Privileged Area**
a) In front of each goal, a "goal crease" area shall be marked. The goal crease shall include a semicircle shaped line 6' in radius and 2" in width and shall be drawn using the center of the goal line as the center point.
b) The goalkeeper's privileged area shall extend 12' from the mouth of the goal and 12' from either side of the center of the goal. This 288 square foot imaginary area allows the goalkeeper an extended playing zone. Stoppage of play by the goalkeeper outside of this area and behind his/her net, will be a penalty against the goalkeeper for delaying the game.
- Rule 1.7 Player's Bench Area**
An area outside of the playing area shall be designed as the players' bench.
- Rule 1.8 Penalty Bench Area**
There shall be a designated area outside the playing surface where a player(s) will serve penalty time. If possible, the penalty bench should be located on the opposite side of the surface from the player's bench.

Rule 1.9**Official's Bench and Referee's Crease**

- a) The rink shall be equipped with an official clock and/or a designated timekeeper to monitor game and penalty time. This person (minor official) shall have a designated area (minor officials' bench) where he/she will sit.
- b) The referees' crease shall be a 2" wide line drawn in a semicircle with a radius of 10'. This line shall be located near the minor officials bench.

EQUIPMENT**2****Rule 2****Sticks**

- a) Sticks shall be made of materials approved by the ISCA and must not have any alterations.
- b) No sticks shall exceed 62" in length from the heel to the end of the shaft, and no more than 12" from the heel to the end of the blade.
The curvature of the blade shall be restricted to the distance such that a perpendicular line measured from the base of the toe to the point of maximum curvature shall not exceed ½ of an inch.
- c) The blade of the goalkeeper's stick, extending the length of the shaft, shall not exceed more than 26" from the heel or exceed 3.5" in width. The wide portion of the goalkeeper's stick, extending the length of the shaft, shall not exceed 26" from the heel or 3.5" in width.
- d) A minor penalty shall be assessed to any player or goalkeeper who uses a stick in a way that does not conform to the provisions of this rule. The stick shall be removed from play in such a case.
- e) A minor penalty plus a game misconduct shall be assessed to any player who deliberately breaks a stick or refuses to surrender his/her stick to an official.

Rule 2.1**Skate- none****Rule 2.2****Protective Equipment**

- a) All players under the age of 18 are required to wear:
 - 1. Head protection (hockey helmet, with chin strap) Hecc Approved
 - 2. Face protection (full face cage or full face shield)
 - 3. Mouth guard (in mouth) and attached to helmet
 - 4. Elbow pads
 - 5. Hand protection (hockey gloves)
 - 6. Knee and shin protection
 - 7. Jock strap and protective cup (male)
- b) All players 18 years and older Are suggested to wear:
 - 1. Head protection (hockey helmet, with chin strap) Hecc Approved
 - 2. Elbow pads
 - 3. Hand protection (hockey gloves)
 - 4. Knee and shin protection
****Full cage or shield is strongly recommended.
- c) A player, excluding the goalie, whose helmet or face mask falls off during play must go immediately to his/her bench and may not resume play until his/her helmet or mask has been properly refitted or the player must retrieve the helmet immediately or suffer a minor penalty.
- d) If a goalkeeper's helmet, face mask, glove or blocker falls off during play the referee shall stop play immediately. A minor penalty shall be given to a goalkeeper who deliberately removes his/her helmet, face mask, blocker or glove during play.

Rule 2.3**Goalkeeper's Equipment**

- a) With the exception of the skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body, and he/she must not wear any garment or use any "aide" which would give him/her an unfair advantage in keeping goal.
- b) The individual leg pads worn by the goalkeeper shall not exceed 12" in total width when fastened to the leg.
- c) Goalkeeper's blocker shall not exceed 8" in width not 16" in length.
- d) Goalkeeper's catch glove cuff shall not exceed 9" in width including any attachments to the glove. The length of the catch glove shall not exceed 17".
- e) It is required for all goalkeepers to wear helmets, full face masks, chest protection and arm protection.
- f) A minor penalty shall be assessed to a goalkeeper using illegal equipment in the game.
- g) Throat Guard-Must be worn by all goaltenders.

Rule 2.4**Dangerous Equipment**

- a) The use of pads or protectors made of metal or any other material that may cause harm to another player is prohibited and may result in a misconduct penalty.
- b) A glove from which all or part of the palm and/or fingers has been cut or worn away to allow the bare hand or fingers to be exposed shall be considered illegal equipment. A minor penalty shall be assessed to any player wearing such equipment.

Rule 2.5**Ball**

- a) The ball shall be made of any material approved by the Inline Skating Club of America.
- b) The ball should be of one color and contrast with the playing surface.

Rule 2.6**Lack of Proper Equipment**

- a) A minor penalty shall be assessed to any player that has not complied with ISCA Equipment rules (first offense)
- b) A ten minute misconduct will be assessed to any player that has not complied with ISCA equipment rules.(second offense)
- c) A game misconduct shall be assessed to any player that has not complied with ISCA equipment rules(third offense)

1)A player that does not comply with the ISCA equipment rules, will be prohibited from re-entering the game until proper equipment is worn.

Rule 2.7**Jerseys**

- 1)Teams must have matching jerseys with permanent numbers on back.
- 2)Home team will change jerseys when both teams are same in shade.
- 3)Dark and Light jerseys mean just that; however; they must be the same in shade
- 4)Teams are expected to change prior to the game, and officials reserve the right to Penalize the team not in compliance with this rule.

THE GAME

3

Rule 3

Description

- a) The game is played on a flat surface free of debris and obstacles.
- b) The game is played between two teams of five players and one goaltender. The object of the game is to advance the /ball down the rink past your opponent's goalkeeper and into the net. The team with the most goals at the end of the allotted time period is declared the winner.
- c) No intentional body contact is allowed. Accidental or incidental contact is permitted. It shall be the official's discretion if any body contact between two players is deemed an altercation and warrants a penalty.
- d) The intent of the ISCA Hockey Leagues, is to make sure that everyone involved has a hockey game to participate in and under the supervision of ISCA Game/Rink Official.
- e) Regular season/Playoff games will be scheduled prior to the start of the season and will not be changed unless the League has ample time and reason to do so.

Rule 3.1

Time Of Match

The maximum time allotted for a game is one hour in duration from the time a team enters the rink to the conclusion of the match. The following options are allowed:

- a) A three minute warm-up period before the beginning of the game.(5 minutes for double headers)
- b) Three(3) 12 minute stopped time periods.
- c) Each team will be allowed a 30 second "time out" to be used during regulation a stoppage of play.(Time out must be taken during a stoppage)

Rule 3.1a**Tied Game****REGULAR SEASON**

- a) If the score is tied at the end of regulation, each team shall be awarded one point in the league standings and:
- b) Play will be continued for 3 minutes- stop time(overtime) 4 vs 4 plus goaltender, No time outs, if tied, ends in tie.

Playoffs: One Five Minute over-time period, all stop time. 5 vs 5. If no winner is determined, then an additional period(s) all stop time, 4 vs 4 will be played, and continuously until a winner is declared. Time out may be used unless it has already been used prior. (one time out per game)

3.2**Game Forfeiture (Regular season)**

Each team must have a minimum of **4 players and a goaltender** suited up to play at the commencement of the game. If they do not have the team ready for play within 20 minutes of scheduled game time, then the game shall be declared a forfeit

If any team is ready to begin play after regularly schedule game time, then the following will apply....

15 Minute Forfeit time will be placed on the clock. Within that 15 minutes, the game can be played as a shortened game. At the end of 15 minutes and before 20 minutes past scheduled game time, the opposing captain can accept the forfeit win or play under the "shortened game conditions"

At the end of 20 minutes the game must be ready to begin with all players present and ready to begin play, the game shall be declared a forfeit(8-0 score)

Shortened Game Conditions:

- 1)Delay of Game to Offending team
- 2)Teams play a full game as such.
 - a)Two full 12 minute periods
 - b)Third period is time remaining up until 60 minutes after scheduled game time
 - c)Third period, 1 minute, 1 goal or tied stop time.
 - d)No Over time and NO shootout. Game that is tied, ends in a tie.
 - e)No Time outs can be used after the completion of the second period

*****ANY TEAM THAT FORFEITS (2) REGULAR SEASON GAMES IN ONE SEASON WILL NOT BE ELIGIBLE FOR PLAY-OFFS. FORFEIT SCORE SHALL BE DECLARED AS 8-0 IN THE STANDINGS.**

PLAYOFF FORFEIT: Game Forfeiture (playoffs) Teams must be ready with 4 players and a goaltender within 15 minutes of scheduled game time. Game shall be played in full length.

Rule 3.3**Game Delay Due to Weather/Interruption**

Play will stop immediately in the event of rain or any other condition that may create moisture on the playing surface. The game will also be stopped immediately for any conditions the Referee's deem to be un-playable(ex. Lights, alarm, scoreboard)The game will resume at the exact game time of interruption provided the surface is dry and able to be played upon.

Rule 3.4**Choice of Goals/Benches**

The Home team shall go to the bench marked home and defend the goal nearest the bench area. The visitor team will go to the bench marked visitor and defend the goal nearest their bench area (For double headers teams can choose to stay on same benches)

Rule 3.5**Beginning Play**

The game begins with a face-off at the center rink face-off spot and is repeated at the start of the second and third periods of play or in the event of a goal.

- a) The ball is faced-off when the referee drops the puck/ball on the rink between the sticks of the players facing-off. Players facing-off must stand facing each other's end of the rink, approximately one stick-length apart with the blades of their sticks touching the surface of the rink. No other player may come within 10' radius of players facing-off and all players must be "on side" during all face-offs.
- b) During a face-off, no player facing-off may have physical contact with an opposing player until the ball is dropped. If a player does not leave the face-off area after being directed by an official, the player may be assessed a minor penalty.

Rule 3.6**Ball Must Be Kept in Motion**

Except to carry the ball behind his/her net, the team in possession of the ball in its own defending zone must always advance play with the intention of scoring on the opposing goal, except if prevented from doing so by players on the opposing team.

A minor penalty shall be assessed to any player or goalie who holds the ball with their stick, skates, or body along the rink walls in such a manner as to cause a stoppage of play, unless he/she is actually being pursued by an opponent.

Rule 3.7**Ball Out of Bounds or Out of Play**

When the ball goes outside the playing area, it shall be considered "out of play" and faced-off at the nearest face-off spot. If the ball is shot by the offensive and goes outside the playing area at end of the rink without touching anything on the way, the face-off will take place at the closest center rink face-off spot.

- a) When a ball becomes lodged in the goal netting and is unplayable, or if it is "frozen" between opposing players unintentionally or otherwise the official shall blow his/her whistle to signal a face-off at the nearest face-off spot or where it was last shot from.
- b) A minor penalty shall be imposed upon a goalkeeper who deliberately drops the ball on the goal netting to cause a stoppage play.

Rule 3.8**Ball Out of Sight**

If the ball goes out of view of the game officials, the referee shall blow the whistle to signal the stoppage of play. Play shall resume with a face-off at the nearest face-off spot.

Rule 3.9**Ball Striking Referee**

Play shall not stop if the ball strikes the referee anywhere within the rink during play. A legal goal cannot be scored if a ball goes into the goal directly off of an official's body.

Rule 3.10**Goals/Assists**

It is responsibility of the referee to award goals and assists. Such calls shall be considered final.

- a) A goal shall be scored when the ball has completely crossed the goal line.
- b) A goal shall be scored if a player from the defending team puts or deflects the ball into his/her own net. In such a case, the last player to touch the ball from the attacking team shall be awarded the goal but no assist will be recorded.
- c) A goal can only be scored when the ball is contacted by the offensive players stick below the cross bar.
- d) A goal shall not be scored from a deflection of an attacking players skate.
- e) If an attacking player kicks the ball directly into the net, or if the kicked puck/ball deflects off another player and/or goalkeeper, a goal shall not be awarded.
- f) If a ball which has been deflected off of an official goes into the net, a goal shall not be awarded.

- g) When a goal is scored, an assist shall be awarded to the player who passes the ball to the player who scores the goal.

No more than two assists may be awarded per goal scored. Each goal and assist recorded shall count as a point on the player's record

Rule 3.11

Point System

The winning team shall receive 2 points in the league standings. The losing team shall receive 0 points. Overtime loss- losing team receives one point. Regulation tied games, each team receives one point. Double Forfeit, neither team shall receive any points.

Rule 3.12

Adjustment of clothing and Equipment

A player shall not be permitted to request stoppage of time to adjust clothing or equipment. If adjustments are necessary, the player shall return to the player's bench and another player shall enter the game.

The goalie may receive time to adjust padding without being substituted, only when there is stoppage of play.

Rule 3.13

Broken Stick

- a) Any player or goalkeeper without a stick may participate in the game. A player or goalkeeper whose stick has been broken must drop the entire stick immediately. A minor penalty shall be assessed for an infraction of a rule.
- b) If a team member throws a replacement stick to a player they shall receive a penalty. A replacement stick may only be passed by hand.
- c) A Goalie may use a players stick, vice versa cannot be true, a player must use a players stick.

Rule 3.14

Faceoffs

- (a) The puck shall be "faced-off" by the Referee dropping the puck on the surface between the sticks of the players "facing-off." Players facing-off will stand squarely facing their opponents' end of the rink approximately one stick length apart with the blade of their sticks touching the ice. The attacking team player shall be the first player to place his stick on the ice. For face-offs along the center red line, the visiting team player shall place his stick on the ice first.
- (b) When the face-off takes place at any of the end face-off spots, the players taking part shall be stationary and stand squarely facing their opponents' end of the rink, and clear of the ice markings. The sticks of both players facing-off shall have the blade on the ice in contact with the nearest white area of the face-off spot and clear of the red center area of the spot.
- (c) No other player shall be allowed to enter the face-off circle or come within 15 feet of the players facing-off the puck, and must stand on-side on all face-offs. If a player, other than the player facing off, fails to maintain his proper position, the center of his team shall be ejected from the face-off. The player who committed the face-off violation shall not be permitted to take the ensuing face-off in place of the ejected center
- (d) At the conclusion of the line change procedure, the Official conducting the face-off shall blow his whistle. This will signal each team that they have no more than 5 seconds to line up for the ensuing face-off. Prior to the conclusion of 5 seconds, the Official shall conduct a proper face-off. If any player, other than the players facing off, fails to maintain his proper position, the center of his team shall be ejected from the face-off.
- (e) (b) A second violation of any of the provisions of subsection (a) hereof by the same team during the same faceoff shall be penalized with a minor penalty for delay of game to the player who commits the second violation of the rule.(d) In the conduct of any face-off anywhere on the playing surface, no player facing-off shall make any physical contact with his opponent's body by means of his own body or by his stick except in the course of playing the puck after the face-off has been completed. For violation of this rule the Referee shall impose a minor penalty or penalties on the player(s) whose action(s)caused the physical contacte) If a player facing-off fails to take his proper position immediately when directed by
- (f)

- (g) the Official, the Official may order him replaced for that face-off by any teammate then on the ice.
- (h) If an attacking player shoots the puck off the the goal post of crossbar, the ensuing face off shall take place in an end zone spot nearest the goal. Any shot taken by the attacking team that hits the side of the net and goes out of play, the ensuing face-off should be outside the zone

Rule 3.15 Conducting of Face offs.

Referees shall blow the whistle at the time the face-off is ready to be conducted. Players must follow the whistle and prepare for the face-off. Any player delaying this face off, shall receive a delay of game penalty. Once this face off has begun, the stoppage of play shall be considered complete.(therefore no time outs can be called after the whistle has been blown for the conducting of the face-off.

Rule 3.16 Kicking the Ball

Kicking the ball with your foot shall be permitted in all zones. However, a goal shall not be scored if the puck is propelled off the player and on goal; intentional or not.

Rule 3.17 Interference By Spectators

In the event of a player being held or interfered with by a spectator, the referee will blow the whistle and play will be stopped. That spectator will then be removed. Spectators, and may/will be punished if they do not act in a civil manner.

Rule 3.18 In the Goal Crease

A goal will not be allowed if an attacking player is in the goal crease area before the puck/ball enters the net.

If the attacking player is pushed into the goal crease(at the referees discretion) by a member of the defending team, the goal will be allowed. An attacking player who has possession of the puck/ball may enter the goal crease while attempting to score.

Rule 3.19 League Standings Tie-Breakers

1. Head to head record(if all teams have played one another same number of times)
2. Wins
3. Fewest goals allowed (season)
4. Goal differential in head to head game (2 teams)
5. Shoot-out between both teams

Rule 3.20 Offsides and Icing

1)Offsides: Shall be called when any player from the team in possession of the ball crosses the center red line, prior to the ball crossing the center line.

2)Icing : Shall be called when any player from the defending team clears the ball, from below the top of his own defensive zone face off circle with no one within reasonable distance of playing the ball. If the goaltender leaves the crease during this clear, the icing will be nullified.

THE TEAM

4

Rule 4

Composition

A team shall be comprised of five players on the rink, plus a goalkeeper (A total of six players on rink). A maximum of 16 players including goalkeepers, will be allowed on any single team roster. No player may be on two different rosters in the same league.

Rule 4.1

Captain of Team

One captain shall be appointed by each team. He/She shall have the sole privilege of conferring with the referee on the playing surface. The captain should wear the letter "C" on the front upper left hand corner of his/her jersey approximately 3.5" in height and contrasting in color to the players jersey. If the team captain is not available due to injury or penalty, the first assistant shall act as "designated" captain. This assistant shall be noted in the player roster.

Rule 4.2

Player Roster

- a) At the beginning of the season, the captain of each team will submit to the league a roster of players who are eligible for play. This roster is final in Game 1. No addition will be permitted after this point unless an injury replacement is needed or the league director(s) use their discretion to allow a team to compete with a roster change.
 - 1) ALL regularly roster-ed players (including injury replacements) must play in at least 4 regular season games to be eligible for playoffs. Any teams that forfeit games, that team will not receive credit for a game played.
 - 2) Goaltenders do not have to play a minimum number of games to be eligible for the playoffs. All teams who have more than one goaltender, must seek approval by ISCA to be added onto their roster.
- b) A list of the names and numbers of eligible players shall be provided by league for each game.
- c) The goalkeeper may be substituted with a forward or a defenseman but will not have the same privileges as a fully equipped goalkeeper. (during the game)
- d) Each player listed on the player roster must wear the same color jersey. Numbers of at least 8" in height must be affixed to the back of the player jersey.
- e) Illegal use of players not on the roster shall result in game forfeiture. (The opponent may take the forfeit win for that game or remove the illegal player(s) from the game and take (1) delay of game penalty for the illegal player(s))

Rule 4.3

Player Substitution

- a) Players may be substituted at any time from the players' bench only. Exiting players must not interfere with play while exiting the surface. The exchange may only be made within 5' of the players' bench.
- b) A Bench penalty, for Too Many Men, will be called if the player leaving the rink (playing surface), deliberately gets involved in the play, not the player entering the surface.
- c) A goalkeeper may be substituted at any time for a player.
- d) Any player who attempts to obstruct play by throwing debris or reaches for the puck/ball or a player while not on the surface, shall be assessed a minor penalty. If a puck/ball is headed for an empty net while the goalkeeper is off the surface and a player on the bench attempts to interfere, a goal will be scored for the opponent.

GOALIE SUBSTITUTION: Teams may use a substitute goalkeeper from another team if the opposing team agrees to the substitution. If the opposing team agrees, the captain or acting captain shall sign the official score sheet to mark the approval. IF the opposing team does not agree, the team in need of a goalkeeper must dress someone on their team roster. (If this occurs in the playoffs, the team must be ready to play within 15 minutes of scheduled game time, otherwise the game will be a forfeit)

Rule 4.4**Injured Players**

- a) If a player is injured, he/she may remove themselves from the rink without the assistance of another player. He/she shall do so without the stoppage of play. An official may warn a player if they feel he/she is using time to delay play. This rule applies to goalkeepers. If an injured player cannot remove him/herself, play will stop and time will be called so as to remove the injured player from surface. In a case where it is obvious that a player has sustained a serious injury, the referee shall stop play immediately.
- b) Bleeding-A player or goalkeeper who is obviously bleeding shall be ruled off of the playing surface immediately. They cannot return to the playing surface until the bleeding, cut or abrasion has been covered. It is required that any effected (by blood) equipment or uniform must be sanitized or exchanged before any player may return to playing surface. If this situation is the goaltender, a reasonable amount of time shall be given at the referee's discretion.
- c) An injured penalized player may go straight to the locker room and another player may serve his/her penalty.

Rule 4.5

Coaches/Bench Personnel- There shall be no personnel on the bench except for the players participating in the game. Any coach must be approved by the league in advance.

REFEREES

5

Rule 5**Referees**

- a) The referees shall general supervision of a game and shall full control of all game officials, team officials and players, during and after a game, including stoppages; and in a case of any dispute his decision shall be final. The League shall assign an official time keeper / scorekeeper. The scorekeeper will also record penalties.
- b) Each game shall have a minimum of one referee and a maximum of two.
- c) The referees will see that the teams are called to the surface at the appointed time for the commencement of each game and at the start of each regulation period. The referee will remain on the surface at the conclusion of each period and of each game and wait until the players have proceeded to their benches or dressing rooms.
- d) The referees will assess all penalties and goals/assists as described in this rulebook. The referees will report to the official scorer the duration of the penalties and the rule infractions involved, and also to whom the goals and assists are to be credited.
- e) After each game, the referees will check and sign the score-sheet and return it to the official scorer.
- f) Mandatory referee equipment requirements include: skates, whistle, Referee Sweater with ISCA referee patch, plain black pants(no sweats, no jeans)

PENALTIES

6

Rule 6

Minor Penalties

1. For a minor penalty the offending player shall be removed from play for two minutes (running time) from the time the puck/ball is dropped to restart play. His/her team will play with one less player. When a player from each team receives a minor penalty at the same time, the penalties are called coincidental minors. When coincidental minors occur, the teams remain at full strength (4 vs4).

1. For a bench minor penalty (this is an infraction by the team, not an individual player) the captain or coach of the offending team will assign a player (either on or off the playing surface) to serve two minutes in the penalty area. Their team will play short one player.
2. If the opposing team scores a goal while a team is short-handed by one or more minor penalties, the short-handed team shall be permitted to immediately release the first player who caused his/her team to be short-handed.

3. If a player receives a major and minor penalty, the major penalty shall be served first. When two players on the same team receive penalties, one minor and one major, the minor penalty shall be served first. If there is a goal scored, the minor penalty shall terminate.

Minor and major penalties shall be imposed for the following reasons (The severity of the infraction shall be left to the referee's sole discretion):

Rule 6.1

Major Penalties

1. For any major penalty assessed to a player in any single game, he/she shall be removed for the duration of the game, and will receive a game misconduct.

The following infractions result in a major penalty:

- Injuring an opponent by cross-checking or hooking
- Injuring an opponent by deliberate use of knee or elbow
- Grabbing or holding the face mask of an opponent
- Injuring an opponent by slashing
- Deliberate intent to injure an opponent(kicking, head butt)
- High Sticking an opponent, causing Injury
- Fighting
- Spearing an Opponent

Rule 6.2

Match Penalties & Gross Misconducts

(a) A match penalty shall be imposed on any player who deliberately injures or attempts to injure an opponent and the circumstances shall be reported to the proper authorities for further action.

b) A gross misconduct shall be imposed on any player or Team Official who deliberately injures or attempts to injure a Team Official or Game Official in any manner and the circumstances shall be reported to the proper authorities for further action

Rule 6.3**Misconduct Penalties**

1. A misconduct penalty calls for the removal of a player other than the goalkeeper from the game for a period of ten minutes. After penalty has expired, the player may not return to the game until there is a stoppage in play.
2. A player assessed a misconduct with another penalty will serve both penalties consecutively (back-to-back). All offending players will be required to sit in the penalty area until their penalty is served.
3. A 5 minute major and /or game misconduct penalty involves the suspension of a player or a team official for the remainder of the game. His/Her team may replace the suspended player with a substitute.

NOTE: Any player or team official who is assessed a game misconduct shall automatically be suspended for a minimum of the next league or play-off game. (Ten minutes will be charged in the records against the penalized player.)

4. A gross misconduct penalty calls for the suspension of a player or team official for the remainder of the game. His/Her team may replace the suspended player with a substitute. The player or team official, however, will not be allowed to attend further games until the case has been reviewed by the league manager.

The following infractions also result in a misconduct penalty:

Abuse of Officials

1. An aggressive dispute by a player with an official after a penalty has been called.
2. Using obscene or abusive language.
3. Intentionally shooting or knocking the puck/ball out of reach of an official trying to retrieve it.
4. Deliberately throwing the puck/ball or equipment onto the playing surface.
5. Entering the referee's crease while the referee is consulting with game officials.
6. Touching or holding a game official in any way.
7. Any inappropriate behavior that the referee views as detrimental to the game.

Rule 6.4**Penalty Shot**

A penalty shot may be awarded to a team for the following reasons:

1. A defending player (other than the goalkeeper) who gathers the puck/ball in the crease and smothers it.
2. 5 criteria rule:
 - a) Player has possession of the ball.
 - b) Fouled from behind on a clear break.
 - c) Attacking side of the red line and in free.
 - d) Must be denied a reasonable scoring chance,
 - e) No one between the player and the goalkeeper.
3. Throwing a stick or any other object at the puck/ball in the defending zone while the attacking team is attempting to score. If this is done on an open net and the goalie has been removed, a goal will be awarded.

Penalty Shot Execution

1. For a penalty shot the referee will place the ball at the center rink face-off spot. The referee will signal play to begin. The puck must maintain a forward motion at all times. No goal will be scored from a rebound.
2. The goalkeeper must remain in his/her crease until the shooting player has made contact with the puck/ball. If the goalkeeper leaves the crease prematurely the referee will wait until completion of shot, and may re-issue another penalty shot.
3. During a penalty shot, all players must return to their respective benches except for the players participating in the penalty shot.
4. If a goal is scored, there will be a center-rink face-off. If no goal is scored, the face-off will be played in the defending team's zone.
- 5.

Rule 6.5**Goalkeeper Penalties**

1. A goalkeeper shall not be removed from the net for a minor penalty. Another team member will serve the goalkeeper's penalty.
2. If the goalkeeper receives a major or game misconduct or match penalty, he/she will be removed from the game and be replaced by a substitute goalkeeper or another player. This player will be granted a reasonable amount of time to put on the goalkeeper equipment.
3. A goalkeeper may be suspended for further games if the infraction is deemed "serious" by the league manager.
4. A minor penalty shall be assessed to a goalkeeper leaving the goal crease during a fight. If the goalkeeper joins a fight he will receive a third man in penalty. If he starts another fight, he will receive a fighting penalty
5. A minor penalty shall be assessed to a goalkeeper who engages in play beyond the center line.

Rule 6.6**Calling of Penalties**

1. An infraction of the rules by a team in possession of the puck/ball shall be called immediately and the referee will stop play.
2. If the penalized team is not in possession of the puck/ball at the moment of the penalty, the referee shall raise his/her arm and play will resume until the penalized team touches the puck/ball. (This is called a DELAYED PENALTY) Then, the referee shall stop play and call the penalty. Until play has stopped, the attacking team may replace their goalkeeper with another "attacking" player.
3. Once play resumes, the resulting face-off shall be where the infraction took place. In a delayed call the face-off will take place in the penalized team's zone.
4. If under a delayed minor penalty call the attacking team scores, the penalty is waived off and not assessed.

5. If under a delayed major penalty call the attacking team scores, the goal is awarded and the penalty will be assessed.

1. Unsportsmanlike Conduct:

- Challenging or disputing the decision of the referee
- Creating a disturbance
- Shooting the puck/ball after the whistle has blown
- Delaying the game by deliberately throwing or shooting the puck/ball out of the playing area
- Deliberately displacing the goal net
- Using Obscene or abusive language
- Interfering in any way with the game official
- Interference of play from the bench
- Making physical contact with an opponent after the whistle has blown
- Abuse of officials (verbally or physically)
- Not immediately following the decisions of the official after a penalty has been called
- Throwing anything into the playing area

2. Excessive Violence

- Any deliberate body checking
- Running, jumping, kicking or charging at an opponent
- Cross checking
- Unnecessary roughness
- Use of forearms or hands to check an opponent above the opponent's shoulder

3. Injury or Attempt to Injure

- Slashing or attempts to slash
- Butt-Ending or attempting to butt-end
- Spearing or attempts to spear

4. Altercations (fighting/wrestling)

- Retaliating physically with a player

5. Obstructions

- Elbowing or kneeling
- Holding an opponent or his/her stick impeding him/her from playing
- Tripping
- Defending player (excluding the goalkeeper) smothering the puck/ball.
- Goalkeeper smothering the puck/ball outside the privileged area.
- Impeding the progress of an opponent who does not have control of the puck/ball or knocking his/her stick from the hands or preventing him/her from retrieving it.

6. Technical Violations

- Use of the stick not conforming to the rules
- Leaving the penalty bench prior to expiration
- Throwing a stick in the direction of the puck/ball

7. Delaying the Game

- Failing to maintain proper face-off position
- Deliberately holding the puck/ball against the surface structure
- Exceeding the maximum allowed players in play
- Excessive clearing (referee's direction)
- Stick measurement; if stick is legal, team requesting measurement is penalized.

PENALTY DESCRIPTIONS

7

Rule 7**Charging**

A minor or major penalty plus Game Misconduct, at the discretion of the referees, will be imposed on a player who violently runs, jumps into, or charges an opponent, or blindsides an opponent from behind.

Rule 7.1**Cross Checking and Butt-Ending**

- A minor or major penalty shall be assessed on any player that cross checks an opponent.
Note: Crosscheck shall mean a check delivered with both hands on the stick and no part of the stick on the surface. A major penalty shall be assessed on any player that makes contact with butt ending.
- A major plus game misconduct penalty shall be assessed to any player that injures an opponent by cross-checking or butt ending.
Note: Attempt to butt end, shall include all cases where a butt end gesture is made regardless of whether body contact is made or not and will carry a Double minor plus game ejection.

Rule 7.2**Delaying the Game**

- A minor penalty will be imposed on any player, goaltender, or coach who delays the game deliberately shooting or batting the puck/ball outside the playing surface, deliberately displaces the goal post from normal position, or refuses to place the correct number of players on the surface to commence play after being warned by a referee.
- A minor penalty shall be assessed to any player or goalkeeper who clears the ball over the glass, penalty or player or penalty benches (above silver conduit) without it touching any other object, and must be done in the defensive zone (inside their own red line).
- Penalty box door- left open intentionally. Warning 1st time (with possession, whistle will blow) unless a dangerous situation occurs. 2nd offense-delay of game penalty.

Rule 7.3**Elbowing and Kneeing**

- A minor penalty shall be assessed any player who fouls an opponent in any manner with his elbow or knee.
- A major penalty plus game misconduct shall be assessed any player who injures an opponent by elbowing or kneeling.

Rule 7.4**Fighting(officials have discretion on this call)**

A fighting penalty involves a player who has made a fist and thrown a punch at an opposing player. Any player CALLED FOR a fight, dropping the gloves or not, shall receive a 5 minute major and a game misconduct.

***Dropping gloves:**

- a) minor penalty
- b) minor penalty +10 minute misconduct
- c) game misconduct

Referees have a very wide variety of penalties in this instance for fighting.

NOTE: If player enters an altercation as a third man, that player (including goalkeeper) will be assessed a game misconduct.(this will be a minimum (1) game suspension, pending league review.

During an altercation the clock will continue to run during all live play. No matter what the situation. If there is unserved penalty time remaining on the scoring device, the officials shall return that time beginning at the point of interruption from the altercation.

INSITIGATOR PENALTY:

A game misconduct penalty shall be imposed on any player who is assessed a major penalty following the original fight/fisticuffs. Notwithstanding this rule, at the discretion of the Referee the automatic game misconduct may be waived and a game ejection may be assessed if the opposing player was clearly the instigator of the altercation. Any player(s) who engages in fisticuffs during a line change and prior to the ensuing face-off shall receive an automatic game ejection/game misconduct penalty

Locker Room/Off Playing Surface Fight

Any player/coach who enters locker room area to begin an altercation shall receive a game misconduct penalty. Severity of penalty shall be decided by the proper authorities.

Rule 7.5**Player Altercation**

No player may leave the players bench, penalty box at any time during any altercation or for the purpose of starting an altercation. Any violation of this rule shall result in a double minor +game misconduct penalty. (Substitutions made prior to altercation shall not be penalized under this rule)

Rule 7.6**Handling Ball With Hands**

- a) If a player, except the goalkeeper closes his/her hand intentionally on the ball the play will be stopped and a minor penalty will be imposed.
- b) A player will be permitted to stop or bat a ball in the air with his open hand, or push it along the surface with his/her hand, and the play will not be stopped unless, in the opinion of referee, the player has deliberately directed the ball to a teammate, in which case the play is to be stopped and the puck/ball faced-off at the nearest face-off spot toward the center line.
- c) Hand passes will be permitted only in the defensive zone.

Rule 7.7**High Sticking**

- a) High sticking shall occur when the hockey stick makes contact with the opponent above the shoulder. The referee shall:
- 1) Signal a minor penalty, for no injury.
 - 2) Does cause Injury, shall result in Double Minor Penalty plus Game ejection.
 - 3) Does cause injury and severe bleeding, 5 minute major and Game Misconduct.

Batting the puck/ball above the normal height of the waist with the stick is prohibited and when it occurs play shall be stopped and the ensuing face-off shall take place at an end zone face-off spot of the offending player's team unless:

1. The puck/ball is batted to an opponent, in which case the play shall continue.
2. A player of the defending team shall bat the puck/ball into the player's own goal with a high stick in which case the goal shall be allowed.

Rule 7.8**Holding**

A minor penalty will be imposed on a player who holds an opponent with his hands, stick, or in any other way.

Rule 7.9**Hooking**

- a) A minor penalty will be imposed on a player who impedes or seeks to impede the progress of an opponent by hooking the body with his/her stick. This rule will be strictly enforced.
- b) A major penalty will be imposed on a player who injures an opponent by hooking. When a player is checking another player in such a way that there is only stick-to stick contact, such action is not either hooking or holding. He may turn the stick down over the opponent's stick.

Rule 7.10**Interference**

It is a violation of the rules to interfere with or impede the progress of an opponent who is not in possession of the puck/ball. Accidental body contact will be permitted. All judgements in this case shall be at the referees' discretion.

- a) When a player deliberately impedes the movement of an opposing player after puck/ball has been faced-off.
- b) When a player deliberately holds the stick of an opposing player.
- c) When the puck/ball carrier makes a drop pass and follows through as to take his/her opponent out of the play, thus opening the way for the puck/ball carrier.

Goalie interference occurs when an offensive player interferes with or impedes the progress of the goalie while the goalie is in his/her crease or privileged area.

Rule 7.11**Leaving Player of Penalty Benches**

- a) No player may leave the player or penalty benches at any time to enter an altercation. Result, double minor + game misconduct to any player who does so.
- b) Except at the end of each period, a time-out, or an expiration of a penalty, no player may leave the penalty bench.
- c) A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, will receive an additional minor penalty to be served after serving the un-expired penalty.

Rule 7.12**Molesting Officials**

- a) Coaches are not allowed to enter the playing surface during regulation play. Coaches who do enter the playing surface are subject to review and possible suspension by the League Manager. All incidents of this nature must be reported to the league.
- b) Any player, coach or trainer who holds or strikes an official will automatically be assessed a gross misconduct, suspended from the game and reported to the League Manager for further penalty. Players, coaches, and trainers are not to use obscene or profane language anywhere in the rink. For violation of this rule a bench minor penalty will be imposed to any bench personnel. A minor penalty to any person on the playing surface.

Rule 7.13**Slashing**

- a) A minor or major penalty, at the discretion of the referee, will be imposed on any player who impedes or seeks to impede the progress of an opponent by slashing with his/her stick.
- b) A major penalty and game misconduct penalty will be imposed on any player who injures an opponent by slashing.
- c) Any player who swings his/her stick at another player in the course of any altercation will be subject to a match penalty.

Note: Officials may call a slash whether body contact is made or not.

Rule 7.14**Spearing**

A major penalty will be imposed on a player who spears an opponent. A double minor penalty plus a game ejection penalty shall be imposed on any player who attempts to spear an opponent, regardless of whether bodily contact is made or not.

Rule 7.15**Tripping**

- a) A minor penalty will be imposed on any player who places his stick, knee, foot, arm, hand, or elbow in such a manner that it causes his opponent to trip or fall.
- b) When a player is in control of the puck/ball in the attacking zone and has no opponent between him and the goaltender, and is tripped or otherwise fouled from behind, thus preventing reasonable scoring opportunity, a penalty shot will be awarded to the player. If when the opposing team has pulled the goalie, the above infraction occurs, the attacking team will be awarded a goal.

Rule 7.16**Unnecessary Roughness**

A minor, double minor or major at the discretion of the referees, will be imposed on any player who uses unnecessary roughness.

Rule 7.17**Zero Tolerance Rule**

In an effort to make hockey a more desirable and rewarding experience for all participants, ISCA have instructed the Officiating Program to adhere to certain points of emphasis relating to sportsmanship. Thus the following points of emphasis must be implemented by all referees.

Players

A minor penalty for un-sportsmanlike conduct (Zero Tolerance) shall be assessed whenever a player:

- 1) Openly disputes or argues any decision by an official.
- 2) Uses obscene or vulgar language at anytime, including any swearing, even if its not directed at a particular person.
- 3) Visually demonstrates any sign of dissatisfaction with an officials decision. Anytime that a player persists in any of these actions, the player shall be assessed a misconduct penalty. A game misconduct penalty shall result if the player continues such action.

Players and Coaches

A bench minor penalty for unsportsmanlike conduct (Zero Tolerance) shall be assessed whenever a coach or team official:

- 1) Openly disputes or argues any decision by an official.
- 2) Uses obscene or vulgar language in a boisterous manner to anyone at any time.
- 3) Visually displays any sign of dissatisfaction with an officials decision, including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.

Anytime that a coach or team official persists in any of these actions, a game misconduct penalty shall be assessed.

A. Property Destroyed:

- 1) Any destruction of ISCA property will result in an automatic game misconduct and further
- 2) Players destroying rink property shall also receive a bill to replace all of the property and will be ineligible to participate until all balances are paid in full.

Rule 7.18**Five Penalty Rule**

Any player that receives five penalties in one game shall be Assessed a game misconduct penalty. This includes minor, major and ten minute misconducts.

Rule 7.19**Suspensions**

a)Coaches and/or players under suspension are not allowed to serve as a coach or player or be present at the facility.

MULTIPLE GAME SUSPENSIONS:

b)Any player/coach that receives a (3) game suspension shall be ineligible to play for any other team that they are roster-ed on, until they have completely served the balance of their 3 game suspension.

Additional Disciplinary Action -Any player that receives a Game Misconduct shall automatically be suspended for (1) Game. Once the league has reviewed the incident, additional disciplinary may occur.

Rule 7.20

Appeal Policy Once a player receives notification they are suspended, they then have 48 hours to file an appeal with the league. AN appeal must be made in writing within this time period. League will notify the player with their final determination.

Rule 7.21**INJURY REPORTS**

If any injury occurs at the ISCA, it must be reported before the injured party leaves the premises.

Rule 7.22**ISCA RULE:**

ISCA reserves the right to rule on anything not covered in these rules, and use any ruling necessary to make any decision about the league. Any rules not covered in this rule book will defer to the current USA Hockey Rulebook (available online)

