

The Atlanta Area Roller Hockey Organization, Inc. (AARHO)

Rules and Procedures

Adopted November, 2002

Amended September 2006

Amended June 2009

Mission Statement

The mission of the AARHO Middle School Roller Hockey League is to offer Middle School students the opportunity to represent their school by their participation on organized Middle School roller hockey teams.

Goals

To promote the sport of roller hockey.

To facilitate skill development in playing, coaching, and officiating.

To emphasize the ideals of sportsmanship, ethical conduct, respect for the rules and fair play.

To respect all individuals including fellow athletes, coaches, league officials, referees, team representatives, and parents.

Section 1: League Organization

1.1 League Membership

Teams agreeing to abide by the AARHO rules and procedures and in good financial standing with the league are considered to be member teams.

1.2 Organization of Teams by Conferences and/or Divisions

Organization of member teams into divisions shall be at the discretion of the AARHO Board of Directors. Teams will be placed into divisions based on anticipated skill level. Teams will be allowed to submit information regarding the team's expected skill level at the time a roster is submitted. The AARHO team assessing committee will make every effort to achieve optimal parity within each division prior to the start of the season. However, the board reserves the right to make divisional adjustments prior to the 4th regular season game. All adjustments are subject to a majority vote by the board. Teams moving up or down a division will retain all accumulated team and player statistics and all games played will count in the teams season record. No appeal will be considered once the Board of Directors has made its decision.

1.3 League Season, General

The number of member teams, number of league games each team plays, times of games, length of season and other elements of the league schedule shall be determined at the discretion of the AARHO Board of Directors. No regular season game will be scheduled prior to September 1, or later than May 15, during any league year.

Each member team shall play the same number of regular season games each season.

Section 2: Team Organization

2.1 Coach Selection

Each member team is responsible for selecting all coaches and team officials. Coaches' participation is contingent on the AARHO Board's review of Coaches' background screenings results as mandated by USA Hockey Inline, and on their commitment to abide by the AARRO rules and the Coaches' Codes of Conduct.

2.2 Player Selection

Coaches are required to abide by the AARHO roster requirements in choosing players. Try-outs for the teams must be open and well

publicized. AARHO encourages coaches and team administrators to make contact with school administrators and to enlist their support in promoting the teams.

2.3 AARHO Middle School League Roster Criteria

2.31 The maximum number of players on a team shall be fourteen skaters and two goaltenders.

When choosing players:

2.32 The first priority is to offer a position on the team to 'attending' students of the feeder middle schools within the attendance district of a public High School. Attending students of "split" Middle Schools that feed 2 separate High Schools must play for the team formed within the High School district they reside. A reasonable effort must be made to generate interest and participation from the primary school HS district. Tryout announcements for all teams must be posted on the AARHO website.

2.33 The students from the primary HS district must comprise at least two thirds of the players on the roster. In the event that a team cannot be formed from the primary HS district exclusively then the following rules apply to "other eligible players".

Other eligible players:

2.34. Other eligible players can be added to a roster in the following order of priority with AARHO board final approval:

- 1) **First Priority:** Home schooled or private school 6th, 7th, & 8th grade players residing within the attendance zone of the high school that the middle school team feeds.
- 2) **Second Priority:** 5th grade elementary school students who's school feeds a Middle School within the HS district of the team being formed.
- 3) **Third Priority:** Middle school students whose HS attendance zone does not have a team or who were not offered a position on their school's team (subject to

verification) may play for the nearest adjacent HS district that has a team if offered a position.

2.35. No more than 4 students meeting criteria 1, 2, & 3 above may be placed on any one team.

2.36. An attending student who did not tryout for their school's team is not eligible to play on another AARHO team.

2.4. Goaltenders

2.41 Teams must first offer a position on the team to goaltenders who are "attending" students.

2.43 Teams can add to their rosters 5th, 6th, 7th, or 8th grade students from public or private schools that do not have a middle school team, without regard to the attendance zone restrictions that apply to other rostered players.

2.44 Addition of a "non-attending" goalie does not count against a team with regard to the two-thirds rule.

2.45 Substitute Goaltenders

Any team that does not have a goaltender available for a game due to illness or injury may request to "borrow" a goaltender from their school's other lower division team or from another AARHO team within the same or lower AARHO division. The opposing coach must be asked permission to allow the substitution prior to the start of the game. If permission is granted, note on the score-sheet the substitute goaltender's name and team. If permission is denied, that team has the option of dressing one of their skaters as the goaltender. The spirit of this decision is to allow teams to compete with the use of an experienced goaltender. It is not intended for a team to make itself more competitive. This rule should only be invoked due to legitimate reasons and not to improve your team.

To document that proper permission was obtained, please follow this procedure:

1. Inform the head referee that your team would like to use a substitute goalie and request that he speak with the opposing team's coach regarding the substitution or contact the opposing coach prior to the day of game via email or phone.
2. Said referee is directed to record the request and the response on the scoresheet for that game.
3. If permission is granted, the game proceeds as usual. If permission is denied, teams have the choice of playing the substitute goalie and forfeiting the game or of dressing a rostered skater to serve in goal.

2.5 Exceptions to roster rules

Any deviations from the roster requirements must be approved by majority vote by the Board of Directors. Persons or teams seeking exceptions must submit, in writing, a request for an exemption to a member of the AARHO Board of Directors. The AARHO Middle School League Board of Directors will make a final determination of all such applications no later than two weeks prior to the roster deadline. Requests for exceptions must be submitted to the board at least 2 weeks prior to the roster deadline.

2.6 Students Changing Schools

2.61 Prior to the Start of Season

Students, who change schools prior to the start of the season, must play for the team representing the school that the student has transferred to, unless the new school does not have a team.

If the student's new school does not have a team, the player may play for a team representing another school if the roster requirements are met or if the board grants a waiver to the team.

2.62 After the Start of the Season

Students changing schools after the start of the season can only complete the current season with the team representing the school

that the player started the season with. However, for the following season the player must try out for the team representing the school he or she is attending.

Students transferring into a school from a school or place that does not have an AARHO team after the season starts may be added to the team's roster, providing there is an eligible roster spot open. Any request for roster additions must be approved by the AARHO Board prior to the granting of the roster spot.

2.7 Roster Deadline

All rosters for the upcoming AARHO season must be submitted to the AARHO Board of Directors by the published roster deadline posted on the AARHO website. No player may be added to a team's roster after the roster deadline without approval by the AARHO Board of Directors. Players may only appear on one team roster. School's having more than one team may not carry any individual player on multiple rosters. Teams may submit in writing a request to add a student transferring in to a school, or into a school attendance district provided there is a roster vacancy [see maximum roster guidelines]. The Board of Directors will respond to such requests within 15 days of receipt.

2.8 Player Movement between "JV" or "B" teams and "Varsity" or "A" teams

Once rosters are established, player movement between teams in programs having more than one team in the league will not be allowed, except in the case of goaltenders, as outlined herein. Rosters are established and divisions are aligned based on those rosters. Because not all schools have multiple teams, movement of players may be perceived as providing a select few schools an "unfair advantage".

2.10 Enforcement – Team Violations

Any team using a player who does not satisfy the requirements must forfeit any games in which an ineligible player participates. The

official score of such game shall be 1-0 and all individual statistics shall be recorded as if there had not been a forfeit.

Section 3: Game format

3.1 Regular Season Game Format

AARHO middle school games will consist of three eleven-minute periods, using the stop clock format. Regular season games may end in a tie.

3.2 Seven Goal Rule

If at any time during a League Game, the score differential reaches seven (7) goals, the game clock shall be operated using a running time format until such time as the differential is reduced below seven.

3.3 League Standings – Regular Season

League standings will be determined by awarding two (2) points for a victory, one (1) point for a tie, and zero (0) points for a loss.

In the case of a tie at the end of the regular season, the following guidelines shall be followed:

Tie between two teams:

1. Points
2. Head to head record between two teams
3. Goal differential between the two teams
4. Greatest number of wins in all division games
5. Total goals against (vs. all teams)
6. Fewest penalty minutes in all division games
7. Coin toss

Tie among three or more teams:

1. Points
2. Greatest number of wins in all division games
3. Fewest goals against (vs. all teams)
4. Fewest penalty minutes in all division games
5. Coin toss

Only those division games that count in the League standings will be used for tie breaking purposes.

3.4 League Post Season Tournament

3.41 Tournament format

The league tournament format is affected by numerous factors including the number of member teams. Therefore, the tournament format may change from year to year and shall be determined by the AARHO Board of Directors prior to the midpoint of each league season.

3.42 Tournament game format

All tournament games shall consist of three ten-minute periods utilizing the stopped clock format.

Overtime, possibly followed by a shoot-out, shall be used to determine the outcome of tournament games in the following manner:

3.43 Overtime: All tournament games, including the championship game, tied at the end of regulation time shall play one (1) five-minute stop-time overtime period. If the game still remains tied, a shoot-out, as described below, will be utilized to determine the winner.

3.44 Shoot-Out: Each coach will pick four (4) players to participate. Each of those four players will shoot on the opposing goalie in penalty shot fashion. The home team coach will elect whether he wants his team to shoot first or second. Once that is determined, the teams will alternate shooters until four from each team have taken a

shot. The team scoring the most goals out of the four shooters is the winner.

(a) If an equal number of the four shooters from each team scores, each coach will select a fifth shooter (who was not among the original four). The teams will continue to alternate shooters in the order established (home or “away team shooting first, as established at the start of the “shoot-out”) until one shooter scores and the other does not. Each team will continue selecting shooters who have not yet shot, until all players dressed for that team for that game have taken a shot.

(b) In the event the shoot-out remains tied after all players dressed for one team have participated, the alternating shooter format described above will continue; however, each team will have its players shoot again, in the same order they originally shot.

3.45 Players must play in a minimum of 7 regular season games to be eligible to play in the tournament. Exceptions must be presented to the board prior to the start of the tournament.

Section 4: Equipment

4.1 Jerseys

All League teams shall have two sets of jerseys – one white or light-colored and one dark. **The designated home team shall wear dark colored jerseys.** Visiting team shall wear white or light-colored jerseys.

4.2 Protective Equipment

All players on Member Teams for all on-rink League practices and games must wear all protective equipment required by USA Hockey Inline Rules.

Section 5: Penalties/Misconducts

5.0 General

The rules and regulations set forth in this section shall be applicable to all league games, including regular season and playoff games.

Any player or coach suspended pursuant to this section must serve the suspension during league play. If a player is suspended pursuant to a match penalty or gross misconduct, the suspended player cannot participate in any USA Hockey Inline activities during such suspension.

5.1 Official Rules of USA Inline Hockey

Official Rules of Inline Hockey (USA Hockey Inline Rules), as applicable to the High School division, in conjunction with AARHO League playing rules, will be used in all league games. AARHO rules override USA Hockey Inline rules if there is a conflict.

5.2 Third game suspension during a season

Any player receiving a game suspension for a third time within a league season for any reason will no longer be permitted to participate in AARHO for the remainder of that season. The AARHO Board of Directors will review the case for the following season to determine player's status. [A game misconduct resulting in a 3 game suspension would count as a single event for this rule].

5.3 Match Penalties and Gross Misconducts

Any player, coach or team official who receives a match penalty or gross misconduct will be suspended from all USA Hockey Inline activities, including all league games and practices, until the disciplinary committee renders a decision. The disciplinary committee will make a good faith effort to reach a decision prior to the next scheduled game of the team involved in the infraction.

Once a decision is rendered, the chairman of the disciplinary committee must notify the head coach of the member team of any suspension imposed within three days of the decision.

Any player, coach or team official suspended pursuant to this section shall be suspended from all league activities, including practices, until such suspension has been served in full.

5.31 Multiple Penalties

Any player, coach, or team official incurring 4 penalties in a single game will be assessed a match penalty. Upon receipt of the 4th penalty, the player, coach, or team official will be removed from that game and receive an automatic game suspension to be served during the next scheduled regular season or tournament game plus additional review by the disciplinary committee for possible further action.

5.4 Fisticuffs:

Any player who receives a major penalty for Fisticuffs (Fighting) (USA Hockey Inline Rule 613) shall be assessed the following:

First Offense: A Five (5) minute major penalty, a game misconduct and a three (3) game suspension.

Second Offense (same League Year): A five (5) minute major penalty, a game misconduct and a five (5) game suspension.

Third Offense (same League Year): A five (5) minute major penalty, a game misconduct and suspension for the remainder of the season, including playoffs.

Any player who receives a penalty for being the third man into an altercation (USA Hockey Inline Rule 613(d)) shall be assessed a two (2) game suspension in addition to any other penalties assessed pursuant to this section (i.e. Fighting).

Any player who receives a penalty for leaving the bench to participate in an altercation (USA Hockey Rule 613(a)) shall be assessed a three (3) game suspension in addition to any other penalties assessed pursuant to this section (i.e. Fighting).

5.5 Game Misconduct

USAHIL Rule 404 is modified as follows: A player or Team Official incurring a game misconduct penalty shall be suspended for the next game of that team.

5.6 Non-Team Officials

5.61 No more than three individuals, other than players, shall be in a member team player's bench area during league games.

5.62 At least two individuals aged 19 or older (including the head coach, but not including any player) shall be in each member team's player's bench area at all times during league games.

5.63 No parents, friends, relatives or other individuals who are not a player or team official shall enter the player's bench area, penalty box area, or scorekeepers' area, or attempt to enter any of these areas or the rink surface during a league game.

Any member team violating rule 5.63 of this section shall be assessed the following:

First Offense: A two-minute minor penalty and the game will be stopped until the offending individual is removed from the building.

Second Offense: (same league game) The game will be ended and declared a forfeit.

5.7 Notification

All game misconducts and suspensions (other than match penalties and gross misconducts) less than five games are automatic and non-appealable, according to USA Hockey Inline and AARHO Rules. The AARHO Disciplinary Committee will communicate with the coach regarding disciplinary action; however, the suspensions must be served as written on the scoresheet and are not dependent on additional written notification.

5.8 Serving Suspension

A player suspended pursuant to this section will be listed on the official score sheet as a suspended player for any games for which such player is suspended. If a suspended player is not listed on the official score sheet for a league game, that game will not count toward the player's suspension, regardless of whether or not the player participated in such game.

5.9 Referee's Judgment

In the case of any penalty, the referee's call stands.

Section 6: Coaches' Responsibilities

The league is very appreciative of the time, effort and dedication its coaches contribute to the program. All coaches are representatives of their respective school as well as the league. To ensure that all league coaches perceive their position and responsibilities in the same manner, the following code of conduct and responsibilities have been developed:

6.0 Coaches' Code of Conduct

All League coaches shall:

- Refrain from engaging in any activities or conduct which are, or may be viewed as being, detrimental to any player, team, school or the league,
- Conduct themselves in a positive and sportsmanlike manner at all times, and,
- Strive to provide a safe and positive environment at all times and to promote fair play and sportsmanship among all players, coaches, referees and parents.

The following behavior by league coaches shall not be tolerated:

- Any type of physical, verbal or sexual abuse of a player,

- Verbal or physical confrontations with other coaches, players, referees, parents or spectators, and
- Use of profanity.

Responsibilities

- All league coaches shall adhere to certification requirements established by USA Hockey Inline, or the league,
- Coaches will make efforts to continually develop their coaching skills and to learn new drills and coaching methods,
- Coaches will conduct organized practice sessions for their team during the season,
- Coaches will ensure that their players wear any and all equipment required by USA Hockey Inline and the league for all practices and games, and
- Coaches will stay abreast of all rules, policies and procedures implemented by the league and shall maintain an open line of communication with team parents and officials to ensure that they are kept informed of any and all rules, policies and procedures so implemented that may affect them.

Section 7: Referees Code of Conduct and Responsibilities

7.0 Code of Conduct

All League referees shall:

- Refrain from engaging in any activities or conduct, which are, or may be viewed as being, detrimental to any player, team, school or district or league.
- Conduct themselves in a positive and sportsmanlike manner at all times.

- Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.
- Inform the league of any potential conflicts of interest including all personal connections with teams, players, or coaches participating in the league.

The following behavior by League referees will not be tolerated:

- Any type of physical, verbal or sexual abuse of a player.
- Verbal or physical confrontations with other coaches, players, referees, parents or spectators.
- Use of profanity.

Responsibilities

- All League referees shall maintain proper certification as required by USA Hockey Inline.
- Referees shall be responsible for attending all league games, which they are scheduled to officiate.
- Referees officiating league games shall conduct equipment checks before and during games to ensure all players are wearing the appropriate and required protective equipment.
- Referees shall stay abreast of all rules, policies and procedures implemented by the league.

Section 8: Parents and Spectators Code of Conduct

All parents and spectators are expected to conduct themselves in a proper, respectful and sportsmanlike manner while attending league games. Obnoxious behavior, verbal abuse of players, coaches, referees and other spectators or the use of profanity will not be

tolerated. Any parent or spectator engaging in inappropriate behavior may be asked to leave the arena. If they do not, the game will be forfeited and the proper law enforcement agency will be summoned. In the case of consistent or particularly egregious behavior, the AARHO Board of Directors may ban a parent or spectator from all league activities.

Section 9: Definitions

1. “Championship Game” shall mean that game which is played after the end of the league’s regular season in each division, the winner of which shall be considered the league champion for their division.
2. “AARHO Board of Directors” shall mean such committee or group of people established pursuant to the league’s by-laws, charged with overseeing the operations of the league. References to AARHO Board of Directors herein shall also refer to any committee or individual to which the AARHO Board of Directors assigns or delegates certain duties and responsibilities set forth herein.
3. “League Season” shall mean September 1 through the following August 31, encompassing one complete League Season.
4. “League Game” shall mean any scheduled Regular Season Game or Tournament Game, both within a division, or Interdivisional play.
5. “Member Team” shall mean any team, which has been accepted as a Member of the League pursuant the procedures set forth herein.
6. “Tournament Game” shall mean any one or more of the games played as part of the League tournament schedule, as such schedule is established at the end of the regular season.
7. “Regular Season Game” shall mean any one or more of the games played as part of the League schedule, as such schedule is established at the start of the season.

8. "AARHO" shall mean the Atlanta Area Roller Hockey Organization.
9. "Multi-feeder school" shall mean any middle school that feeds students into more than one high school.
10. "Roster Deadline" shall mean a date no less than three weeks prior to the first regular season game.