



LEAGUE RULES AND STRUCTURE

RULES: USA Hockey rules are in effect except for the modifications listed below.



EQUIPMENT:

- All players are required to wear the following equipment: Helmet (HECC Certified), Gloves, and Skates.
- All players are recommended to wear the following additional equipment: cup, shin pads, elbow pads, and mouthpiece.
- All goalies are required to wear the following equipment: Full caged helmet (HECC/Ball Hockey Certified), glove, blocker, goalie pads, chest protector, and cup. Skates are optional.
- Games are played with a temperature rated Mylec G-Force ball provided by the league.
- The league will not provide warm-up balls. Teams must supply their own.
- Players under the age of 18 are required to wear a full cage/shield; suspension may apply to non-compliant players.

JERSEYS:

- All teams must have matching jerseys or t-shirts by the second week of games, including player numbers.
 - Numbers and Logos must be professionally printed onto the jersey; no markers or tape is allowed.
 - Tank tops, fish net shirts, and modified t-shirts will not be accepted.
 - Player names on the back of the jerseys are optional.
 - If a team is to have a team logo on the front of their jersey, then all players must have a team logo.
 - Slight color and font variations are accepted.
- Not having matching uniforms will result in the following penalties:
 - One player not having a matching uniform will result in one minor penalty for only the first period.
 - Two players not having a matching uniform will result in one minor penalty for the first two periods.
 - Three players or more not having a matching uniform will result in one minor penalty for all three periods.
 - No penalties shall be assessed for jersey violation in an overtime situation game.
- If a team does not have matching uniforms by week three, that team will forfeit their possible playoff spot.
- Goalies are an exception to this rule; however, it is appreciated for goalies to have matching jerseys.
- There is no jersey requirement for Novice. Sports pinnies will be provided.

TEAM:

- Each team is comprised of 7-14 players; including 1 goalie and an optional backup goalie (BUG).
- Each team must qualify for their division by abiding by the Proper Division Placement and Player Power Rankings.
- Games will be played 4 on 4. Goalies not included.
- Three players and a goalie, or four players are required for the start of the game.
- For every 5 minutes a team is late, a delay of game penalty shall be assessed. At 15 minutes that team shall forfeit.
- The minimum number of players allowed on the rink during the game due to penalties is two players and a goalie.
- If a team cannot field the minimum number of players during any point in the game, that team shall forfeit.
- If a team is unable to field a team for a given contest, that team must notify the league within 48 hours.
 - Failing to do so will eliminate that team from playoffs. Two unannounced forfeits will eliminate that team for the remainder of the season without refund.
- No substitution players are allowed. After the teams first game, roster additions must be approved by the GTIHL's Board. No roster additions will be considered after the teams 3rd game or after the 2nd week of games. (Whatever's later)
- Players must participate and play in at least four games to be eligible for playoffs. (Emergency Exceptions Apply - written notification must be submitted to and approved by the GTIHL Board.)
 - The four game playoff eligibility rule does not apply to the Gold division
- Backup Goalies
 - The backup goalie will not take up a regular roster spot.
 - The backup goalie cannot skate out as a player during the season.
 - The backup goalie cannot play for another team in the same division.
 - The four game minimum requirements for the playoffs are waived for backup goalies on the roster.
- Substitute Goalies
 - Teams must fill out the appropriate substitute goalie form and pay the substitute goalie fee of \$10.
- Absolutely no substitutes may be used in any playoff game.

PROPER DIVISION PLACEMENT – NEW PLAYERS:

- If you are a new player to the GTIHL, you will be given a division placement based on your experience and age. We do understand that experience does not necessarily translate to skill, especially considering where one learned the game and a player's age. A player may not play down a division from the results of the skill calculator without the written approval of the Competition Committee. See either the Official Team Roster form or Proper Division Placement form for calculations.

PLAYER POWER RANKINGS – EXISTING PLAYERS:

- Every player that has participated in at least one season with the GTIHL is given a player power ranking. Each season that players power ranking may adjust up, down or stay steady depending on that players previous season played. Each team must follow the team registration restrictions:
 - Gold Division – No restrictions.
 - Silver Division – Silver, Bronze, or Novice ranked players only. No Goalie Restriction
 - Bronze Division – Bronze or Novice ranked players only. No Goalie Restriction
 - Novice Division – Novice ranked players only. No Goalie Restriction.
- *** *Playing down as a rank in a lower division has been removed as of 2019* *****

ILLEGAL PLAYERS:

- If the league's Board Members determine that an illegal player has participated in a league game: (1) the player(s) shall be immediately removed from the league. (2) The team using the ineligible player(s) will receive a 1-0 forfeit loss in each of the games played with the illegal player(s). (3) The team manager may be suspended upon the leagues discretion.
- If it is determined by the Competition Committee at any point during the regular season that a team (Silver division and below) as a whole are far above their competition, that team will be permitted to play their ten game guaranteed schedule, but will receive a 1-0 forfeit loss for those games and will not be permitted to advance to the playoffs.

RULES:

- All mandatory equipment must be worn correctly. Helmets must have chinstraps and must be snapped.
 - Failure to comply will result in a warning, then a delay of game penalty.
- This is a non-checking event. Body checking is not permitted at any level.
- All face-offs will be conducted at one of the nine face-off dots.
- The tag-up rule will be used for offsides.
- Slap shots are allowed at all levels.
- Fighting **WILL NOT** be tolerated. Any players involved in a fight as deemed by the game officials will receive an automatic game misconduct penalty and could result in expulsion from the league and future Greater Toledo Inline Hockey League events without refund. Fighting includes a 3 game suspension from that team the penalty was assessed.
- Major penalties including but not limited to spearing, butt ending, or head butting could result in expulsion from the league without refund.
- Four minor penalties to one player in any game results in an automatic game ejection (remainder of current game).
- Each team is allowed one time out per game. It will be a one-minute time out.
- 3rd Period only: if the goal differential is six or greater, run time shall be utilized.
- 3rd Period only: if the goal differential is ten, both team captains' must agree to continue to play. If either captain decides to not continue the game then the game shall end. At the discretion of the official, he may end the game.
- Stats and scores are kept for ALL divisions.

SUSPENSIONS & PROBATIONS:

- Any player assessed a suspension shall be placed on probation for a period of 12 months.
- A player serving a violent suspension shall not participate in any GTIHL league events including other divisions that the player maybe participating in until that suspension is served in full.
- A player assessed a second violent suspension shall be placed on probation for a period of 24 months.
- If a player on probation violates his probation, that player will be assessed one of the following:
 - Suspended for the remainder of the current season
 - Suspended for the remainder of the current season and the following season
 - Suspended for an entire calendar year
 - Suspended for an undefined amount of time

LEAGUE FORMAT:

- A minimum of four teams is required to run a division. Divisions may be merged if necessary.
- Gold, Silver, and Bronze will have two officials for games. Novice will only have one official for games.
- Ten league games will be played by each team within their division (games are on Fridays, Saturdays and Sundays)
- League standings from each division will determine which teams advance to the playoffs.
- Teams will be given a two-minute warm-up that will begin on the contests scheduled time.
 - If games are running late, there will be a 1 minute warm up after the end of the previous game.
- Each game will consist of three 12 minute stop time periods.
- If a league game ends in a tie, a 3 on 3, five-minute sudden death will be played.
- If tied after sudden death then the game will head into a 3-man shootout.
- **For Playoff Games Only:** If a playoff game ends in a tie, a ten-minute 4 on 4, sudden death overtime period will be played. If nobody scores in the first sudden death, then the sudden death playoff format will continue.
- **For Playoff Overtime Games Only:** One additional time-out will be given for the entire overtime session.

PLAYOFF FORMAT:

- The number of teams in each division will determine the number of teams that will participate in playoffs.
 - This number will be announced by the GTIHL Board once determined.
- Single game elimination, except for the championship game.
- The championship game will consist of a best of three series but may be changed at the Board's discretion.
- There are **no playoffs in Novice**.

POINT SYSTEM:

- The Greater Toledo Inline Hockey League will use a three point system.
 - Regulation Win – 3 Points
 - Regulation Loss – 0 Points
 - Overtime/Shootout Win – 2 Points
 - Overtime/Shootout Loss – 1 Point

TIE BREAKER:

- If a tie exists and needs to be broken the following will be used in descending order:
 - Head-To-Head Record
 - Regulation Wins
 - Overall Wins
 - Goal Differential
 - Penalty Minutes (Least)
 - Coin Toss

DRUG & ALCOHOL POLICY:

- There will be no drinking, smoking, chewing tobacco or use of illegal substance at any GTIHL function.
- Alcoholic beverages are strictly prohibited from the bench/rink area!
 - Any player caught drinking in the immediate vicinity of the rink or bench, before or during the game, will not be allowed to play. If a player is caught playing while intoxicated by the officials, said player will be removed from the game, and be assessed a game misconduct penalty.
 - No coach shall at any time be under the influence of alcohol or drugs while performing their coaching duties.

WEATHER CANCELLATION PROCEDURE:

- Team managers will be contacted about any weather cancellations.
- Weather cancellations will be posted on Facebook and Twitter for individual player's purposes.
- If a game cannot start 20 minutes prior to the scheduled start time, then that game will be cancelled. (E.g.- If it rained overnight and a game is scheduled at 10:05 A.M. then the surface must be playable by 9:45 A.M. or the game will be cancelled).
- If a weather delay occurs during a current game, then that game will be delayed for a maximum of 20 minutes.
 - If the game cannot continue after 20 minutes, that game shall be postponed to another date.
 - The scoreboard locks immediately upon the drop of the initial faceoff.
 - The team roster locks after the conclusion of one complete period.
 - A team may add a player that was not present by taking one minor penalty for each player added.
 - If agreed upon by both team managers, players that were not present may participate at no penalty cost.
 - The team may use their back-up goalie or a substitute goalie in a situation where their main goalie cannot play.
- Games that are cancelled due to inclement weather will be made up at the rinks next availability. Due to rink scheduling, make-up games have the possibility of being scheduled on a weeknight. Schedule requests will not be guaranteed.
- Regular season matchups may be altered as a result of rained out games.

HEAT INDEX PROCEDURE

- White Zone - Heat index of 65-80 degrees
 - No special measures will be taken.
- Yellow Zone - Heat index of 81-89 degrees
 - Players are encouraged to take extra steps to stay hydrated. No special measures will be taken.
- Orange Zone - Heat index of 90-95 degrees
 - The league will implement the following at games: water coolers will be available at each field complex for players/parents/fans; goalies will be allowed to take time outs when needed at no cost to cool down.
- Red Zone - Heat index of 96 to 104 degrees
 - The league will implement the following for games: all measures taken in the Orange Zone; the length of games will be modified: Games will be reduced by 6 minutes, 2 minute reduction for each period.
- Black Zone - Heat index above 104
 - The league will cancel all games until the heat index returns to 104 or below. When games are canceled due to an excessive heat index, all remaining games will be canceled until 5:45 P.M. If temperatures are still unsafe at 5:25 P.M., then the 5:45 P.M. game will be canceled as well and each game thereafter will be evaluated until the temperature drops below 104.

****THE GREATER TOLEDO INLINE HOCKEY LEAGUE BOARD MEMBERS RESERVE THE RIGHT TO MAKE ANY CHANGES REGARDING LEAGUE RULES, FORMAT, ETC. FOR THE OVERALL BENEFIT OF THE LEAGUE****