

## Monroe Woodbury Roller Hockey

# MWRHL League Rules

### Monroe Woodbury Rules (for recreation games)

- **Clock** – Running clock. The clock stops only at referee direction (usually for injury) and for penalties. In the last two minutes of a game the clock will stop on every whistle if the team score differential is two or less (e.g. stops for 4-6, runs for 4-7).
- **Game time** - If a team is not ready to play 10 minutes after start time it will be considered a forfeit. If neither team is ready, it will be considered a double forfeit and both teams will receive a loss in the standings.
- **Goalie** - During regular season games a team may borrow any goalie eligible to play in their division. During playoff games teams can not borrow goalies from other teams. Playoff games must be played with players on the team roster.
- **Goals off a skate** - Goals can not be scored by a deflection off a skate. If the puck crosses the goal line as a result of contact with a skate, the referee will conduct a face-off at the nearest face-off dot.
- **Fighting** - Fighting is defined as one or more punches with a closed fist that contact an opponent.
- **Helmets** – all helmets must be HECC certified. Referees will be instructed to examine goalie helmets in particular. No one will be permitted to play without a certified helmet.
- **Mouthpiece infraction** - First player from either team without a mouthpiece gets a warning and sent to bench. 2<sup>nd</sup> incident from either team gets a 2 minute penalty. 3<sup>rd</sup> and subsequent incidents get 10 minute misconduct penalties.
- **Offsides** - Adult and U17 divisions will play a modified offsides rule. The puck can not be passed from the defensive zone to a player in the attacking zone.
  - An attacking player must carry the puck across the center line, or
  - If it is passed across the center line it can only be played by an attacking player whose feet were on or behind the line at the time he received the pass.
  - If the offside player deliberately crowds the defensive player, the whistle will be blown and face off taken outside the zone. The defense must be given room to play the puck.

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- **Overtime** – If the event of a tie during regular season YOUTH games there will be a single 5 minute sudden-death overtime with running clock. If the game is still tied at the end of 5 minutes it will be recorded as a tie. For playoff games teams will play additional sudden death periods until a winner is determined. Adults will conduct a shootout, rotating players until one team has gained an advantage.
- **Rain out** – Any game rained out in the first period will be replayed from the beginning. Any regular season game rained out in the second period will count, with the score at time of game stoppage being the final score. If a playoff game is suspended because of weather, it will be resumed at a later date.
- **Slashing** - Slashing should be called when a player swings a stick at an opponent, even if there is no contact. Attempting to intimidate an opponent is considered slashing.
- **Spectator behavior** – unruly or disruptive spectators will be asked to leave the facility. Repeated incidents may result in suspension of players associated with the unruly spectator.
- **Timeouts** - One 2 minute timeout per period. Can not be carried over from 1<sup>st</sup> period to next period.
- **Exceptions to rules** – there are circumstances when some rules can be relaxed or adjusted if agreed to by both teams and a league representative (Board member, Division Coordinator, or senior referee). Such exceptions must be discussed before the game (or period) with all three parties and all must agree.

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# Zero Tolerance Policy

### Players

A minor penalty for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a player:

1. Openly disputes or argues any decision of an official.
2. Use obscene or vulgar language at any time, even if it is not directed at any particular person.
3. Visually demonstrates any sign of dissatisfaction with an official's decision.

Any time that player persists in any of the above actions, the player shall be assessed a misconduct penalty (10 minutes). A Game Misconduct (with associated suspension) shall result if the actions continue.

### Coaches

A bench minor for unsportsmanlike conduct (zero tolerance) shall be assessed whenever a coach:

1. Openly argues or disputes any decision by an official.
2. Uses obscene or vulgar language to anyone at anytime.
3. Visually displays any sign of dissatisfaction with an official's decision, including standing on the boards, standing in the bench doorway in an attempt to incite players, spectators, or officials.

Anytime that coach persists in the above behavior a Game Misconduct will be assessed (with associated suspension).

### Officials

Officials are required to conduct themselves in a businesslike, sportsmanlike, impartial, and constructive manner at all times. Actions such as "baiting" or inciting are strictly prohibited. Such actions will make the referee subject to disciplinary action.

If there are any issues of abuse, please report it to Pat Brown or Matt Kennedy.

Matt Kennedy, League President    845-774-8464  
Pat Brown, Referee-in-Chief        845-928-1512

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### Referee Pre-Game Checklist

- Check nets for holes, particularly around bottom. There are ties in the shed to fix any tears.
- Check rink for wet spots, excessive dirt/dust, debris. Clean up any problems before starting the game.
- If the rink is wet you must decide whether to play or not. If you are unsure, have one player from each team sprint from center line to blue line and stop. If they can't stop properly, then cancel the game.
- Inspect players for equipment, particularly mouthpieces and elbow pads. Goalie must have a mouthpiece.
- Check goalie helmets to make sure they are HECC certified. Street hockey helmets will break if struck hard.
- Ask coaches to get a volunteer to run the clock. Do not start the game until there is a timekeeper.

#### Before opening face off

- Check nets for pucks left over from warm-ups
- Close door
- Remind the coaches and players that missing equipment (mouthpieces) will be penalized.
- Check clock has been reset