



Edmonton Inline Hockey Association Operating Directives

1.0 Mandate of Edmonton In-Line Hockey Association

- 1.1 Edmonton Inline Hockey Association's mandate is to foster and encourage the sport of in-line hockey for the enjoyment of the player(s) and to teach good sportsmanship to the player(s). The player's welfare must be held paramount.
- 1.2 Edmonton In-line Hockey Association (EIHA) is formed of dedicated, elected and appointed members, who while open to suggestion, will not tolerate any exceptions to the rules. Any rule violation will result in disciplinary action.

2.0 Administrative Items

- 2.1 The Operating Directives or rules must be determined and in place prior to the start of play each year. It is a must that every coach receives this Directive and reviews it with their team.
- 2.2 Insurance fees for the players and officials are due to AMRHA (Alberta Minor/Major Roller Hockey Association) by the third Wednesday in May.
- 2.3 Any suggestion for rule changes or amendments should be in writing to the Secretary of the Edmonton In-line Hockey Association.

3.0 Rules of Registration for EIHA Hockey Programs

- 3.1 The executive of EIHA will appoint a registrar who will chair the registration standing committee and report directly to the board of directors for the EIHA.
- 3.2 The registrar can appoint members to the registration standing committee to assist in handling the day to day activities concerning registrations and other duties that the board of directors, these directives, by-laws or rules may confer upon the registrar.
- 3.3 Edmonton Inline reserves the right to refuse registration of any team or individual.

4.0 Registration of Teams

- 4.1 Teams may enter with as few as six (6) players, except as approved by the Board, to a maximum of fourteen (14) players.
- 4.2 All EIHA teams must enter a minimum of eleven (11) and no more than fourteen (14) players. Any team registering less than 11 players will have their costs prorated to the number of players on that team (applicable to EIHA teams only).

- 4.3 The end of the first tiering round will be the last date to register players or teams in the current in-line hockey season.
- 4.4 The coach and the manager shall be responsible for ensuring all players on their team satisfies the registration rules to play for that team. Disciplinary action will be taken against team officials and/ or ineligible players for not properly ensuring that all players on their team satisfy the registration rules.
- 4.5 All teams within the jurisdiction of the EIHA must register in accordance with procedures, rules and regulations as established by the registration standing committee.

5.0 Residential Requirements and General Registration Rules

- 5.1 There are no boundary restrictions for clubs, districts or associations within EIHA.
- 5.2 All players must play within the Division in which they are eligible unless the registration committee otherwise approves; the decision of which is the registration committee's sole discretion.
- 5.3 To be registered a player must provide the following documents to the registrar:
 - a) Proof of age, in the form of a birth certificate, baptismal certificate or valid passport if this is the first year the player has played in the EIHA.
 - b) Alberta Health card or proof of other acceptable medical coverage.
- 5.4 No player shall participate in any game or practice before that player is registered with the EIHA.
- 5.5 After the first tiering round is complete no more players may be added to team rosters.
- 5.6 For EIHA teams only: After the fourth (4th) league game, teams may only add players to their roster; they may not delete players.

6.0 Rules and Regulations

- 6.1 EIHA shall be entitled to adopt such rules and regulations not in conflict with the EIHA Operating Directive's rules and regulations as it may from time to time determine.
- 6.2 League games and playoff games must be played as scheduled. No exceptions will be allowed. In the case of an emergency, the League Executive will deal with situations that arise.
- 6.3 Teams that do not have enough players to field a team (less than 6 players) or that **default** a game during league play or playoffs will be subject to a fine of \$100.00. This fine will be given to the opponent of the offending team.
- 6.4 Fines imposed by the playing facility for damage or disregard of rules must be paid directly to the facility.
- 6.5 Any team or individual whose conduct is found to be detrimental to the league, may be suspended indefinitely.

- 6.6 All teams playing in 17 Under, Junior or Adult age divisions will pay a \$300.00 Performance Bond at the beginning of the season. If the team incurs no fines, then the money will be returned to the team at the end of the season.
- 6.7 Age Divisions of Adult, Junior and 17 Under Teams may also have fines and suspensions imposed for the following:
- i) **First fight** will result in a \$150.00 fine and a two game suspension.
 - ii) **Second fight** will be suspension from the league for the remainder of the season. A \$300.00 performance bond will be required before the player can play again.
 - iii) **Abuse of an Official** will be penalized by \$150.00 fine and a minimum two game suspension.
 - iv) **Match on an Official** can be a lifetime ban when reviewed by league. If the player is allowed to register in the future the player must post a \$300.00 performance bond before he plays.
 - v) **Match on another** Player will receive \$100.00 fine and a two game suspension.
- 6.8 Players who are 19 years of age on January 1st of the playing year may wear a half visor to play. All younger players **MUST** wear a full cage.
- 6.9 Photo I.D. may be requested for identity purposes. Failure to produce the requested identification may result in suspension from the game.

7.0 Districts within EIHA

7.1 Definitions

- a) Club or District: An in-line association, which may have registered its players in one or more divisions, or categories, which may operate one or more teams. All teams in a club or district must have common signing officers for purposes of registration.
- b) Divisions: Classes of in-line hockey (i.e. 8 and under, 10 and under etc) differentiated by age as set out in these Directives.
- c) Category or Tier: A Division can be broken down into different levels of competition (i.e., Red, White, Blue, etc.).
- d) Team: A playing group made up of players who are qualified in one division and category pursuant to rules of the EIHA.
- e) Coach: An adult (21 years of age or older) responsible for the behavior and conduct of the team.

8.0 Divisions

- a) U8 - open to any player 8 years of age or under as of Jan. 01, 2017.
- b) U10 -open to any player 10 years of age or under as of Jan. 01, 2017.

- c) U12 -open to any player 12 years of age or under as of Jan. 01, 2017.
- d) U14 -open to any player 14 years of age or under as of Jan. 01, 2017.
- e) U17 -open to any player 17 years of age or under as of Jan. 01, 2017.
- f) Junior -open to any player 21 years of age or under as of Jan. 01, 2017.
- g) Adult - open to any player 21 years or over as of Jan. 01, 2017.

Female players are allowed to play an extra year in any age division.

9.0 Categories

- 9.1 The purpose of the EIHA tiering committee is to create parity throughout the Categories. This ensures positive and productive participation and fair and equitable treatment of all participants through tiering of teams within Divisions. The objective of tiering is to allow the participants to play at a competitive level. Therefore, the tiering committee places its emphasis on teams, not players.
- 9.2 The executive of the EIHA will appoint a chairperson who will chair the tiering committee and will report directly to the board of directors of the EIHA.
- 9.3 The chairperson can appoint members to the tiering committee as he/ she feels to handle the day to day activities concerning tiering.
- 9.4 Teams can be tiered up or down to other age categories in order to provide a competitive level for that team to play in.

10.0 Affiliations

- 10.1 Affiliations will be handled on the following basis:
 - a) Coaches may only affiliate as many players as they have registered on their team.
 - b) Affiliated players must come from a team playing in a younger age category.
 - c) Affiliated players may play only when there is an opening on the team roster (e.g. player not playing due to illness).
 - d) Goalie affiliation does not count against your roster.
- 10.2 Affiliations for Playoffs: No players may be affiliated without the approval of the Category Director.
- 10.3 Adult / Junior Affiliations for Playoffs: Players on adult team rosters must have played 8 games or more to be eligible for their team's playoffs. If any players on the roster did not play the 8 games minimum, the team will need special permission from the appropriate director (adult or junior) for them to be eligible to play. Eligibility can be based on 1 game or the whole playoff tournament.

11.0 Playoff Rules and Format

- 11.1 Team standings for playoffs are based on the final round of tiering. Teams will be ranked from first to last in their Category according to the number of points earned (i.e. 2 points for win, 1 point for tie, 0 points for loss). The tie breaking formula is as follows:
- a) the team with the best record between the two teams;
 - b) the team with more wins;
 - c) the team with least loses;
 - d) the team with the best goals for minus goals against;
 - e) the team with least penalty minutes;
 - f) coin toss.
- 11.2 All teams in all Categories will enter EIHA Playoffs. Playoff format will be either a:
- a) 4 game guarantee ladder tournament, or
 - b) a double knockout (i.e. if a team loses twice it is out of the playoffs).
 - c) best of 3 series
- 11.3 There will be no ties in playoffs.
- 11.4 If teams are tied at the end of regulation play, sudden death overtime will be played.

12.0 Instructions for Sudden Death Overtime in Playoffs

- 12.1 The clock will be set for one minute. Overtime shall be stop time. Play will begin with five (5) players one of which may be a goal tender.
- 12.2 At the end of each one (1) minute, the horn will sound and both teams will remove one (1) player from the playing surface. It is the decision of the coaching staff if the dropped player is a skater or a goalie.
- 12.3 This procedure will continue until each team has been reduced to two (2) players. The clock will be set at 5 minutes, play will continue with two (2) players per team until a goal is scored.
- 12.4 For junior and adult games only - If teams are tied at the end of regulation time, the clock will be set for 10 minutes and teams will continue play until a goal is scored.

13.0 Penalties in Overtime

- 13.1 Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period and will be completed in overtime unless the game is ended.
- 13.2 If a penalty should occur with three (3) players or less including goalies left on the surface per team, a penalty shot shall be awarded in lieu of penalty time. If a goal is not scored, play will continue. Teams may remove goaltenders at any time. Teams may change on the fly at any time.

14.0 Protests and Appeals

14.1 All protests (dealing with game procedure) and appeals (dealing with discipline decision and suspension) to the EIHA shall be resolved by the EIHA.

14.2 Protests

- a) All protests must be submitted in writing to the *Category* Director within twenty-four (24) hours following the game and must be accompanied by \$150.00 cash, money order or certified cheque, which shall be refunded if the protest is upheld. Otherwise, the monies shall revert to the general fund.
- b) A referee's decision cannot be protested, unless an improper interpretation of the playing rules was made.
- c) All protests must contain a clear and concise summary of the protest or appeal with particular reference to the rules and/ or regulations, which have violated.
- d) All protests must be in writing and signed by the team official who signed the game sheet.
- e) The decision of the Director shall be final and binding.

14.3 Appeals

- a) An appeal must be submitted in writing to the Vice-President within twenty-four (24) hours of the game(s), incident or decision in question, and must be accompanied by \$250.00 cash, money order or certified cheque, which shall be refunded if the protest is upheld. Otherwise, the monies shall revert to the general fund.
- b) An appeal must contain a clear and concise summary of the grounds for the appeal with particular reference(s) to the rule(s) or regulation(s) that have been violated. The Vice-President hears and acts on appeals for the following:
 - i. On all EIHA discipline matters referred to him (her) by League Directors, Interlocking League Directors or their Category Directors.
 - ii. From the decision from any district where a right of appeal of such decision exists.
- c) A legal guardian or other adult agent appointed by the legal guardian must make the appeal of a minor person.

14.4 Appeal Hearings

- a) Hearings shall be held as soon as possible within 3 days of receiving the appeal.
- b) The Vice-President, shall form an Appeals Committee, and:
 - i. relative to each appeal, shall restrict the persons attending the hearing or providing input to the parties involved, their parents or guardians, the coaches involved or any persons representing any party or coach involved, or such other persons as the Vice-President may determine and,

- ii. Shall render the decision, in writing, indicating the violation of rule(s) and the penalty being imposed, within forty-eight (48) hours following the hearing of the appeal and forward copies of its decision to all parties, and to the EIHA Secretary.
- c) The decision by the Appeals Committee shall be final and binding.