



BHi Inline Rules & Regulations



GOVERNING BODIES

All policies, procedures and rules herein are those of Ball Hockey International Inc., and will be administered at all BHI locations and sanctioned events, unless otherwise specified. The International Ice Hockey Federation (IIHF) Inline Rules (2012) shall be followed exactly, with the exception of BHi specific applications. Any additions, clarifications, or deletions from the IIHF Inline Official Playing Rules (2012), shall be noted herein. Copies of the IIHF Inline Official Playing Rules (2012), will be available for use at all BHI locations. In the event of a dispute, BHI Management will have the final say on any policy, procedure or rule interpretations.

The BHi Playing Rules have been designed to include both administrative and conduct rules.



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SECTION ONE – GENERAL ADMINISTRATIVE GUIDELINES

PLAYER REGISTRATION – YOUTH DIVISIONS

1. Youth registration fees are due in full prior to the start of each season. Team entries will not be accepted for Youth Divisions (ages 4-6, 7-9, 10-12, and 13-15), except the Teen (14-18) division, where players can register individually or with a team. All players will be assigned to teams after final registration numbers have been determined. If deemed necessary by BHI management, the age groupings may be altered to assure all registrants of participation. Siblings will be given priority to be on the same team (where age groupings allow), but no other guarantee of placement will be given to participants requesting to play on a team with a specific individual or group of players.
2. Youth teams shall consist of 12 players, on average, for the spring and fall seasons, and 13 participants for the summer.
3. Goaltenders will be assigned to teams in the order that they came in to register. In the case of a surplus of goalies in any one division, the extra goaltenders may be asked to move up a division, or share the goaltending duties with another goalie on their assigned team.

PLAYER REGISTRATION – ADULT DIVISIONS

1. Adults may register individually, or enter teams.
2. Adult registration fees are to be paid in full prior to the season start.
3. In the event that a team has a sponsor, any monies paid will be divided equally among registered players only. If the sponsorship comes in after the season has started, the amount paid will be applied to any outstanding player fees FIRST, and then the balance will be credited to all team



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members equally. The credits on account may be used for future purchasing of player registrations or merchandise. There will be no cash back or refunds for sponsorship fees.

4. The team will be held responsible (as a group) for any outstanding fees, should their team have less than eleven players paid in full. No team (if less than 11 players paid in full), or individual may participate in the playoffs if they have an outstanding balance.

PLAYER REGISTRATION – ALL DIVISIONS

1. Take advantage of our multiple registration program ... pay in full and receive the following savings for same-household participants: Regular Price for One Registration; save \$5 OFF the 2nd Registration, and save \$10 OFF the 3rd Registration. Offer cannot be combined with any other savings programs, and applies to purchasing multiple player registrations for the same season, or multiple seasons.
2. Once a player has registered for or has been assigned to a team (Adult or Youth), there will be no refund of registration fees whatsoever. In the event of an injury or personal issue which will prevent the player from participating, a credit or fee reduction may be applied for future use at the same BHI location, upon their return. It is the player's responsibility to notify the office of an injury or personal issue within one week of the occurrence.
3. Payments will be accepted by any of the following methods: Cash, Interac, MasterCard, or Visa. Personal cheques will not be accepted for player registration fees. However, business cheques will be accepted from adult team sponsors only.

DIVISIONS

1. Participants may be male or female, from ages 4 and up.
2. The following divisions will be offered at all BHI locations:



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- Men's A, B, C, D, E, 30+, and Over 35 (Ladies may participate if so requested by a team in any division)

- Women's A, B & C (female participants only 16 and up) pending the skill level of players aged 17 and under

- Co-ed (female and male participants ages 16 and up).- Youth (age groups 4-6, 7-9, 10-12, and 13-15) (female and male participants).

- Teen (ages 14 to 18) (female and male participants)

Age exceptions in any division are at the discretion of the office

3. All divisions will be determined for adults by placing teams at the highest caliber that BHI Management feels they can compete at (i.e. the top 4-8 teams will play in "A" division and the next 6-8 in "B" division). Teams will only play within their own division for the season that they are registered. Each team roster will be evaluated prior to the team being placed in a specific division, and they will be required to play at the level assigned.
4. Participants may play in multiple divisions; so long as they meet the criteria for each (i.e. must be more than 30 years of age to play in the Over 30 division). Players may participate on two teams in the same division as long as the team has the required 11 registered players. If a conflict occurs in the regular season, the player must stay on the team with less players in that specific game (excluding goaltenders). Players must declare the team they will be playing with at the start of playoffs and remain solely on that roster if they play on multiple teams in the same division. BHI management is not responsible for scheduling conflicts that occur for adult players participating at multiple rinks or on multiple teams. The more teams that a person plays on, the greater the chance that a conflict will occur at some point. No concessions will be made by BHI for any such conflicts.



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5. All tiered divisions for adults will be restricted to a maximum of 5 players from higher divisions (i.e. a "C" division team may have any combination of current season "A" or "B" division players, to a maximum of 5 on their roster). Player restrictions are for the current season ONLY, and no evaluation of individual players will be used to determine their skill level.

TEAM REPRESENTATIVES

1. It is the sole responsibility of the Team Representatives to communicate all information to their team members. This information will include, but not be limited to, all rules, scheduling changes, disciplinary action (i.e. suspensions) or any directives issued by the BHI Management. Each Team Representative should always inquire about suspensions after any game that one or more of their players has been ejected from.

Any comments, concerns, game protests or complaints from the team Rep or participants must be submitted IN WRITING.
2. Team Representatives will be required to attend meetings on behalf of their team(s), as requested by BHI. It is critical to select a team rep that will participate fully on the team's behalf. There will be a scheduled team rep meeting 2-3 weeks prior to the start of every season for ALL team reps. A representative should attend, even if the team is not planning to participate in the coming season. An active team rep ensures accurate communication with the BHI office, reducing misunderstandings or misinterpretations during the season.
3. Any information communicated to the teams will be written and given to the Team Representative and/or posted on the bulletin board in the office area. The team rep should come in to the office prior to every game, and check the message and bulletin boards for information.



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4. All Team Representatives are required to review the roster on the BHi website prior to their team's scheduled game times to ensure the accuracy of players numbers/names. BHi will not change statistical information due to an inaccuracy of a team's roster prior to season start.
5. The Team Representatives will be solely responsible for inquiring about and informing each of their team members of the date and time of all league, tournament and especially playoff games. All games are posted to our web site as far in advance as possible. Team reps who do not have Internet access may request printed schedules from the office.

COACHES

1. It is the responsibility of each coach to ensure that all players on their team have schedules, and are notified if absent, and of any scheduling changes.
2. Fair play, equal playing time and sportsmanship are expected from every coach and their team. All coaches will be issued with a copy of the BHI Coaches Guidelines, which they must sign for and read thoroughly.
3. The coach is required to ensure the accuracy of the game sheet prior to their team's scheduled game time. The failure to do so may result in statistical tracking inaccuracies. BHi will not alter website statistics due to a coach not complying with this rule.
4. In the event that a player has a problem (i.e. sizing) with their player shirt, the office must be notified immediately by the coach. A new shirt will be provided as soon as one can be acquired.
5. Any coach who regularly disputes the calls made by game officials, or speaks inappropriately to their team, opponents or any league official, will be replaced. All coaches are expected to set and maintain a high standard of sportsmanship and fair play for the children they have volunteered to coach. Coaches are required to have a police check completed prior to the season. Police checks will be paid for by BHi



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INTOXICATION

1. Any player, league official, coach or team official seen with an alcoholic beverage or illegal stimulant on or in the vicinity of the property where the football field and parking areas are provided, will be asked to leave the property IMMEDIATELY, and shall be suspended from their next scheduled game. If the offending individual(s) are not specifically identified (but their team is), their team rep will be suspended from their next league game. Any team that repeats the offense will be suspended from their next two league games. Any further offenses will result in a one-year ban for the offending individual(s) or team. Thank you for your full cooperation.
2. Any intoxicated individual arriving to participate in a game will be asked to leave the property IMMEDIATELY, and shall be suspended from their next scheduled game.
3. Any participant that is deemed intoxicated shall be immediately ejected from the game in question, and suspended from their next scheduled game. The team rep will be required to assist in removing the intoxicated player(s) from the playing area. Failure to comply will result in an Unsportsmanlike penalty being assessed to the team in question, followed by supplementary discipline by league officials. If there is any further dispute, the Police will be called to escort the offender(s) from the property.
4. To ensure the safety of every participant, all players and officials are required to compete or participate in a sober condition ONLY (that means no stimulant or alcohol consumption prior to or during games)! Your full co-operation is expected and appreciated.

FACILITY DAMAGE

1. In the event that deliberate facility damage can be attributed to any participant or team official at a BHI location, the cost of the damage will be assessed and charged to the person or persons responsible.



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2. Deliberate facility damage will carry an automatic Misconduct penalty for game participants. In the event that a participant intentionally damages the playing surface, that person will be charged \$15.00, plus taxes per tile.
3. The individual or individuals responsible may be suspended from all BHI activities, until full restitution is made.
4. If necessary, Legal action against the offending individual (or individuals) will be taken.

PROTEST

1. Player ineligibility is the only grounds for protest. The protest must be submitted in writing within one hour of completion of the game in question. Some examples of an ineligible player are as follows: not registered; suspended; wrong age (i.e. under 30 in the Men's 30+ divisions). All participants are required to provide picture identification, if requested by BHI management, in order to settle any eligibility dispute.
2. The team rep **MUST** advise the game officials of their intent to protest as soon as they have made their decision. The referees will then instruct the player(s) in question to produce picture identification immediately following the game under protest. In cases where picture identification is unavailable, BHI Management reserves the right to ask the alleged illegal participant to answer personal questions based upon the customer account information at that location.
3. A fee of \$25.00 must accompany the protest, which will be refunded if the protest is ruled valid.
4. Any team that uses an ineligible player shall have their team rep suspended for a minimum of one game.



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SECTION TWO – TEAMS & LEAGUE PLAY

APPOINTMENT OF OFFICIALS

1. Ball Hockey International Inc. shall appoint officials for all games during sanctioned league or tournament events. Participants may not request specific officials to either officiate or not officiate their team's games. All officials are expected to be non-biased and call each game fairly.

TEAM STANDINGS

In league play, the team standings will be determined on the following point system:

- 2 points for each win
- 1 point for each tied game
- 0 points for a loss

In the event that 2 or more teams are tied in the standings at the completion of the regular season schedule, the higher position in the standings will be determined as per the BHI web site at www.ballhockeyinternational.com, with the following criteria sequence:

- The team with the most wins
- The team with the most "goals for"
- The team with the least "goals against"
- The goal differential between the tied teams, if the season series was tied
- Coin toss

TEAM ROSTERS

1. Team's rosters shall consist of a minimum of 9 paid players for adult league play, to a maximum of 14
2. All adult team representatives are required to advise the office of their anticipated roster, prior to being placed on the schedule. Rosters should be submitted as soon as possible (or as required) for all league activities and tournaments. Registration fees or deposits are required prior to each season or tournament event.



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3. Each participant must register in the office, prior to participating in any league or tournament activity, or their team will automatically forfeit that game, and any subsequent games that they play in. All teams must have the minimum number of registered players (9) on their roster; no later than the team's 5th game.
4. Participants must have played in at least 3 league games on their team in any their specific division in order to participate in the playoffs (exceptions are at the discretion of BHi).

GAME SHEETS

1. BHI shall provide official online rosters for each and every game. Team reps shall ensure that rosters are accurately completed, with each player's first and last name (no initials) and correct jersey number, prior to the scheduled start time of their game. A team failing to ensure that the game roster is correct prior to the scheduled start time of its game shall be assessed a Bench Minor penalty for Delay of Game. In the event that the game sheet is incorrect, the team rep (or designate) will convey the proper information to the timekeeper from the penalty box to ensure no further delay will occur, and the game will commence **immediately**. No change or addition will be permitted to the roster or line-up after commencement of the game, except as follows:
 - (a) If a player arrives after a game has started, and they are registered to play, the player shall be allowed to participate regardless of the time remaining in the game.
 - (b) If a player's name is omitted from the roster but that player was on the floor or on the player's bench prior to the start of the game, the referee shall allow that player's name to be added to the roster.
2. Individual and team statistics will be compiled throughout the season, based upon the data on the game sheets. It is the responsibility of the game officials and team representatives to ensure that the game statistics have been accurately recorded on the game sheet. There will be no protest or



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appeal of inaccurate recording of game statistics, once all three of the game officials have signed it off. Spare goaltenders shall be identified with an “(AP)” after their name, and must be approved by BHI office staff prior to participating.

3. Game officials shall note any incident, or injury on the back of the game sheet. Each game official should sign off that the information (statement of facts) is correct, or provide their own version of events. “Please see reverse for referee’s report,” must be circled on the front of the game sheet, and office staff must be advised that there is a report to review.

TEAM UNIFORMS & STARTING OF GAMES

1. Each and every player on a team (**including the goaltender**) shall have the same base colour jersey. All teams should make every effort to have all of their players in matching uniforms for each game. Teams failing to comply with this section of the rule shall be assessed a Bench Minor penalty for illegal equipment either at the start of the game or when the infraction occurs (including playoff games). Each player shall have a number on the back of their jersey, and will not be allowed to participate without one. The number must correspond to the number listed on the game sheet, and may not be more than two (2) digits (numbers 1-99 only) or have any letters or characters in it.
2. Youth teams will be provided with matching t-shirts for each player on their team, for each season. The t-shirts remain the property of BHI until the season is concluded, after which, each player may keep their t-shirt. Parents and players are reminded to ensure that the shirts are kept neat and clean for the duration of the season, and they are not to be altered in any way. Any t-shirt lost during the season must be replaced immediately (ordered from the BHI supplier), at the cost of the offending player.



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3. All teams shall have a minimum of 6 players (and not necessarily including a goaltender) to begin play. Teams unable to field the minimum requirement of players (6) to start play shall be assessed a Bench Minor penalty for Delay of Game, if they get their 6th, 7th etc. player before the game is forfeited. The procedure when a team has less than 6 eligible players shall be as follows:
 - (a) The first period shall begin counting down on the scoreboard, and in the event that a team is unable to start play after 10 minutes (the first period) have elapsed, the offending team shall forfeit that game. If any players from the offending team arrive **prior** to the expiration of the first period, the game shall not be considered forfeit under any circumstances.
 - (b) In the event that the offending team is able to start play within the first five minutes run off the clock, the time shall be re-set to 10 minutes, and the full game shall be played.
 - (c) If the offending team is able to start play after the time has gone past the first 5 minutes, the game shall start at whatever time is remaining on the clock from the first period. The clock will be stopped prior to starting play, only after the offending team has their 6th player on the playing surface and ready to play.
 - (d) Forfeit games will not be officiated by BHI staff. However, the rink will be available for use by the participants in attendance for the scheduled time slot.
 - (e) The team that forfeits has the option to pay for a rescheduled time slot within 48hrs.
4. Each team shall have only one goaltender on the playing surface during the game. The goaltender may be removed and another player substituted. The substituted player shall not have any of the privileges of the goaltender. A player cannot be designated as a goalie without a proper facemask (head protection) and goal stick, as minimum requirements.



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5. Any team that has (6) or less registered players at their game, may pick up an approved goalie (from any division) if a team has a goalie and four (3) runners to prevent a forfeit from occurring they may pick up to 2 BHI players (skaters) if the following criteria are met:
 - (a) Teams must have at least nine (9) registered players on the roster
 - (b) Goalie from BHI any division
 - (c) Player must be from same division or lower, players that play in more than one division will be ranked at the highest division they play this season
 - (d) All goalies or skaters must be approved by BHI management

6. Teams may use a goalie spare a maximum of once per playoff round in emergencies only. The goalie must be from the same division, one above or below to be eligible, and MUST be approved by BHI Management prior to participating. For example: Men's A can draw from A, B or B2; Men's B can draw from A, B or B2; Men's B2 can draw from B, B2 or C; Men's C can draw from B2, C or C2; Men's C2 can draw from C, C2 or D; Men's D can draw from C2, D or D2; Men's D2 can draw from D, D2 or Coed; Ladies may use any other registered female goaltender; Coed can draw from any division; Men's 30+ and Over 30 can draw from any division, provided the goalie meets the age criteria.

7. All teams must have a designated goaltender to start in goal prior to the second period of play, or they forfeit that game. Once a player has been designated as the goaltender, he/she is ineligible to play any other position for that game. If additional players (including the team's goalie) arrive late for their game where the use of a spare goalie has been allowed, the spare goalie must leave the game at that time.



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8. All players must remain with the team with whom they are registered or assigned to for the duration of the season.

INJURED PLAYERS

1. When a player is injured so that he or she cannot continue play or make their way to the bench, play shall be stopped **immediately**.

GAME TIMES

1. All games will consist of three periods, 10 minutes of "stopped-time" each.
2. MERCY RULE ... if a team is ahead by ten goals at any point in the game, the balance of the game will be played in straight time and the clock will not revert to stopped-time (except in the Youth divisions). The scoreboard will not reflect a score with more than a five-goal differential at any time, in any division.
3. If a team requires a change in scheduling of a regular season game, the request must be made a **full 7 days in advance**. BHI management will contact the affected team to identify a suitable rescheduling date/time; however, no guarantees to fulfill the request will be made. Teams are restricted to one game change request per season (regular season games only), so that the schedule can remain largely intact from its original state. No team will be impacted by more than one rescheduled game per season, unless supported by the affected team or deemed necessary by BHI management. **THERE WILL BE NO RESCHEDULING OF PLAYOFF OR TOURNAMENT GAMES** (unless extreme circumstances, such as hazardous weather conditions, dictate otherwise).
4. A minimum of 48 hours notice of any rescheduled game shall be given by BHI management to the affected team rep., whenever possible. However, in some cases circumstances beyond the



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control of BHI may require teams to play any game on 24 hours notice (i.e. late in the season, severe weather conditions).

5. Overtime in playoff ELIMINATION games will be one five minute sudden victory period, followed by a three player shoot-out (players will shoot in the order listed on the game sheet).
The lone exception will be in games two and three of the finals, where the game will be played to its conclusion (10-minute periods). A player cannot participate in a shootout if he or she is ejected from the game or serving a penalty. In the Co-ed division, there will be four shooters (in girl/guy/girl/guy order).

CO-ED DIVISION

It should be noted that the premise for the Co-ed division is for men and women to play inline hockey in a social and sportsmanlike environment. As such, BHI recommends that the games be played with the following criteria in mind: it's a social activity first; a recreational activity second; and a competitive environment third.

1. A minimum of two female participants must be on the playing surface at all times - excluding the goaltender. For scoring purposes, all goaltenders shall be treated as male participants.
2. **No intentional sliding** is permitted, whatsoever. (2-minute Minor penalty)
3. Home team decides which gender takes the face off.
4. Each team is only allowed to score 3 goals by men. Any goals scored after this point by men, will result in a face off in their defensive zone.
5. Zero body contact is permitted
6. Girls are permitted to use any type of shot, including the "slap shot".
7. Male participants may not take any form of "slap shot". All legal shots made by male players shall consist of a sweeping motion with the puck touching the blade until the release of the shot



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(i.e. wrist shots). For a “snap shot” the stick blade may not leave the floor on the back swing but a player may curl their stick blade. If the referee deems the shot to be illegal, play will be stopped, and the offending team shall have the resulting face-off in their defensive zone. A Minor penalty shall be assessed for Unsportsmanlike Conduct if the illegal shot is being used to intimidate the opponent or to cause an unnecessary stoppage of play.

8. In the event of a playoff shootout, the order will be girl, guy, girl, guy (players selected by team). A player cannot participate in a shootout if he or she is ejected from the game or serving a penalty. Men may shoot even if the team has reached its 3 goal max.
9. In the event of a disallowed goal, the face-off will take place in the offending team’s defensive zone.
10. If a team has only two female participants and one is assessed a Minor penalty, a guy from the floor must serve the penalty. If a team with only two girls has one of them assessed a Major penalty, the game will be stopped and play suspended as the team will no longer have the minimum requirement of two female participants. The team will then forfeit due to lack of eligible players.

MEN’S 30+ and 35+ DIVISIONS

1. Age requirements - All participants in the Men’s 30+ divisions must be 30 years of age (or turning) the same calendar year in which the season starts. All participants in the Men’s Over 35 division must be 35 years of age (or turning) the same calendar year in which the season starts. Absolutely **NO EXCEPTIONS** will be made to this rule. All participants for both divisions will be required to show picture identification if any player or team protests their eligibility.
2. **No intentional sliding** is permitted, whatsoever in ANY division. (2-minute Minor penalty)



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SECTION THREE - EQUIPMENT

Sticks

1. The sticks shall be made of wood, carbon composite, graphite or aluminum materials approved by the BHi and must not have any projections extending from the stick.
2. Adhesive tape of any color may be wrapped around the stick at any place OTHER than the bottom of the blade.
3. The blade of the stick shall not be less than 5cm nor more than 7.5cm in width at any point.
4. Any curve is allowed.
5. The blade of the Goaltender's stick shall not exceed 9cm width at any point except at the heel where it shall not exceed 11.5cm. The length of the blade shall not exceed 39cm in length from the heel to the end of the blade.
6. The widened portion of the Goaltender's stick extending up the shaft from the blade shall not exceed more than 71cm from the heel and shall not exceed 9cm in width.
7. A minor penalty shall be assessed to any player or Goaltender who uses a stick not conforming to the provisions of this rule. If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be allowed.
8. Sticks with pointed, chipped or squared off corners on the blade are prohibited.

Inline Skates

1. All players and Referees must wear inline skates of a design approved by BHi. Players and Referees are permitted to wear skates with up to 5-wheels, provided they are designed for inline hockey.
2. The use of speed skates, quad skates, or any skate not designed for inline hockey is prohibited.



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Goaltender's Equipment

1. With the exception of skates and sticks, all the equipment worn by the goaltender must be constructed solely for protecting the head or body and he must not wear any garments or use any contrivance, which would give him undue assistance in tending goal.
2. Protective masks of a design approved by BHi must be worn by goaltenders. These masks must have full face and back of head protection. Neck guards are strongly recommended, and must be affixed to the helmet or mask.
3. Goaltenders will be ordered off the playing surface if their equipment is in disrepair (i.e. unsafe or stuffing falling out of pads). They may return once the piece of equipment is repaired or replaced.
4. Goalie equipment is available to be signed out of the office for emergency use only, for a rental fee of \$10 per game (subject to change without notice). The fee will apply, regardless of how many pieces of equipment are borrowed.

Protective Equipment

NOTE: Although some protective equipment is not mandatory in all age classifications, BHi strongly recommends that all players in all age classifications properly wear an internal mouthpiece, CSA approved helmet and a CSA approved full face mask for all games and practices.

1. Each participant is personally responsible to wear protective equipment for all games, warm-ups and practices. Recommended equipment for all players is: hip pads, padded hockey pants, protective cup or pelvic protector, chest protection, shoulder pads and throat protection. Eye and full facial protection is strongly recommended for all players.



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2. Mandatory equipment for players 18 years of age and Over is: helmet CSA approved for hockey with helmet strap properly fastened, elbow pads, gloves designed for hockey or lacrosse, and knee and shin protection, while an internal mouth guard is recommended.
3. Mandatory equipment for players Under 18 years of age is: helmet approved for hockey with helmet strap properly fastened, full face mask designed for hockey, elbow pads, gloves designed for hockey or lacrosse, internal mouth guard, knee and shin protection, and protective cup or pelvic protector. Players in the category under 18 years of age must wear a full face mask in all BHi competitions. Hip pads, padded hockey pants, chest protection, shoulder pads and throat protection, while not mandatory are highly recommended.
4. Full facemask for players or Goaltender's face-head protectors must be constructed in such a way that neither the puck nor a stick blade might get through it.
5. All Referees must wear a black helmet approved for hockey with helmet strap properly fastened, elbow pads and knee and shin protection.
6. When a player is wearing non-approved equipment (helmet, facial protection), or is not wearing the proper mandatory equipment, or is not wearing the equipment in a manner for which it was intended, the player will be ruled off the playing surface and will not be allowed to return until such equipment has been replaced or corrected. The Referee will issue a warning to the offending team. For a second violation by any player of the same team for the same offence, the Referee shall assess a Bench Minor Penalty to the offending team.
7. All protective equipment, except gloves, head protection, knee and shin protection, and Goaltender's leg guards, must be worn entirely under the uniform. For a violation of the rule the player will be ruled off the playing surface and a warning will be issued by the Referee to the offending team. For a second violation by any player of the same team for the same offense, the Referee shall assess a Bench Minor Penalty to the offending team.



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8. During the game and during the pre-game warm-up, all players shall wear a hockey helmet with chin strap properly fastened. Where a player(s) fails to wear a helmet during the pre-game warm-up, the Referee will assess a bench minor penalty and shall report to BHi Administration for further review. A helmet shall be worn so that the lower edge of the helmet is not more than one finger-width above the eyebrows, and there should only be enough room between the strap and the chin to insert one finger. Should the helmet of a player come off while play is in progress, the player shall not be permitted to participate in the play and must go directly to the player's bench. Should the helmet and/or facemask of a Goaltender come off while play is in progress, the referee must immediately stop play. If the action of removing the helmet and/or facemask of a Goaltender is deemed by the Referee(s) as a deliberate action by the Goaltender in an attempt to stop the play, the Referee(s) shall assess a Minor Penalty for Delay of Game.

Puck

The puck shall be made of a material approved by BHi, and designed for inline hockey use. The dimensions of a puck shall be approximately:

- Diameter – 7.62 – 8.00 cm
- Thickness – 2.00 - 2.54 cm
- Weight – 100 to 120 gms



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SECTION FOUR – PLAYING RULES

All playing rules shall mirror those outlined in the 2012 International Ice Hockey Federation Inline (IIHF) Playing Rules, with certain BHi Inline specific alternates. Substitute inline skates for any reference to skates; inline puck all references to pucks; and floor or playing surface for any and all references to ice or rink. BHI Management will have the final say on all rules interpretations.

Division of Rink

Actual BHi Inline hockey rink dimensions are 156' x 80'.

1. The playing surface shall be divided into two halves.
2. The half of the playing surface in which the goal is situated shall be called the 'DEFENDING ZONE' of the team defending that goal. The half of the playing surface furthest from the defending goal shall be known as the 'ATTACKING ZONE'.

Center Face-Off Spot and Circle

An identified floor tile shall be at the exact center of the rink. With this spot as a center, a 4.50m radius circle shall be marked with a red line of tiles.

End Zone Face-Off Spots and Circles

In both ends and on both sides of each goal, identified floor tiles shall be located within red tiled circles on the playing surface. The End Zone face-off spots shall be located equidistant from the side boards and 6.10m from each goal line. It is recommended that there be a 13.50m distance between the End Zone face-off spots in the same zone.

Player Benches

1. Each rink shall have seats or benches for the use of each team. Each player bench shall have accommodations for at least 10 people and shall be placed immediately alongside the playing



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surface, as near as possible to the center of the rink. All doors opening to the playing surface shall swing away from the playing surface.

2. None but players in uniform, and Team Officials (up to a maximum of six) shall be permitted to occupy the bench area.
3. During a game, Coaches, Managers, and Trainers are restricted to the length of the player benches.

Penalty Bench

Each rink must be provided with seats or benches to be used for the seating of a penalized player, the Game Timekeeper, and Official Scorer. The penalty bench must be separated from the player's benches, ideally on the opposite side of the rink.

Signal and Timing Devices

1. Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and Game Officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played. Timing devices for both game time and penalty time (if available) shall show time remaining to be played or served.
2. Each rink shall be provided with a siren, or other suitable sound device to signify the end of playing time.



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SECTION FOUR - PENALTIES

Penalties

(a) Penalties shall be actual playing time and shall be divided into the following classes:

- 1.) Minor Penalties
- 2.) Bench Minor Penalties
- 3.) Major Penalties
- 4.) Misconduct Penalties
- 5.) Match Penalties
- 6.) Penalty Shot

(b) When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

Minor Penalties

(a) For a 'MINOR PENALTY' the offending player, other than a Goaltender, shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted.

(b) For a 'BENCH MINOR PENALTY' one player of the penalized team shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted. Any non-penalized player, other than a Goaltender, may be designated to serve the penalty by the Coach and such player shall immediately serve the penalty.

(c) If the opposing team scores a goal while a team is shorthanded by one or more minor or bench minor penalties, the first of such penalties shall automatically terminate. 'Shorthanded' means that the team must be below the numerical strength of its opponents on the playing surface at the time the goal is scored. The minor or bench minor which terminates automatically is the one which causes the team to be "shorthanded". Thus, if an equal number of players from each team is serving an equal number of minor



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penalties, neither team is 'shorthanded'. This rule shall also apply when a goal is scored on a penalty shot or an awarded goal.

(d) When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which of such players shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.

(e) When coincidental minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

Major Penalties

(a) Any "MAJOR PENALTY" in any one game shall result in the offending player being ejected from the game and subject to further disciplinary review. A designated player from the offending player's team must serve the five minute clock time penalty for the offending player's team.

(b) When coincident major penalties or coincident penalties of equal duration including a major penalty are assessed to players of both teams, the penalized players shall both be ejected from the game, and no players shall be required to take their place in the penalty box.

(c) When coincident penalties of unequal duration (each including one major penalty) are assessed to one player of each team, the penalized players shall all take their place on the penalty bench and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. The penalties which create the disparity in total penalty time shall be served



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first in the normal manner by the penalized players. Immediate substitution shall be permitted for the major penalties of each player.

Misconduct Penalties

(a) A "MISCONDUCT PENALTY" involves the removal of a player, other than a Goaltender, for a period of ten minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play.

If any player is assessed a second misconduct penalty in the same game, he/she shall automatically be assessed a game misconduct penalty.

(b) A "GAME MISCONDUCT" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.

(c) The Referee is required to report game misconduct penalties and all surrounding circumstances to the BHi Administration immediately following the Game. BHi Administration shall have full power to impose further penalties.

For all game misconduct penalties regardless of when assessed, a total of ten minutes shall be charged in the records against the offending player.

(d) A Team Official who is assessed a game misconduct may not sit near the team bench, nor in any way attempt to direct the play of the team.

Penalty Shot

(a) In cases where a player was fouled in a manner that warrants a penalty shot, the player fouled shall be designated to take the penalty shot. If the fouled player is injured on the play, the Captain shall designate any non-penalized player who was on the playing surface at the time of the infraction to take the penalty shot.



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- (b) In cases where the player fouled is not identifiable, the Coach or the Captain of the non-offending team selects and reports to the Referee the number of any non-penalized player who was on the playing surface at the time of the infraction, who shall take the shot.
- (c) The players of both teams shall withdraw to their player benches.
- (d) The Referee shall place the puck on the center face-off spot. Only a player designated as a Goaltender shall defend against the Penalty Shot.
- (e) The Goaltender shall stay in his crease until the player has touched the puck.
- (f) The player shall, on instructions of the Referee and once the puck is touched, play the puck and proceed toward his opponent's goal line and attempt to score on the Goaltender.
- (g) If the player misses the puck and does not touch the puck on the way past it as it sits on the center face-off spot, then the player can return and continue with the Penalty Shot.
- (h) Once the puck is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
- (i) If a goal is scored, the face-off shall take place at the center face-off spot.
- (j) If no goal is scored, the face-off shall take place at either of the end zone face-off spots in which the Penalty Shot has been attempted.
- (k) In cases where a penalty shot has been awarded due to a defensive player deliberately displacing the goal post or removing the helmet/face mask during a breakaway (delaying the game), illegal entry into the game, for throwing a stick, and for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the shot. In cases where a penalty shot has been awarded for a defensive player falling on the puck in the goal crease or picking up the puck from the goal crease area, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed. If by reason of injury the player designated by a Referee to take the penalty shot is unable to do so, the shot may be taken by a player selected by the Captain of the non-



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offending team from players on the playing surface when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

(l) Should the player in respect to whom a penalty shot has been awarded, commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be first permitted to take the shot before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct or match penalty in which case the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time the foul was committed. If, at the time a penalty shot is awarded, the Goaltender of the penalized team has been removed from the playing surface for another player, the Goaltender shall be permitted to return to the playing surface before the penalty shot is taken.

(m) If, while the penalty shot is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.

(n) Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:

- 1.) a major, match or misconduct penalty, the penalty shall be assessed in addition to the penalty shot.
- 2.) a minor or bench minor penalty, a further penalty to the offending player shall not be applied.

(o) If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play. The time required for the taking of a penalty shot shall not be included in the regular playing time.

Goaltender Penalties

(a) A Goaltender shall not be sent to the penalty bench for an infraction which incurs a minor, major or misconduct penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the Coach/Captain and shall not be changed.



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(b) When a Goaltender incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute or temporary Goaltender who is available, and such player shall be allowed the Goaltender's full equipment. The player serving a Misconduct penalty assessed to their goaltender may be substituted after they have served at least half of the time (minimum of 5 minutes served). The substitute would then serve the balance of the Misconduct penalty. No substitution shall be allowed for any player serving a Major penalty for their goaltender.

(c) When a Goaltender incurs a match penalty, the position shall be taken by a teammate or a substitute Goaltender who is available, and such player shall be allowed the Goaltender's equipment. However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, and the offending team shall be penalized accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed. Such player is to be designated by the Coach through the playing Captain and shall not be changed.

(d) All penalties assessed to a Goaltender, regardless of who serves the penalty, or any substitution, shall be charged in the records against the Goaltender.

(e) A minor penalty shall be assessed to a Goaltender who participates in the play in any manner beyond the center line.

Delayed Penalties

(a) Except in the last two minutes of play or at any time during Overtime, if a second player of any team is penalized while one player of the same team is serving penalties, the penalty time of the second player shall not commence until the penalty time of the player already penalized has elapsed. Nevertheless, the second player penalized must immediately proceed to the penalty bench and may be replaced by a substitute until such time as the penalty time of the penalized player shall commence. In the last two minutes of play or at any time during Overtime, the delayed penalty rule applies to the third penalized player of the same team. This rule allows a team to have a minimum of three players including the Goaltender on the playing surface.



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(b) Except in the last two minutes of play or at any time during overtime, when any team shall have two players serving penalties at the same time and because of the delayed penalty rule a substitute for the second offender is on the playing surface, none of the two penalized players on the penalty bench may return to the playing surface until play has been stopped. When the play has been stopped, the player whose full penalty has expired may return to the playing surface. Except in the last two minutes of play or at any time during Overtime, the Timekeeper shall permit the return to the playing surface in the order of expiration of their penalties, of a player or players when by reason of the expiration of their penalties the penalized team is entitled to have more than four players on the playing surface. In the last two minutes of play or at any time during Overtime, the delayed penalty rule applies to the third penalized player of the same team. This rule allows a team to have a minimum of three players on the playing surface.

(c) In the case of delayed penalties, the penalized players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play. When the penalties of two players of the same team shall expire at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly. When a major and a minor penalty are assessed at the same time to different players of the same team, the minor penalty shall be recorded as being the first of such penalties.

Calling of Penalties

(a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).

(b) Should an infraction of the rules which would call for a penalty, be committed by a player of a team not in possession of the puck the Referee shall signify the calling of a delayed penalty by raising the arm and, upon completion of the play by the team in possession, will immediately stop play and assess the penalty to the offending player. "Completion of the play by the team in possession" in this rule means the puck must have come into the possession and control of an opposing player or has been 'frozen'. This



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does not mean a rebound off the Goaltender, the goal or the boards or any accidental contact with the body or equipment of an opposing player.

(c) The ensuing face-off shall take place at the face-off spot nearest to the location of the puck when play is stopped unless the stoppage occurs in the Attacking Zone of the player penalized, in which case the face-off shall be conducted at the nearest special face-off spot.

(d) If the penalty to be assessed is a minor penalty, and a goal is scored on the play by the non-offending team, the minor penalty shall not be assessed, but all other minor, major or match penalties shall be assessed in the normal manner whether or not a goal is scored or not.

(e) If, after the Referee has raised his arm, a goal is scored in any manner against the non-offending team as a result of an action of that team, the goal shall be allowed and a penalty shall be imposed in a normal manner.

(f) If, after the Referee has raised his arm and the non-offending team scores a goal, the goal will be allowed and the first Minor penalty will not be assessed. All other penalties shall be assessed. If the offending team is already shorthanded, the first minor or bench minor penalty being served shall be terminated and all penalties being signaled shall be assessed in the normal manner.

(g) Should the same offending player commit other fouls on the same play, either before or after the Referee has stopped play, the offending player shall serve such penalties consecutively.

(h) All minor and bench minor penalties occurring after a goal has been scored or during the stoppage of play when a penalty shot is being attempted, shall be served in the normal manner under this rule.



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SECTION SIX - PLAYING RULES

Abuse of Officials and Other Misconduct

(a) Any player who challenges or disputes the ruling of an Official, attempts to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty. In the case of a Coach or other Team Official a bench minor penalty shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.

(b) Any player who shoots the puck after the whistle shall be assessed a minor penalty if, in the opinion of the Referee(s), the player had sufficient time after the whistle to refrain from taking the shot.

(c) If any player does any of the following, the team shall be assessed a bench minor penalty:

1.) After being penalized, does not proceed directly to the penalty bench or dressing room when ordered to do so by the Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate).

2.) Throws anything onto the playing surface from the players' bench or penalty bench.

3.) Interferes with any Game Official, (non-physically) in the performance of their duties.

(d) If any player does any of the following, a misconduct penalty shall be assessed:

1.) Uses obscene, profane or abusive language to any person before, during or after the game.

2.) During a stoppage of play, intentionally shoots or throws the puck out of the reach of a Referee who is retrieving it.

3.) Enters and remains in the Referee's Crease, when asked to leave, except for the purpose of skating to the penalty bench.

4.) Touches or holds any Game Official with the hand or stick.

5.) Intentionally bangs the boards, protective fence or goal with a stick at any time.

(e) If any player does any of the following, a game misconduct penalty shall be assessed:



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- 1.) Persists in any course of conduct for which the player has previously been assessed a misconduct penalty.
 - 2.) Uses obscene gestures anywhere in the rink before, during or after the game.
 - 3.) Makes any racial remark or ethnic slur anywhere in the rink, before, during, or after the game.
- (f) If any player does any of the following, a match penalty shall be assessed:
- 1.) Deliberately inflicts physical harm to a Game Official or a Team Official in any manner or attempts to do so.
 - 2.) Behaves in any manner which is critically detrimental to the conducting of the game including spitting at an opponent, Game Official or Team Official.
- (g) If any Team Official does any of the following, the team shall be assessed a bench minor penalty:
- 1.) Bangs the boards with a stick or other instrument at anytime.
 - 2.) Uses obscene, profane or abusive language to any person before, during or after the game.
 - 3.) Throws anything onto the playing surface from the players' bench.
 - 4.) Interferes with any Game Official, (non-physically) in the performance of their duties.
 - 5.) Attempts to incite an opponent into incurring a penalty.
- (h) If any Team Official does any of the following, a game misconduct penalty shall be assessed:
- 1.) Persists in any course of conduct for which the Team Official has previously been assessed a bench minor penalty.
 - 2.) Uses obscene gestures anywhere in the rink before, during or after the game.
- (i) If any Team Official does any of the following, a match penalty shall be assessed:
- 1.) Deliberately inflicts physical harm to a Game Official or a Team Official in any manner or attempts to do so.
 - 2.) Behaves in any manner which is critically detrimental to the conducting of the game including spitting at an opponent, Game Official or Team Official.

Adjustment to Clothing and Equipment



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(a) Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks.

For a violation of this rule a minor penalty shall be assessed.

(b) The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing surface and play shall continue uninterruptedly with a substitute.

(c) No delay shall be permitted for the repair or adjustment of Goaltender's equipment. If adjustments are required the Goaltender shall retire from the playing surface and be replaced by the substitute or temporary Goaltender immediately and no warm-up shall be permitted. For a violation of this rule by a Goaltender, a minor penalty shall be assessed.

Attempt to Injure

(a) A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, Official, Coach, or Trainer in any manner and the circumstances shall be reported to the BHI Administration for further action. A substitute for the penalized player shall be permitted at the end of the fourth minute.

Body-Checking and Boarding

(a) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck.

(b) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.

(c) A minor or major penalty, at the discretion of the Referee based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards. 'Rolling' an opposing puck carrier along the boards where the player is attempting to go through too small an opening is not considered boarding.



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(d) When a player injures an opponent as the result of 'boarding' or 'body-checking', the Referee shall assess a major plus a game misconduct penalty or Match Penalty to the offending player.

Broken Stick

(a) A player or Goaltender whose stick is broken shall not receive a stick thrown onto the playing surface but may receive a stick from a teammate on the playing surface at the time without proceeding to his player bench.

(b) If a player or Goaltender whose stick is broken, does not immediately drop the broken portions and continue to play, a minor penalty shall be assessed.

(c) If a player participates in the play while taking a replacement stick to a player or Goaltender, a minor penalty shall be assessed.

(d) If a player, whose stick is broken receives a stick during play from a teammate in the penalty bench, the receiving player shall be assessed a Minor penalty.

Charging and Checking From Behind

(a) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who runs, jumps into, or charges an opponent. If more than two steps or strides are taken, it shall be considered 'charging'.

(b) A minor plus misconduct or major plus a game misconduct, at the discretion of the Referee, shall be assessed to a player who pushes or body-checks an opponent from behind.

(c) A minor penalty or a major penalty shall be assessed to a player who body-checks or charges a Goaltender while the Goaltender is within the goal crease or privileged area. A Goaltender is not 'fair game' just because the Goaltender is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a Goaltender.

(d) When a player injures an opponent as the result of "charging" or 'checking from behind', the Referee shall assess a major plus a game misconduct penalty to the offending player.



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(e) Charging may also be treated as a match penalty under attempt to injure or deliberate injury of an opponent.

Cross-Checking and Butt-Ending

(a) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who cross-checks an opponent.

(b) A double minor plus a misconduct penalty shall be assessed to a player who attempts to butt-end an opponent. A major plus game misconduct penalty shall be assessed to a player who butt-ends or cross checks an opponent. Attempt to butt-end shall include all cases where a butt-end gesture is made regardless of whether body contact is made or not.

(c) When a player injures an opponent as the result of 'crosschecking' or 'butt-ending', the Referee shall assess a major plus a game misconduct penalty to the offending player.

(d) Cross-checking and Butt-ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Deliberate Injury of Opponents and Head-Butting

(a) A match penalty shall be assessed to a player who deliberately injures an opponent, Team Official or Game Official in any manner, and the circumstances shall be reported to the BHI Administration for further action.

(b) No substitute shall be permitted to take the place of the penalized player until after four minutes actual playing time have elapsed, from the time the penalty was assessed.

(c) A match penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the BHI Administration for further action.

Delaying the Game

(a) When any player or Goaltender, while in his defending zone, shoots, throws or bats the puck with his hand or stick directly, (non-deflected) out of the playing area, except where there is no fence, a minor penalty shall be assessed for delaying the game according to this rule.



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- (b) When the puck is shot, thrown or batted with the hands or stick by a player or Goaltender into the player's bench (or penalty bench if there is no protective fence), no penalty shall be assessed.
- (c) When the puck is shot, thrown or batted with the hands or stick by a player or Goaltender over the fence, behind the player's bench (or penalty bench if there is no protective fence) a minor penalty shall be assessed according to this rule.
- (d) A Minor penalty for delay of game shall be imposed on any player or Goaltender who deliberately shoots or bats the puck outside the playing area during the play or after a stoppage of play unless covered by this rule.
- (e) A minor penalty shall be assessed to a player or Goaltender who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced. If a Goaltender deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by the player last in possession of the puck.
- (f) A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.
- (g) A minor penalty shall be assessed to a player who, after a warning by the Referee, fails to maintain a proper position during the face-off.

Elbowing and Kneeing

- (a) A minor or major penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any manner.
- (b) When a player injures an opponent as the result of 'elbowing' or 'kneeing', the Referee shall assess a major plus a game misconduct penalty or match penalty to the offending player.

Face-Offs

- (a) The puck shall be 'faced-off' by the Referee dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing off shall stand facing their opponent's end of the rink



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with the blade of their sticks in contact with nearest while area of the face-off spot and clear of the red center area of the spot. The attacking team player shall be the first player to place the stick on the playing surface. If a player facing-off fails to take the proper position immediately when directed by the Referee, the Referee may order a replacement for that face-off by a teammate on the playing surface. No other player shall be allowed to enter the face-off circle or come within four and one-half (4 ½) meters of the players facing-off the puck, and they must stand on-side on all face-offs. When a player, other than the player facing-off, fails to maintain the proper position, the center of the offending team shall be ejected from the face-off. For a second violation of any of the provisions of this rule, a minor penalty shall be assessed to the player who commits the second violation. No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off. The whistle shall not be blown to start play. Playing time shall commence from the instant the puck is faced-off and shall stop when the whistle is blown.

(b) If, after a warning by the Referee, either of the players fails to take the proper position for the face-off promptly, the Referee shall be entitled to conduct the face-off regardless of such default.

(c) During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the puck after the face-off has been completed. For a violation of this rule the Referee shall assess a minor penalty to the player whose action caused the physical contact. 'Conduct of any face-off' commences when the Referee designates the spot of the face-off and takes up a position to drop the puck.

(d) A face-off shall be conducted at the beginning of each period and after any stoppage of play. All face-offs will only be conducted at the nine designated face-offs spots.

(e) When a stoppage of play occurs between the end zone faceoff spots and the near end of the rink, the ensuing face-off shall take place at the end zone face-off spot on the side where the stoppage occurred, unless otherwise provided in these rules.



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(f) When a violation of a rule has been committed or a stoppage of play has been caused by any player of the attacking team in the Attacking Zone, the ensuing face-off shall take place at the nearest high-zone face-off spot. This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's goal without any intervening action by the defending team.

(g) When a rule violation has been committed or a play stoppage has been caused by players of both teams, the ensuing faceoff shall take place at the face-off spot nearest to the puck was last played.

(h) When players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two end zone face-off spots in the offending team's end zone. There are only four exceptions to this application:

- 1.) When a penalty is assessed after the scoring of a goal –face-off at center face-off spot.
- 2.) When a penalty is assessed at the end (or start) of a period - face-off at center face-off spot.
- 3.) When the defending team is about to be penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circles – face-off at the High Zone face-off spots.
- 4.) When the team not being penalized illegally clears the puck, the face-off shall be at the High Zone face-off spot of the team icing the puck.

(i) When a goal is legally scored, the ensuing face-off shall be conducted at the center face-off spot.

(j) When the game is stopped for any reason not specifically covered in the Official Playing Rules, the ensuing face-off shall take place at the face-off spot nearest to where the puck was last played.

Falling on Puck

(a) A minor penalty shall be assessed to a player, other than a Goaltender, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards. Any player who drops to block a shot shall not be penalized if the puck is shot under the player or becomes lodged in any clothing or equipment. A minor penalty shall be assessed to any player who uses the hands to obtain such stoppage.



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(b) A minor penalty shall be assessed to a Goaltender who falls on or gathers the puck into the body, when the body is entirely outside the boundaries of the privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.

A minor penalty shall be assessed to a Goaltender who holds the puck against any part of the goal or the boards.

(c) No defending player, except the Goaltender, shall be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease. For a violation of this rule, play shall be immediately stopped and a penalty shot shall be awarded to the non-offending team's player who was in the act of shooting. If no player is identified, then any player who was on the surface at the time of the penalty. However, if the Goaltender has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot. This rule shall be interpreted so that a penalty shot shall be awarded only when the puck is in the goal crease at the instant the infraction occurs. However, in cases where the puck is outside the goal crease, a minor penalty may be assessed, even though no penalty shot is awarded.

Fighting

(a) A match penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.

(b) A minor or a double minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempt punch. However, at the discretion of the Referee, a match penalty shall be assessed if such player continues the altercation. The Referees are provided very wide latitude in the penalties which may be assessed under this rule. This is done intentionally to enable the Referees to differentiate between the obvious degree of responsibility of the participants either for starting the fight or persisting in continuing the fight.



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(c) A game misconduct penalty shall be assessed to any player or Goaltender who is the first to intervene in an altercation already in progress. This penalty is in addition to any other penalty incurred in the same incident.

(d) A game misconduct penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.

(e) A minor penalty shall be assessed to a Goaltender who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

Goals and Assists

NOTE: It is the responsibility of the Referee to award goals and assists, and such decision is final. In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly. Changes shall not be made on the scoring summary after the Referee has signed the Official Score Sheet.

(a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line. A 'goal' shall be credited in the scoring records to a player who shall have propelled the puck into the opponent's goal. Each 'goal' shall count as one point in the player's record. An 'assist' shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal. Only one point can be credited to any one player for any one goal scored.

(b) A goal shall be scored if the puck is put into the goal in any way by a player of the defending team. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be awarded.

(c) If an attacking player kicks the puck and the puck goes directly into the goal or is further deflected into the goal by any player, including the Goaltender, the goal shall not be allowed.



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- (d) If the puck shall have been deflected into the goal from the shot of an attacking player by striking any part of any player, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.
- (e) If a goal is scored as a result of a puck being deflected directly into the goal off a Referee, the goal shall not be allowed.
- (f) Should a player legally propel the puck into the goal crease of the opposing team and the puck becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.
- (g) Any goal scored, other than as covered by the Official Playing Rules, shall not be allowed.

Handling Puck with Hands

- (a) If a player, other than a Goaltender, closes the hand on the puck/ball, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue.
If a Goaltender holds the puck with the hand for more than three seconds, play shall be stopped and a face-off shall follow, however, after an initial warning by the Referee, a Goaltender who holds the puck unnecessarily shall be assessed a minor penalty for delaying the game.
- (b) A Goaltender shall not intentionally drop the puck into the pads or onto the goal net nor deliberately pile obstacles at the goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal. The object of this rule is to keep the puck in play continuously and any action taken by the Goaltender which causes an unnecessary stoppage shall be penalized. For a violation of this rule, a minor penalty shall be assessed to the offending player.
- (c) If a Goaltender throws the puck forward toward the opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.



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(d) If a defending player, other than the Goaltender, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team. If the above situation occurs while the Goaltender is off the playing surface, a goal shall be awarded to the non-offending team.

(e) A player shall be permitted to stop or "bat" the puck in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been deliberately directed to a teammate in the Attacking Zone, in which case the play shall be stopped and the puck faced off at the nearest special face-off spot.

High Sticks

(a) The carrying of the stick above the normal height of the shoulders is prohibited. The Referee shall assess a minor or a major penalty to any player who strikes an opponent with a stick so carried. A face-off shall take place at an end zone face-off spot of the offending player's team who, in the process of making a shot or pass, raises the blade of the stick above the waist in the back swing of such shot.

(b) When a player injures an opponent as the result of 'high sticking', at the discretion of the Referee(s), shall assess a double minor or major plus a game misconduct penalty to the offending player.

(c) A goal scored by an attacking player who strikes the puck with the stick which is carried above the height of the goal frame cross bar, shall not be allowed.

(d) Batting the puck above the normal height of the shoulders 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 is batted to an opponent, in which case the play shall continue.

2.) A player of the defending team shall bat the puck into the player's own goal, in which case the goal shall be allowed.

(e) High Sticking may also be treated as a match penalty under attempt to injure or deliberate injure to an opponent.



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Holding an Opponent

- (a) A minor penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick, or in any other way.
- (b) A minor or major penalty shall be assessed to any player who grabs or holds the face mask of an opponent with the hand.
- (c) When a player injures an opponent as the result of 'holding the face mask' the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (d) A player who holds an opponent's stick with his hands or in any other way shall be assessed a minor penalty.

Hooking

- (a) A minor penalty shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick.
- (b) When a player injures an opponent as the result of 'hooking', the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (c) When a player, in control of the puck on the opponent's side of the center red line and having no opponent to pass other than the Goaltender, is hooked or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a Penalty Shot shall be awarded to the non-offending team. The Referee, however, shall not stop the play until the attacking team has lost possession of the puck to the defending team.

NOTE: The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line.

By 'control of the puck' is meant the act of propelling the puck with the stick. If, while it is being propelled, the puck is touched by another player or his equipment or hits the goal or goes free, the player shall no longer be considered to be 'in control of the puck'.



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(d) If the Goaltender has been removed and a player who has the puck under control and is in the attacking zone has no opponent to pass other than the Goaltender, is hooked or otherwise fouled directly from behind, preventing a reasonable goal, the Referee shall stop play and award a goal to the non-offending team.

Icing

Icing shall not be enforced in BHi Inline Rules.

Interference

(a) A minor penalty shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the puck deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it or shoots a stick or other object towards an opponent. The last player to touch the puck shall be considered to be the player in possession.

(b) A minor penalty shall be assessed to any player on the players' or the penalty bench who, by means of the stick or body, interferes with the movements of the puck or an opponent on the playing surface during the progress of play.

(c) A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the Goaltender while the Goaltender is in the goal crease area.

(d) Unless the puck is in the goal crease area, a player of the attacking team may not stand on the goal crease line or in the goal crease or hold the stick in the goal crease. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, while the attacking team has possession of the puck, play shall be stopped and the ensuing face-off shall take place at the nearest special face-off spot. This rule shall not apply when the Goaltender is out of the crease.

(e) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.



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(f) When the Goaltender has been removed from the playing surface and any member of his or her team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

NOTE: The attention of the Referee is directed particularly to three types of offensive interference which shall be penalized:

- 1.) When the defending team secures possession of the puck in its own zone and the other members of the same team runs interference for the puck carrier by forming a protective screen against forecheckers.
- 2.) When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the puck.
- 3.) When the puck carrier makes a drop pass and follows through so as to make body contact with an opposing player.

Interference by Spectators

(a) In the event of a player being held or interfered with by a spectator, the Referee shall immediately stop the play, unless the team of the player being interfered with is in possession of the puck at the time, in which case the play shall be allowed to be completed. The ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.

(b) Any player who physically interferes with a spectator shall be assessed a game misconduct penalty and the circumstances shall be reported to the BHi Administration for further action.

(c) In the event that objects are thrown onto the playing surface which interfere with the progress of the game, the Referee shall stop the play and the ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.

Kicking Player

(a) A minor or major, at the discretion of the Referee, shall be assessed to a player who kicks an opponent.



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(b) When a player injures an opponent as the result of 'kicking', the Referee shall assess a major plus a game misconduct to the offending player.

(c) Kicking may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Kicking Puck

(a) Kicking the puck shall be permitted in all zones; however, a goal that is scored as the result of the puck being kicked by an attacking player and entered the goal either directly or after deflecting off any player including the Goaltender is not allowed.

Leaving Player or Penalty Benches

(a) No player may leave the players' bench or penalty bench at any time during an altercation.

Substitutions made prior to the start of the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation. A double minor penalty plus a game misconduct penalty shall be assessed to the player who was the first to leave the players' or penalty bench during an altercation. If players of both teams leave their respective benches at the same time, the first identifiable player of each team shall be penalized under this rule. For the purposes of determining which player was the first to leave the players' bench during an altercation, the Referee(s) may consult with the other Game Officials. Any player who leaves the players' bench during an altercation and is assessed a minor, major or misconduct penalty for such actions, shall also be assessed a game misconduct penalty. Other players who leave the player' bench or penalty bench during an altercation shall be assessed a misconduct penalty (maximum 4 per team). If a player shall illegally enter the game, any goal scored by that team while the illegal player is on the playing surface shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

(b) Except at the end of each quarter or upon the expiration of a penalty, no player may leave the penalty bench, at any time. A penalized player who leaves the penalty bench prior to the expiration of the penalty, whether play is in progress or not, shall be assessed an additional minor penalty after serving the



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unexpired penalty time. When a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and verbally alert the Referee who shall stop play when the offending player's team gains possession and control of the puck. In the case of a player returning to the playing surface prior to the expiration of the penalty, through an error of the Penalty Timekeeper, the player is not to serve an additional penalty, but must serve the unexpired time. A penalized player who leaves the penalty bench during an altercation shall be assessed a minor penalty plus a game misconduct penalty, in addition to any unexpired time. When a penalized player returns to the playing surface from the penalty bench prior to the expiration of the penalty, any goal scored by that team, while the player is illegally on the playing surface, shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

(c) If a player of the attacking team in possession of the puck shall be in position as to have no opposing player to pass other than the Goaltender, and is interfered with by a player who has entered the game illegally, the attacking player shall be awarded a penalty shot. If the opposing Goaltender is off the playing surface and the attacking player is interfered with by an illegal player, a goal shall be awarded to the non-offending team.

(d) If a Team Official steps onto the playing surface after the start of a quarter and before that quarter is completed without the permission of the Referee, the Referee shall assess a bench minor penalty to the team of the offending Coach.

(e) During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless the puck is first played by another player in the Attacking Zone.

Off-Sides

(a) There shall be no off-side calls in BHi Inline.



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Puck Must be Kept in Motion

(a) The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.

(b) The team in possession of the puck in its own defending zone shall advance the puck towards the opposing goal except:

- 1.) To carry the puck behind their own goal once;
- 2.) If a player is prevented from doing so by players of the opposing team;
- 3.) If the team is short-handed. For the first infraction, the referee shall assess a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For the second infraction, the offending player shall be assessed a minor penalty for delay-of-game.

(c) The puck shall not be stopped behind a team's defending goal by the player(s) in possession and control of the puck longer than three (3) seconds. For the first infraction, the referee shall stop play and issue a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For a second infraction during the same period, the offending player shall be assessed a minor penalty for delay-of-game.

Puck Out of Bounds or Unplayable

(a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, fence or wire, it shall be faced-off at the nearest face-off spot to where it was last played. When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest face-off spot to where it was last played.

(b) When the puck becomes lodged in the netting on the outside of the goal or if it is frozen between opposing players, the Referee shall stop play and face-off the puck at the nearest face-off spot to where it



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was last played unless, in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high-zone face-off spot. The defending team and/or the attacking team may play the puck off the net at any time. However, should the puck remain on the net for longer than three (3) seconds, play shall be stopped and the face-off shall take place at the nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high-zone face-off spot. If the puck comes to rest on top of the goal frame, the play shall be stopped immediately.

(c) A minor penalty shall be assessed to a Goaltender who deliberately drops the puck on the goal netting to cause a stop page of play.

(d) If the puck comes to rest on top of the boards around the playing area, it is considered to be in play and may be played legally by the hand or stick.

Puck Out of Sight and Illegal Puck

(a) Should a scramble take place, or a player accidentally fall on the puck and it is out of the sight of the Referee, play shall be stopped immediately. The ensuing face-off shall take place at the nearest face-off spot, unless otherwise provided for in the rules.

(b) If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

Puck Striking Official

(a) Play shall not be stopped because the puck touches a Referee anywhere on the rink.

Refusing to Start Play

(a) If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referee, the Captain shall be warned and the team so refusing shall be allowed thirty seconds to begin the game or resume play. If, at the end of that time the team shall still refuse to play, the Referee shall assess a bench minor penalty to the offending team. Should there be a recurrence



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of the same incident, the Referee(s) shall suspend the game, and the circumstances shall be reported to the BHi Administration for further action.

(b) If a team, when ordered to do so by the Referee(s), fails to leave the dressing room and go onto the playing surface promptly, it shall be assessed a bench minor penalty. If after the assessment of a bench minor penalty, the team shall still refuse to go onto the playing surface and start play within two minutes, the Referee(s) shall declare the game a forfeit and the score shall be recorded as with 1-0 or the current score, whichever is more advantageous for the non-offending team.

Slashing

(a) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick. Referees should penalize as 'slashing' any player who swings the stick at an opponent (whether in or out of range) without actually making contact or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.

(b) When a player injures an opponent as the result of 'slashing', the Referee shall assess a major plus a game misconduct penalty to the offending player. Slashing may also be treated as a match penalty under attempt to injury or deliberate injury to an opponent.

(c) Any player who swings the stick at another player during the course of an altercation shall be subject to a major plus a game misconduct or match penalty, and the circumstances shall be reported to BHi Administration for further action.

(d) A minor penalty shall be assessed to any player who makes stick contact with the opposing Goaltender, in the goal crease, who has covered or caught the puck, regardless of whether or not the Referee has stopped the play.

Spearing

(a) A double minor plus a misconduct penalty shall be assessed to a player who attempts to spear an opponent. A major plus a game misconduct penalty shall be assessed a player who spears an opponent.



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Attempt to spear shall include all cases where a spearing gesture is made regardless of whether body contact is made or not.

(b) When a player injures an opponent as the result of 'spearing', the Referee shall assess a major plus a game misconduct penalty to the offending player.

(c) Spearing may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Start of Game and Periods

(a) The game shall begin at the time scheduled with a face-off at the center face-off spot. A face-off conducted in the same manner shall take place at the start of each period. At the start of the game each team shall start defending play on their half of the rink respective to their bench. Teams shall defend play during the first period of the game on the same half. During the second period of the game, teams shall defend play on the opposite half of the rink as their respective bench. Third period has the team defending their half of the rink.

(b) During the pre-game warm-up and before each half, each team shall confine its activity to its own end of the rink. All players must wear full equipment during warm-ups and during the handshake following the game.

(c) It is recommended that when both teams are to leave the playing surface through a common exit, the team whose players' bench closest to the exit leaves first. The home team should enter the playing surface first.

(d) When a team fails to appear on the playing surface without a proper justification, a Referee shall warn the team that it must enter the playing surface immediately. If the team fails to do so promptly, the Referee shall assess a bench minor penalty for Delaying the Game.

Throwing Stick

(a) When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the puck in the Defending Zone, the Referee shall allow the play to be completed and if a



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goal is not scored, a penalty shot shall be awarded to the fouled player. If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an open goal, and a stick or any other object is thrown or shot at the puck by a member of the defending team, thereby preventing a shot on the open goal, a goal shall be awarded to the non-offending team.

(b) A minor penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the puck in any zone except when such act has been penalized by a penalty shot or awarded goal. When a player discards a broken stick by tossing it to the side of the rink (and not over the boards) in such a way that shall not interfere with play or an opposing player, no penalty shall be assessed for doing so.

(c) A misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area. A game misconduct penalty shall be assessed to any player who deliberately throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

Time of Match and Time-Outs

(a) A game shall consist of three 12-minute stop time periods. Leagues have the jurisdiction to set the length of each period (running or stop time) based on the amount of time designated to complete the game. If running time is used and if at any time during the last two minute of the third period, or any overtime, the score is tied or within one goal, then the remainder of the game shall be player stoppage time.

To start the game, teams shall defend the goal closest to their players' bench and shall defend that goal for the first period. A rest period shall be taken between periods, after which the teams shall change ends. A one-minute rest shall be taken between other periods.

(b) The team scoring the great number of goals during the three periods shall be declared the winner, and shall be credited with two points in the standings.

(c) The Referee(s) may order the game to be suspended anytime the playing area is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected. Referees are



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particularly cautioned about wet playing surfaces and should take the overly cautious approach when determining whether or not playing conditions are safe. If any unusual delay occurs during a period, the Referee(s) may order the intermission to take place immediately and the balance of the period shall be completed upon the resumption of play with the teams defending the same goals, after which the teams shall change ends and resume play of the next period without delay.

(d) Each team shall be permitted to take one time-out of a one minute duration which must be taken during a stoppage of play. If running time is played, the clock shall be stopped during a time out. The clock shall be restarted upon the conducting of the ensuing face-off. During a time-out all players on the playing surface may proceed to their respective players' bench. Any penalized player must remain in the penalty bench during a time-out. A time-out may not be used to warm-up a Goaltender.

Tied Games

(a) If, at the end of the game, the score is tied, the game shall be declared a tie. No overtime period shall be played in regular season games, but a shootout will occur.

(b) In playoff games, the following overtime process shall occur:

- 1.) A one minute rest period shall follow.
- 2.) The teams shall not change ends.
- 3.) A five minute 'sudden victory' overtime period shall be played.
- 4.) The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.
- 5.) If no team scores during the overtime period a shootout shall take place as follows:
 - a. The home team shall have the choice of having the first or second player shooting.
 - b. The procedure will begin with three (3) different shooters from each team taking alternate shots. The players do not need to be named beforehand.
 - c. Eligible to participate in the shootout will be all players from both teams listed on the official game sheet except any player with an unexpired penalty, or that is serving a game misconduct penalty.



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d. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.

e. If the result is still tied after three (3) shots by each team the procedure shall continue with a tie-break shoot-out by one (1) player of each team, with new players with the other team starting to take the tie-break shots. The same player may not be re-used until the team has exhausted the entire game roster, excluding the goaltender.

f. The game shall be finished as soon as a duel of two (2) players brings the decisive result. g. The Official Scorekeeper will record all shots taken, indicating the players, Goaltenders and goals scored.

h. Only the decisive goal will count in the result of the game. Teams may change Goaltenders only at the beginning of the shoot-out or if a Goaltender is injured during the shoot-out. Goaltenders shall not change goals during the shoot-out. Goals scored during the shoot-out shall not count toward a player's statistics except the game winner shall count. Goals scored against a Goaltender shall not count toward a Goaltender's statistics. Goaltenders shall receive either a win or a loss based on the result of the shoot-out. All rules applicable during the taking of a penalty shot shall also apply during the shoot-out.

(c) Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

Tripping

(a) A minor penalty shall be assessed to any player who places the stick, leg, knee, foot, arm, hand, or elbow in such a manner that it causes an opponent to trip or fall. When a player injures an opponent as the result of tripping, the Referee will assess a major penalty plus a game misconduct penalty of the offending player. If, in the opinion of the Referee, a player is unquestionably hookchecking the puck and obtains possession of it, thereby tripping the opposing player, no penalty shall be assessed. Accidental trips that occur simultaneously with the whistle shall not be penalized. Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall shall be assessed a minor penalty.



BHi Inline Rules & Regulations



Unnecessary Roughness (Roughing)

(a) At the discretion of the Referee, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.

(b) A minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck/ball. It is not the intent to penalize incidental contact between two opposing players who are actively in pursuit of the puck/ball. The act of riding an opponent off the puck/ball shall not be considered to be roughing. However, this does not allow the player who is not in possession of the puck/ball to throw the body into an opponent to achieve possession.



BHi Inline Rules & Regulations



SECTION SEVEN – SUSPENSIONS & PENALTY CODES

Suspended players will not be allowed to attend the games that they are suspended from. Suspended participants will not be eligible to participate in any BHI sanctioned activities, including tournaments, until their suspensions are served in full. All suspensions will be served in full in the division that the infraction occurred, and will be carried over to the participant’s home BHI rink. Suspended participants who play in multiple divisions (or officiate) will be ineligible to participate in any league games for 24 hours. If the player's team in question has been eliminated from the playoffs or does not return the next season, the player will serve the suspension with his next scheduled team regardless of division or stage of season. Any player who receives a match penalty will not be permitted to participate in any division until the full suspension has been served in the division it was incurred.

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| Fighting Major (multiple punches, 2 players, gloves on or off) | 5 Games |
| Fighting Major (instigator) | 6 Games |
| Fighting Major (non-instigator) | 3 Games |
| Fighting Major (second time, same season) | 10 Games (minimum - upon review) |
| Fighting Major (during handshake, on premises) | 10 Games (minimum - upon review) |
| Roughing Major (1 punch/swing) | 2 Games |
| Gross Misconduct | 2 Games |
| Third Man in | 3 Games |
| Leaving The Bench | 3 Games (minimum - upon review) |



BHi Inline Rules & Regulations



| | |
|--|----------------------------------|
| Failure to Go To Penalty Bench or Leave the Playing Area/Facility | 2 Games |
| Molesting Official | 10 Games (minimum - upon review) |
| Threatening an Official | 5 Games (minimum - upon review) |
| Checking From Behind (2 minute Minor and Game Misconduct) | 1 Game |
| Checking From Behind (5 minute Major and Game Misconduct) | 3 Games (minimum - upon review) |
| Checking To the Head (2 minute Minor and Game Misconduct) | 1 Game |
| Checking To the Head (5 minute Major and Game Misconduct) | 3 Games (minimum - upon review) |
| Any Major or Misconduct in the last 10 minutes or Overtime of the game | 1 Game |
| Match (Attempt or Deliberate Injury) | 5 Games (minimum - upon review) |

ALL 5-MINUTE MAJORS AND MISCONDUCTS WILL BE REVIEWED BY BHI MGT



BHi Inline Rules & Regulations



SECTION EIGHT - SIGNALLING INFRACTIONS

Boarding

Striking the closed fist of the non-whistle hand once into the open palm of the whistle hand in front of the chest

Body Checking

The palm of the non-whistle hand is brought across the chest placed on the opposite shoulder

Butt ending

Cross motion of the forearms, one moving under the other. Upper hand is open (whistle) lower hand is clenched (non-whistle)

Change of players

Referee allows five seconds for the visiting team, followed by signal stopping more changes, and allows five seconds for home team

Charging

Rotating clenched fists around one another in front of the chest

Checking from behind

A forward motion from both arms with the palms open and facing away from the body, full extended from the chest

Cross checking

A forward motion of the arms with both hands clenched, extending from the chest

Delayed penalty

Extend the non-whistle hand above the head. It may start by pointing to player or bench.

Delaying the game

The non-whistle hand, open palm, placed across the chest and extended from the shoulder out from the body

Elbowing



BHi Inline Rules & Regulations



Tapping the elbow with the non-whistle hand

Fighting

Fist and arm extended out to the side of the body

Goal scored

A single point with the non-whistle hand directly at the goal while blowing the whistle with the other

Hand pass

The open palm of non-whistle hand in a pushing motion

High sticking

Holding both fists, one above the other, to the side of the head

Holding

Clasping the wrist of the whistle hand in front of the chest

Holding the face mask

Closed fist in front of the face, palm in, pulling down in one motion

Holding the stick

Striking the closed fist of the non-whistle hand once into the open palm of the whistle hand in front of the chest

Illegal clearing

Folded arms stationary in front of the chest held out from the body

Interference

Crossed arms stationary in front of the chest with clenched fists

Kneeing

A single tap with the non-whistle hand to one knee

Match penalty

Pat the flat of non-whistle hand on top of helmet

Misconduct



BHi Inline Rules & Regulations



Both hands on hips at the same time

Penalty shot

Arms crossed above the head with clenched fists

Slashing

One chop with the non-whistle hand across the opposite forearm

Spearing

Jabbing motion with both hands together thrust out from in front of the body

Hooking

Tugging motion with both arms as if pulling something toward the stomach

Time-out

Using both hands to form a 'T' in front of the chest

Tripping

With non-whistle hand striking below the knee and follow through once

Washout

Both arms sweeping from chest straight out to the sides with palms down