

RMRHL “InLine Tournament Rules & Regulations Beat the Heat”

Registration Process:

- **All teams entering a tournament series must register one week prior to the event date.**
- To register your team Email Matt Turner at mturner09@lycos.com
- Registration forms are available for download from the RMRHL website: www.rmrhl.org. Turn in forms to Tournament Director at event.
- All teams must be paid in full an hour prior to 1st game start
- Form of payment accepted: Cash, Check, MasterCard, Visa

Fees: \$475.00 per team

Refund Policy: All registration fees are NON-REFUNDABLE.

Team Roster: Team rosters will become frozen at check in and may consist of up to 15 skaters & 2 goalies.

Team Uniform: Teams are required to have a light & dark jersey. Home team wears white. If a team only has one color shirt, pennies are available and may be enforced by an RMRHL referee/official if there is a color conflict with the opposing team.

Player Eligibility: A birth certificate is required to show proof of age. Age determination is based upon the participant's age as of December 31 of previous year. Players may only play on 1 team per age division. Skaters and goalies are eligible to play up 1 age division if skill level permits. Only females are eligible to play down 1 age division. All players listed on team roster must play in a minimum of 2 round robin games to proceed to playoff / seed games.

Sanctioned by USA Inline Hockey



All tournament participants, including coaches must have a valid USA Inline membership. For more membership information or to register online visit www.usahockeyinline.com

Facility Rules: All teams are required to follow facility rules and respect rink property. If it is found that a team causes property damage to the facility this may result in paying for damages or law enforcement involvement.

Penalties / Suspensions: Any player receiving 4 penalties in a game will be ejected from that game. Any player receiving a game suspension shall serve next game in that age group.

Zero Tolerance: RMRHL honors a zero tolerance rule for fighting

Protest Process: All referee calls are FINAL. Any team is eligible to make a protest. The team manager must submit the protest in writing and pay \$100.00 in cash to the tournament director, prior to the end of the game where protest is in question. In addition, during the game, the coach may make a verbal protest to an official; however this must get notated on the score sheet by the tournament scorekeeper. That team manager will then have 1 hour from the end of game time in question to submit protest in writing and pay \$100.00 in cash to tournament director to validate protest. RMRHL tournament staff will review and research the protest

request in a timely manner. If the protest is found in your teams favor, then RMRHL will return the \$100.00 protest fee to the team manager. If your protest is found to be false, the protest team will forfeit the \$100.00 fee to RMRHL.

Game Start Time:

- All games to start at scheduled time. A 10 minute grace period "early start", is possible if both teams and coaches are present and ready to play. Warm up time can be from 0 to 3 minutes depending on time schedule

Game Format:

- Each team is eligible for a 1 minute time out per game
- (2) 12 minute stop clock periods
- At 6 goal differential regardless of what period, the clock will become running. If the differential becomes less than 6 goals the clock will resume to stop time
- At an 8 goal differential in the 2nd period the game will result in a Mercy Rule

Tie Breaker:

Any game resulting in a tie will go into a 3 person shoot out, if the game then still remains a tie, a sudden death shoot out will commence. Any playoff game resulting in a tie will go into 5 minute overtime. If after the over time the game still remains tied a 4 person shoot out will occur. If the game still remains tied a sudden death shoot out with then be conducted. The goalies are not permitted to shoot. The home team has first shooter choice.

Points System:

Win = 2 points

Tie = 1 point

Loss = 0 points

Head to Head

Seeding System

- Total Points
- Goals Against
- Goals For
- Least Penalty Minutes
- Coin Toss

Forfeit:

Any game resulting in a forfeit will be holding the score of 1-0. If a team involved in the forfeit is later tied for seeding that team would be moved to the lowest seed.

Awards: Awards are presented to 1st & 2nd place teams.

