



SUMMER SEASON SANCTION

2007/08

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INLINE HOCKEY VICTORIA

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SUMMER SEASON 2007

1. VENUES

ROLLERCITY BAYSWATER
37 SCORESBY ROAD
BAYSWATER
9720-5980 MEL – 64 G4

DANDENONG SKATE CENTRE
41 PRINCES HWY
DANDENONG
9794-8039 MEL – 91 B12

SKATEWORLD FRANKSTON
CNR FRANKSTON /DANDENONG RD &
ALAYLA CRES
CARRUM DOWNS
9733-6799 MEL – 100 C4

VICTORIAN SKATING CENTRE
LILYDALE INDUSTRIAL PARK
155 BERESFORD ROAD
LILYDALE
9735-5888 MEL – 38

ROSEBUD SKATE CENTRE
1819 POINT NEPEAN ROAD
TOOTGAROOK
5985-2524 MEL – 169 E3

PUCKHANDLERS
CNR BLAKE & DAVIS STS.,
RESERVOIR
9478 2876 MEL -19 E10

STADIUM 34
34 BELL ST
MOE
5127 8300

2. PROGRAM

- The 2007/08 Summer Season will be of fourteen (14) rounds plus three rounds of finals duration to be played on a weekly basis excluding School Holidays and Public Holidays.
- The first round will commence on the weekend of the 13th & 14th October, 2007 with the Grand Finals to be played on the 16th March, 2008.

3. ELIGIBILITY TO PARTICIPATE

- Teams apply through their Club.
- All Clubs must be current Financial Members of Inline Hockey Victoria (ILHV)/Skate Australia.
- All Players must be Gold members of ILHV/Skate Australia prior to playing their first game. All monies and paperwork must be with Inline Hockey Victoria prior to playing in the sanctioned competition.
- Playing an unregistered player or a player with incorrect registration for that division may result in forfeit of points for that game.

4. DIVISIONS FOR COMPETITION

All ages are as at 1st January 2008.

11 & Under - NOS
13 & Under - NOS
15 & Under - NOS
18 & Under - NOS
21 & Unde - OS
Senior A - OS
Senior B - NOS
Senior C - NOS

5. NOMINATION GUIDELINES

- Senior A & B & C Players must have reached the age of **14 years** as at the 1st January, 2008.
- Players may only play one (1) senior division game per Round.
- Senior B players may play up to **three (3)** games in Senior A. However after three games in 'A's a player may no longer drop back to 'B's, (i.e. senior B grade players may play two games in Senior A and still drop back to B grade, but if they choose to play a third game in Senior A then they are no longer eligible to play B grade and must remain in A grade for the remainder of that season). Senior C players may play up to **three (3)** games with one of that club's teams in Senior B. However after three games in 'B' with that team players may no longer drop back to 'C'. They must remain in 'B' for the remainder of the season. **It is intended that this should cultivate an opportunity for development of borderline 'A' and 'B' players, not to be used to stack 'B' and 'C' teams. Therefore players who have played Senior Men's Hockey at the National Championships in the last two years, or who have either played (in the last two years) or currently play Pro League in Victoria, or who have played Senior Men's Hockey for any other State or Nation in the last two years are not eligible to play Senior B. It is accepted that from time to time, players coming back from serious injuries may need to spend a period of time in the 'B's to regain match fitness and confidence. Those players may apply to the Dispensation Committee for a dispensation to participate in Senior B. These dispensations are to be reviewed at regular intervals.**
- Senior C is open only to players over **35 years** of age who have not played at the Oceania's in the previous two years, less skilled players **14 years** of age and over, and players deemed as suitable by the Dispensation Committee. Competitive players from Ice Hockey who have played in that capacity over the last two years will not be eligible for Senior C.
- Players eligible for 11 & under as Gold members include both novice players and those who are more experienced. Experienced players are allowed to also play the 13's division to gain more experience, but after 3 games they must remain in the 13's division. Players may apply to the Dispensations Committee for a dispensation from this rule, should it be felt that having participated in the 13 & under competition they are not sufficiently skilled or physically developed enough for that level.
- Players may only play a maximum of **two (2)** junior club games per round, or **2 junior and 1 senior**.

- All teams must be nominated with at least six (6) floor players and one (1) goalie. All Clubs must provide Team Lists to the Inline Hockey Co-ordinator prior to Round 1.
- All Clubs are responsible for providing a **Scorer or Timekeeper** for their games.
- Players may play for another club's team in a division for which the player is eligible, if that player's club does not have a team in that division. **Please note that this cannot be used to play more than 3 games per round.**

6. FORFEITS

- A forfeiting team shall lose half a point (0.5) and will be required to pay a forfeiture fee made up of the combined match fees for both teams fixtured. Points will not be awarded for any game not played. Clubs, Team Managers and Rink Operators must be reasonable in their efforts to organise a scratch match in lieu of the fixtured game. Should sufficient willing players be present to play a scratch match, then rink owners should allow this game to take place in the time slot booked by Inline Hockey Victoria for the forfeited match, provided all rink and referee costs are covered by this match.
- No team will be allowed to defer any game regardless of any agreement with the other fixtured club.
- Should a team forfeit, the club assumes responsibility for the game fees and will incur a half a point loss on the ladder.
- A scoresheet documenting the forfeited game, clearly showing which team forfeited and listing the players of the non-forfeiting team should be completed and signed off by the referee.
- Any Team which has more than three forfeits in a season will be deemed ineligible for the finals.

7. REFEREES

- Referees are charged with the safety and conduct of all players, officials and spectators attending games.
- Rostering and supervision of referees will be the responsibility of the Chief of Officials.

8. GAME DURATION

- All games will be of four (4) 10 minute running time quarters, with a two (2) minute rest period at half time and one (1) minute breaks between each quarter. A two minute warm up period should be allowed before the commencement of any game, time permitting.
- In cases of high temperature 35 degrees or over the game is to be cancelled.

9. COMPETITION RULES

- All games will be conducted in the spirit of a non contact sport.
- All games will be played with stop time if at the start of the last two minutes of the game the scoreboard shows a one (1) goal difference or less or if within the last two minutes the score becomes a one (1) goal difference or less. Once stop time commences, it will continue for the balance of the duration of the game notwithstanding that the scores cease to be a one (1) goal difference or less.
- All games will be played under the FIRS/Inline Hockey Australia Rule Book or under Modified FIRS rules.
- The minimum number of players required to commence a game is five (5). Teams shall be allowed to start a game with five floor players but no player shall have goalkeeper privileges.
- If a team is short a goalie at the beginning of the game, five floor players will be allowed for the first period. If the goalie is not ready by the start of the 2nd period then the game is to be declared a forfeit. A scratch match may be played at this point, but will still be played under normal rules and conditions.
- If during a game a team cannot place on the playing surface a minimum of 3 players, including the goal keeper, because of match penalties, gross misconduct, game misconduct, illness or injuries, then the offending team shall be deemed to forfeit the game and the points awarded to the non offending team.

10. TRIBUNALS AND DISCIPLINARY PROCEDURES

- Tribunal procedures are set out in Skate Australia's Disciplinary Tribunals By-law No. 8, which includes as Attachment A the Skate Australia Inline Hockey Suspension Chart.
- Complaints or Appeals, excepting those involving Harassment, must be made in writing on the Club Letterhead, signed by the Club President

and forwarded to the Chief of Officials accompanied by the appropriate lodgement fee. If the complaint or appeal is upheld the lodgement fee will be refunded.

11. FINALS

- Players must play a minimum of five (5) games with a Club Team in a division to be eligible for finals. If a player transfers to a different club then they must play the required number of games with the new club to be eligible to play finals for that club. The only exception to this rule will be when the team they are transferring from has withdrawn from the competition and no longer competes. Forfeits will count as a game played, but only for the team which has been forfeited against and only if the player played in the round before or after the forfeited game. The team which forfeits the match cannot claim the forfeited game as one which counts towards finals qualification. Suspensions do not count towards games played. Byes do not count as a game played.

Should two or more teams tie on points after the conclusion of the regular season competition, the tie will be broken as follows:

1. **Goal Differential** – Highest positive or lowest negative difference between Goals for and Goals against
2. **Head to Head** – Winner of Game (s) between teams during the season
3. **Highest Number of Goals**
4. **Penalties** – The team with the lower total number of penalties for the season will finish ahead

Ties in Finals

1. If a finals game should be a draw at full time, a further **ten (10)** minute period of **Sudden Death** (first goal wins) will be played after a three-minute rest.
2. If the game should still be undecided, further periods of ten minutes will be played with **three (3)** minute rest periods between them until a goal is scored.

Grand Finals will be played with stop time in the last two minutes regardless of the score.

12. DISPENSATIONS

All requests for dispensation on any grounds should be forwarded to the Dispensations Committee for consideration.

The Dispensation Committee comprises:

- Cheryl McQueen { HYPERLINK "mailto:cmcqueen@dodo.com.au" }
9304 3631 0414 948 020
- Lyn Pullin { HYPERLINK "mailto:lyn.pullin@polymers.com.au" }
9587 7155 0419 541 580
- Heather Schoof { HYPERLINK "mailto:hpschoof@hotmail.com" }
9878 9027

The Dispensation Committee has the authority of the Executive Committee to grant dispensations to players and clubs from the Nomination Guidelines. The decisions of the Dispensation Committee shall be final. The Dispensation Committee has a wide discretion to deal with requests on a case by case basis and shall make decisions on what it believes are the best interests of the competition and the sport of inline hockey. A member of the Dispensations Committee may not partake in a decision involving a Club or team in which the member is closely associated.

13. TRANSFERS

13.1 An individual member of a club may transfer his/her affiliation in a member club only by obtaining a prior written release from that member club. This shall be the case both at the end of the skating year and during the skating year.

13.2 A request for a release must be made in writing to the secretary of the member's club.

13.3 A club secretary is obliged to supply an individual member with a letter of release within seven (7) days of receipt of the request unless there are specific obligations to the club that the individual member must fulfil. If the individual member disputes that those obligations apply to him/her, he/she may appeal to the Executive Committee of the Association.

13.4 A member club who has objections to the release of an individual member must advise the Association in writing of those objections upon request by the Association.

13.5 If a club does not provide a release within seven (7) days of receipt of a written request for release, the member seeking release may request the Executive Committee of the Association to intervene and a copy of the request for release and any additional information must be forwarded to the Association. The Executive of the Association may settle the matter as it sees fit.