

Inline Hockey Queensland

Junior League: Policy and Procedures

Season

The junior league operates one season per calendar year. Dates and extent are informed by club preferences and usually runs from the second weekend in March to the last weekend in school Term 3.

Traditionally the games are hosted at junior team rinks on a Sunday morning. Alternate arrangements may be considered should this be necessary to cater to all teams and to suit rink owner and team preferences.

Team Registration and Fees

All teams must pay a team registration fee - set annually to cover referees fees, playoff fees, trophy costs and subsidize annual scorer and referee courses. This is paid as a one-off season payment or via quarterly payments.

The home team is responsible for paying for rink hire for regular season games. ILHQ is responsible for referee fees and all playoff and finals costs (including rink time)

Clubs make arrangements collectively at the start of the season for how the season costs are to be shared equally between participating teams, For example, where the number of home/away games is not even, the home club may invoice the away team for each home game.

Player Registration

All team members must be registered as Competitive members with Skate Queensland prior to playing their first game of the season. See [ILHQ - Registration: policy and procedures](#) available on the Skate Queensland website for details on the registration process.

Proof of members' payment of the registration fee to their club may be requested by the scorers at the players' first game.

Playing in Other Divisions

Players may play in their own division and one division above. Female players may play in the division below, including only in the division below. Players may only play in 2 divisions / cannot play more than 2 games in a row.

***All Mighty Pucks/Learn to Play/Come and Try players who are entering the Competitive League and are in the first year of a division, may play down a division without exemption. These players will then be skill assessed as the season progresses and if a player is later identified as being too competitive for the division down, can be requested by ILHQ to move to their own age division.*

Mighty Pucks/Learn to Play/Come and Try players who are entering the Competitive League and are 2nd year of a division can play down but only for the first half of the season before they need to return to their correct age division for the remainder of the season. These players, if deemed too competitive prior to the 2nd half of the season however, can be requested by ILHQ to move earlier to their own division.

Only 2nd year Mighty Pucks/Learn to Play/Come and Try players will have all games counted between the two divisions when it comes to eligibility for finals for the higher division.

Exemptions may be agreed with ILHQ at the start of the year (e.g. to enable a club to field a viable team) or requested in writing to ilhskatequeensland@gmail.com before the game.

Game functions

ILHQ will provide the referees for each game (allocate 2 per game, currently paid \$20 per game).

The home team is to provide both the Scorer and the Timekeeper for each game.

Clubs are to communicate directly to make these arrangements each week.

Forfeits

Should a team need to forfeit a game, as much prior warning as possible should be provided in writing to ilhskatequeensland@gmail.com and to the other club. Should an away team forfeit, the rink hire fee may be charged by the home team club, if it is not possible to cancel the rink booking with the rink management.

Penalties and Suspensions

Penalties are prescribed for on-rink infractions in accordance with the ILHA Rule book (available at <https://www.revolutionise.com.au/skateqld/inline-hockey/inline-links/>) and recorded on the game sheet.

Should a player receive a penalty that results in a suspension, the player and the club will receive an email advising the details of the suspension including options to appeal the suspension.

Codes of Conduct

The communication material *What happens if I don't follow the rules at hockey?* has been designed to assist in communicating the codes of conduct that apply.

Full details of the code of conduct agreed to when registering as a member with Skate Australia are contained in the

[Skate Australia INC MEMBER PROTECTION POLICY BY-LAW 1.](#)

***Please note that more skilled players are to play in a manner appropriate to the skills of the division. Intimidating or aggressive play will not be tolerated in any shape or form (and players playing both ice and inline are reminded to modify their playing style).*

Finals

Eligibility for finals (quarter / semi / grand final) is when a player has participated in 50% plus 1 game in that division for that team during the season. In the event of an odd number of total games, eligibility requirements will be rounded down i.e. 50% + 1 of 17 games would be 9 games. *** All games qualifying for finals must need to be played at the one Club - any mid year club transfer will see that player ineligible for finals.*

Requests for dispensation should be made in writing to ilhskatequeensland@gmail.com as early as possible in the season. No requests will be considered less than 2 weeks before the playoff games commence. **Dispensations will only be granted on medical or extenuating circumstances i.e. a funeral.*

Finals (quarter / semi / grand final) rules are:

1. Stop time in the last 2 minutes of the game if the score is tied or within 1 point. Should the game become within 1 point during the last 2 minutes stop time will apply.
2. Once stop time starts it continues no matter what the score.
- 3 In the event of a tied game a 1-minute break will be allowed and a 5-minute sudden death will be played. No stop time. NO time outs allowed.
4. In the event of a tied game at the end of the OT then a 1-minute break and a 3 man shoot out will commence. Teams are to give the referee the number and sequence of the 3 shooters.
5. In the event of a tied game at the end of the 3 man shoot out the balance of the team must shoot prior to the 1st 3 shooters being allowed to shoot again. Teams are to give the referee the number and sequence of the shooters. Shoot out will continue until a winner is declared. Goals will not be recorded on the scoreboard.

