

SECTION THREE
EQUIPMENT



Rule 301 Sticks

- (a) The sticks shall be made of wood, carbon composite, graphite, aluminum or rubber composite materials approved by USA Hockey InLine and must not have any projections extending from the stick. The hollow end of a stick must be fully covered.

Adhesive tape of any color may be wrapped around the stick at any place.

- (b) No stick shall exceed 63 inches in length from the heel to the end of the shaft, nor more than $12\frac{1}{2}$ inches from the heel to the end of the blade.

The blade of the stick shall not be less than 2 inches nor more than 3 inches in width at any point.

The curvature of the blade of the stick shall not be restricted. It is recommended, however, that the curvature of the blade of the stick not exceed $\frac{1}{2}$ inch.

- (c) The blade of the goalkeeper's stick shall not exceed $3\frac{1}{2}$ inches in width at any point except at the heel where it shall not exceed $4\frac{1}{2}$ inches. The length of the blade shall not exceed $15\frac{1}{2}$ inches in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches from the heel and shall not exceed $3\frac{1}{2}$ inches in width.

- (d) A minor penalty shall be assessed to any player or goalkeeper 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.

- (e) A minor penalty shall be assessed to a player or goalkeeper who participates in the play while in possession of more than one stick, except that no penalty shall be assessed to a player who is accidentally struck by the puck while carrying a replacement stick to a teammate.

Rule 302 Skates

- (a) All players and referees must wear skates which should be designed for inline hockey with a maximum of five wheels. Brakes are optional.
- (b) The use of speed skates or any skate so designed that it may cause injury is prohibited. The use of quad skates is not prohibited, but is not recommended.
- (c) All axle openings must contain an axle and a wheel.
Example: A four-wheel frame must contain four axles and four wheels. If a player loses a wheel during play, they must proceed directly to the players' bench or play shall be stopped when the offending team gains possession. No time penalty shall be assessed.

Rule 303 Goalkeeper's Equipment

- (a) With the exception of skates and stick, all the equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.
Abdominal aprons extending down the thighs or the outside of the pants are prohibited.
- (b) The goalkeeper's blocker glove shall not exceed 8 inches in width nor 16 inches in length at any point.
The maximum length of a goalkeeper's catching glove shall not exceed 17 inches. The cuff shall not exceed 9 inches in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any other pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.
For a violation of this rule, a minor penalty shall be assessed.
- (c) The leg guards worn by goalkeepers shall not exceed 12 inches in extreme width when on the leg of the player.
For a violation of this rule, a minor penalty shall be assessed.

- (d) It is mandatory for all goalkeepers to wear a helmet designed for hockey with the helmet strap properly fastened and a full face mask designed for hockey with a chin cup. It is mandatory that all goalkeepers participating in the High School age division and below, and for goalkeepers under the age of 18 playing in the Adult age division, to wear an H.E.C.C. approved helmet with the helmet strap properly fastened and an H.E.C.C. approved full face mask with a chin cup. All goalkeepers must wear chest protection, a blocker glove, catching glove, leg guards, and padded hockey pants, all designed for hockey goalkeepers, to be permitted goalkeeper privileges. Throat protection is recommended.

Rule 304 Protective Equipment

(Note) Although some protective equipment is not mandatory in all age divisions, USA Hockey InLine strongly recommends that all players in all age divisions properly wear an internal mouthpiece, a H.E.C.C.-approved helmet and a H.E.C.C.-approved full face mask for all games and practices. Any helmet or face mask that is altered from the manufacturer's original specifications, in any way, shall not be considered H.E.C.C.-approved.

- (a) 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 players 18 years and older in the 18-and-over age division.

Mandatory protective equipment for the High School age division and below, including the 18U Division, includes: H.E.C.C.-approved helmet with helmet strap properly fastened, H.E.C.C.-approved full face mask with a chin cup, colored (non-clear) internal mouth guard which must cover the remaining teeth of one jaw, elbow pads, gloves designed for hockey, and knee and shin protection designed for hockey.

Mandatory protective equipment for the 18-and-over age division includes: helmet designed for hockey with helmet strap properly fastened, elbow pads, gloves designed for hockey, and knee and shin protection designed for hockey, in addition, for players under 18 years of age, a colored (non-clear) internal mouth guard, which must cover the remaining teeth of one jaw, H.E.C.C.-approved full facemask with chin cup and H.E.C.C.-approved helmets are required.

Any player who attempts to begin play without the proper mandatory equipment, other than a mouth guard or helmet strap, shall be sent off the playing surface by the Referee and not allowed to return until such equipment has been replaced. For a second violation of this rule by the same player, the Referee shall assess a misconduct penalty to the offending player.

Play shall continue when mandatory equipment becomes accidentally dislodged, except for the helmet/facemask under Rule 304(c).

A player who intentionally removes or dislodges a piece of mandatory equipment during play shall be assessed a minor penalty.

For the first mouth guard or helmet strap violation by each team, the player shall be ruled off the surface until the completion of the ensuing face-off, and the Referee shall warn the Coach, or in the absence of the Coach, or in the absence of the Coach, the Captain, that all subsequent violations by any player of that team will result in a minor penalty being assessed to the offending player.

If an injury occurs while a player is not wearing any of the above mentioned mandatory equipment, the insurance carrier may not be responsible for the claim.

All Referees must wear a black helmet designed for hockey with helmet strap properly fastened, elbow pads and knee and shin protection.

- (b) It is required for indoor play and recommended for outdoor play that all protective equipment, except gloves, head gear and goalkeeper leg pads, be entirely under the uniform.
- (c) If the helmet/facemask of a player or goalkeeper comes off during play, the Referee shall stop play immediately. A minor penalty shall be assessed to a player or goalkeeper

who deliberately removes the helmet/face mask during play.

- (d) Players on the players' and penalty bench must wear the protective helmet/face mask while in the bench area. For a violation of this rule, a misconduct penalty shall be assessed to the offending player.

Rule 305 Dangerous Equipment

- (a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited.
Elbow pads which do not have a soft protective covering of sponge rubber or a similar material at least $\frac{1}{2}$ inch thick shall be considered dangerous equipment.
- (b) A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A **misconduct** penalty shall be assessed to a player wearing such a glove in play.
- (c) The wearing of jewelry that is visible to the referee is prohibited and any offending player shall be sent off the playing surface until the jewelry is removed.
- (d) The wearing of casts or splints made of hard or unyielding materials is prohibited, unless directed in writing by a licensed medical physician. Such casts or splints must be covered on all exterior surfaces with no less than $\frac{1}{2}$ -inch thick, high density, closed cell polyurethane or alternate material of the same minimum thickness and similar physical properties, to protect opponents from injury.

Rule 306 Puck/Ball

- (a) Pucks/balls shall be made of plastic or other material approved by USA Hockey InLine. Balls should be classified as "no bounce" balls.
The puck shall be approximately 1 inch thick, and 3 inches in diameter and shall weigh between $3\frac{1}{2}$ and $6\frac{1}{2}$ ounces.
The ball shall be between $2\frac{1}{2}$ inches and $2\frac{3}{4}$ inches in diameter and shall weigh between 1.75 and 3 ounces.

- (b) The puck/ball shall be of a predominant color that contrasts with the color of the playing surface.
- (c) On all rinks which have boards less than 40 inches in height and/or no screens for protection of the spectators, a ball must be used.

Pucks may be used and are preferred on rinks that have boards at least 40 inches in height and screens or safety glass for protection of the spectators.

For all State, Regional and National Championships, a puck shall be used.

Rule 307 Uniforms

- (a) All players participating in USA Hockey InLine games must be uniformly dressed and have matching jerseys with long sleeves. For all State, Regional and National Championships, players must wear a uniform that covers all protective equipment except skates, gloves and helmet/facemasks.
- (b) Each player and each goalkeeper listed in the lineup must wear an individual identifying number at least 8 inches in height on the back of the sweater. All numbers assigned must be whole numbers between 0-99. No two members of the same team shall be permitted to wear the same number.
- (c) At the discretion of the Referee, the Visiting Team shall change its jerseys if the colors of the competing teams conflict.

Rule 308 Equipment Measurement

- (a) A request for measurement of any equipment shall be limited to one request by each team during the course of any stoppage of play.
- (b) When a formal complaint is made by the Captain of a team against the dimensions of any stick, the Referee shall make the necessary measurement immediately. If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.

When a formal complaint is made by the Captain of a team against the dimensions of any piece of goalkeeper's

- equipment and the measurement would cause any delay whatsoever, other than glove measurement, such measurement shall take place at the end of the first half or immediately in the second half or overtime. If the complaint is not sustained, a bench minor penalty shall be assessed to the team requesting the measurement.
- (c) A minor plus a misconduct penalty shall be assessed to any player who refuses to surrender the stick or other piece of equipment for measurement when requested to do so by the Referee.
 - (d) The Referee may measure any equipment used for the first time in the game.
 - (e) The Referee shall assess a bench minor penalty to a team that requests a measurement of equipment only for the purpose of delaying the game.
 - (f) No Captain or Team Official may request a protective or dangerous equipment check of an opposing player. After a warning by the Referee, a Captain or Team Official who continues to challenge or request a protective or dangerous equipment check of the opposing team shall be assessed a bench minor penalty for “delay of game.”