**SUMMARY OF RULE DIFFERENCES**

The folowing document is a comparison of the differences in rules between the MIHA Official Rules and the Official Rules of USA Hockey Inline.



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| **PLAYING RULES AT A GLANCE** |

**Game Length**

**USAHIL:** 2 halves, 12 – 25 minutes in duration each (Running time or stop time). If running time is played: Stoppage of play in the last two minutes when score is within 2 goals

**MIHA:** 3 periods, 14 minutes in duration running time: Stoppage of play in the last two minutes when the score is within 2 goals.

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| **SECTION 2 – COMPOSITION OF TEAM** |

**Required number of players to begin game**

 **USAHIL:** 4 players and one goalkeeper or 5 players with no goalkeeper.

 **MIHA:** 3 players and one goalkeeper or 4 players with no goalkeeper.

**Team unable to place required number of players to begin game**

**USAHIL:** Bench minor penalty. If after five minutes game still cannot begin, game is suspended and reported to league authorities

**MIHA:** Bench minor penalty. If a team does not have enough players to begin the game that team may use a time out to delay the game an additional minute. If after the time out the game cannot begin the game is forfeited. The tournament director may delay a game an additional 5 minutes after the use of a time out.

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| **SECTION 6 – PLAYING RULES** |

**Rule 613 fighting**

**USAHIL:** (a) a major plus a game misconduct 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.

**MIHA: (1)** Two players on opposing teams may drop their gloves and square off to exchange punches. Officials will allow this fight to proceed until one or both players are unable to continue the fight. If a player has a cage on, he must remove his helmet prior to the fight beginning. Both combatants must be willing to engage in the fight. If a player is involved in multiple fights during a game an ejection shall be assessed. If a player is involved in three fights during a tournament a tournament ejection shall be assessed.

**(2)** If a player initiates a fight but does not engage in the fight he may receive a 2 minute minor for instigating at the officials discretion. The player throwing the punch may be assessed a 10 minutes misconduct along with the 5 minute major.

**Rule 614 goals and assists**

**USAHIL:** Goal should be disallowed if the puck enters the net while an attacking player is in the crease. Play should be stopped if attacking team is in possession of the puck with a scoring opportunity. Face-off at high zone spots.

**MIHA:** Goal should be disallowed if the attacking player initiates contact with the goalkeeper or impairs the goalkeeper’s ability to move freely or defend the goal. After a warning, play should be stopped for an attacking player in the crease.

**Rule 628 puck must be kept in motion**

**USAHIL:** The puck must be kept in motion at all times. Play shall not be stopped because the puck in 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.

**MIHA: (1)**The puck must be kept in motion at all times. Play shall not be stopped because the puck in 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. Teams are also required to advance the puck when the opposing team is not engaging them in their defensive zone.

**(2)** A player may not stand behind the net while in possession of the puck unless players of the opposing team prevent them from doing so. Once the puck is in a forward motion from behind the net the team may reverse the play back behind the net however that team will again be required to advance the puck. For the first infraction of this rule, play shall be stopped and a face-off will be taken at the face of circle adjacent to the goal of the offending team, for a second violation by any player of the same team a minor penalty shall be assessed for delay of game.

**(3)** If a player traps a puck with the tow of his stick a minor penalty will be assessed for delay of game. A player may use the heel of his stick to trap the puck in order to perform a “heal drag.” The puck must move in a single motion or a minor penalty will be assessed for delay of game. This call shall be based on the official’s judgment – a great deal of discretion is given in this rule.

**Rule 638 Tied Games**

**USAHIL:** In tournament and Play-Off games in which it is necessary to determine a winner for advancement, the following shall take place:

1. A two minute rest period shall follow.
2. The Teams shall not change ends.
3. And overtime period shall be played of regulation length.
4. The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.
5. Steps 1-4 shall be repeated until a winner is declared.

**MIHA: (1)** In round robin play when a game is tied after regulation the game shall be decided by a shootout. Each team will name four shooters and they shall proceed in such order as the coach or team captain selects. All players are eligible to participate in the shootout unless they are serving any penalty. The home team shall have the choice of shooting first or second. Once the shootout begins, the goalkeeper cannot be replaced unless he is injured, and no warm up shall be permitted for a substitute goalkeeper. **(a)** After each team has taken four shots, if the score remains tied, the shoot out will proceed to a sudden death format. No player may shoot an additional shot until everyone who is eligible has shot.

**(2)**If a game is tied after regulation in a Play- Off game a one minute rest period shall follow. The teams shall not change ends and a 3 on 3 five minute overtime period shall be played. The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner. If a game is tied after the five minute overtime period the game shall be decided by a shootout.(see rule 638.1-1.a)