



# SCHL Uniform Policy Cheat Sheet

This page details the SCHL and NCRHA Uniform Policy and serves as your guideline in preparing your club for competition.

For complete wording of each rule, consult the NCRHA Rule Book and SCHL League Operations Manual.

If this page does not address any questions you have about uniforms and player gear, please email [info@schl.org](mailto:info@schl.org) with your question.

**Player Helmets** – Rule 305 B : All players must have the same color helmet. All helmets must be H.E.C.C. approved, and have earpieces, full facial protection, and all straps w/ snaps intact.

## Player Gloves –

Glove colors are limited to Declared School colors & white, black, and grey. Glove trim colors are also limited to Declared School colors & white, black, and grey.

## Player Jerseys – Rule 300 A 1:

All clubs must have 2 sets of matching jerseys with the same numbers on each set. All jerseys must have the same logo and name bars, if used.

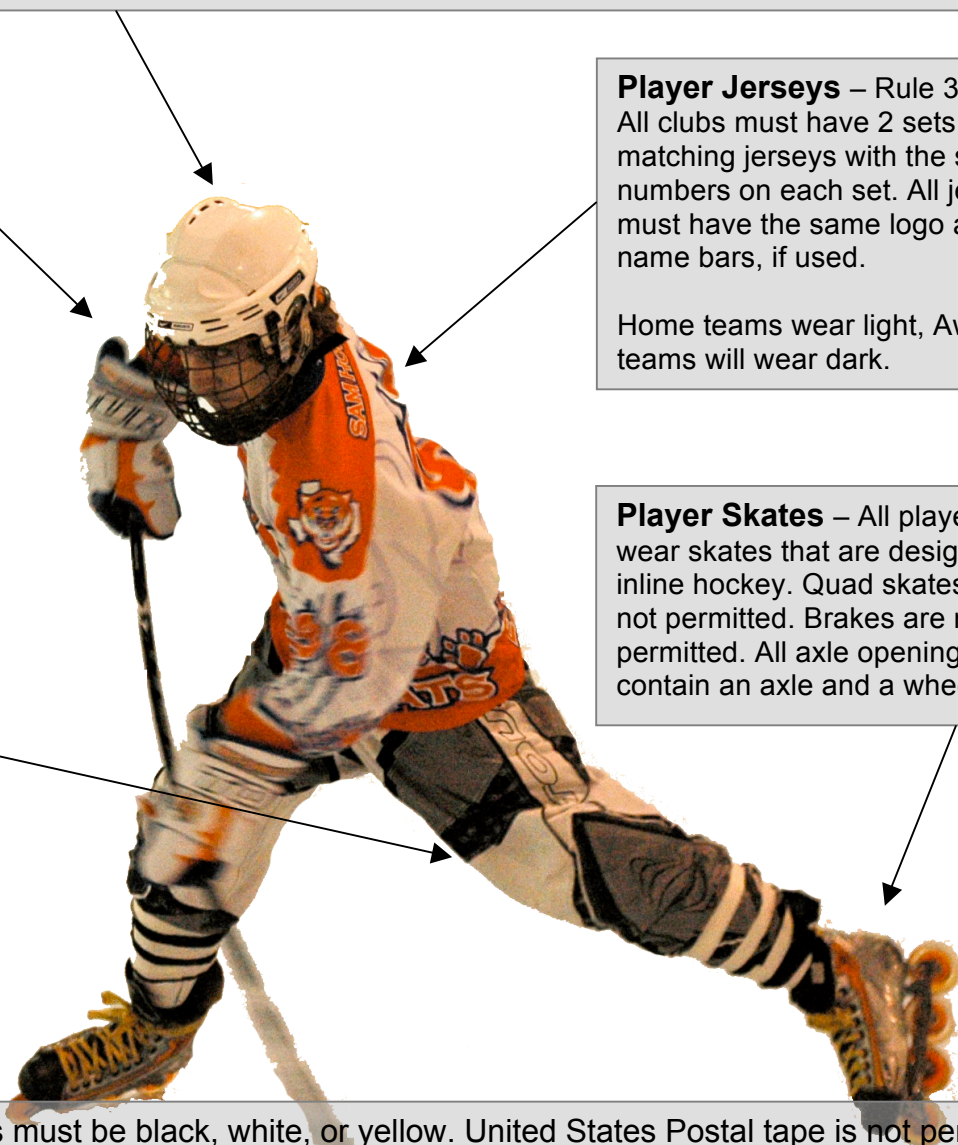
Home teams wear light, Away teams will wear dark.

**Player Pants** – All players must have matching pants of the same manufacturer and style. Club pant colors are limited to Declared School colors & white, black, and grey.

**Player Skates** – All players wear skates that are designed for inline hockey. Quad skates are not permitted. Brakes are not permitted. All axle openings must contain an axle and a wheel.

**Accessories:** Skate laces must be black, white, or yellow. United States Postal tape is not permitted for use on any part of uniforms or equipment.

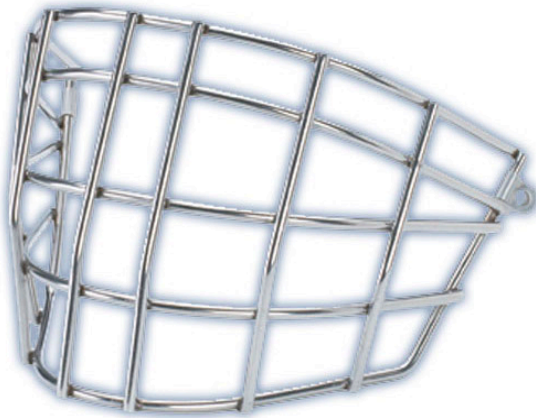
Allowed pant tape colors are declared team colors, or black, white, or clear tape. Pant tape cannot have any graphics or text, except for team logo and/or team name. All padding, such as elbow pads or shin guards, must be completely covered at all times.





# H.E.C.C. Approval Guidelines for Goalie Cages

## Samples of Certified Styles



Itech RP626 Certified Cage



Itech RP624 Certified Cat-eye

The NCRHA requires all participants to use H.E.C.C. approved and compliant helmets and cages.

H.E.C.C. approved cages are marketed as “certified”. It is each player’s responsibility to research and obtain certified gear.

If a cage’s certification is challenged, a standard senior stick blade is used to ensure that no contact can be made with the face through the cage’s openings.

If stick blade contact with the face is possible, that cage will be removed from play immediately and permanently.

For more information, including a list of H.E.C.C. approved equipment, go to <http://www.hecc.net/>

Look for these stickers and never remove from your gear.



## Samples of Non-certified Styles



Non-certified Pro-style Cat-Eye



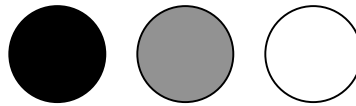
Itech RP615/RP619  
Non-certified Cateye



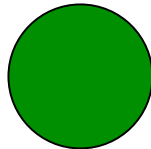
# NCRHA Glove Rule update for 2009-2010

Effective for the 2009-2010 season, the NCRHA requires that Division I player gloves are limited to the following main colors: School/uniform color, black, white; and the following trim colors: school/uniform color, black, white, gray. All gloves need not be the same manufacturer or style. A glove's interior lining or palm is not to be considered as trim and will not be subject to review under this rule.

## Standard Glove & Trim Colors



## Example of an Optional Glove or Trim Color



*This player's jersey includes green, therefore his glove's green trim is legal.*



## Glove Color Test

1. Is the glove's primary color black or white? If no, go to step 2. If yes, go to step 3.
2. Is the glove's primary color found in your jersey? If no, the glove is not legal for NCRHA play. If yes, go to step 3.
3. Are the glove's trim colors black, white, or grey? If yes, the glove is approved for NCRHA play. If no, go to step 4.
4. Are all of the glove's trim colors found in your jersey? If yes, the glove is legal for NCRHA play. If no, the glove is not legal for NCRHA play.

**Captains:** It is your responsibility to check your players' gloves and make sure they comply with these requirements. Don't let your teammates get caught with non-compliant gloves!