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Rules of the Game of Rink-Hockey 2011





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INTRODUCTION

In addition to the Technical Rules of Rink-Hockey, the Rules of the Game comprise a set of standard procedures that are binding for all sports bodies and agents – *International organisations, National Federations and affiliated Clubs* – attached to the organic and functional structure of **FIRS –Fédération Internationale de Roller Sports** and **WADA – World Anti-Doping Agency**.

The Rules of the Game of Rink-Hockey consist of the following topics:

- CHAPTER I – THE GAME OF RINK-HOCKEY – DEFINITION AND SCOPE**
- CHAPTER II – CATEGORIES OF PLAYERS – PLAYING ZONES, ANTI-PLAY AND “POWER PLAY”**
- CHAPTER III – RINK- HOCKEY TEAMS**
- CHAPTER IV – SPECIFIC SITUATIONS OF PLAY**
- CHAPTER V – FOULS AND PENALTIES – ADVANTAGE RULE**
- CHAPTER VI – TECHNICAL PENALTIES FOR TEAMS**
- CHAPTER VII – PROTESTS**
- CHAPTER VIII – APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES**

These Rules of the Game are complemented by the Technical Rules of Rink-Hockey that contains other binding precepts and procedures on the following matters:

- **PREMISES OF THE GAME – RINK MARKINGS AND INSTRUMENTS**
- **REFEREEING – OFFICIAL TABLE AND TEAM RESERVE BENCHES**
- **REFEREES – EQUIPMENT USED, SIGNS AND GAME SHEET/REPORT**
- **EQUIPMENT, PROTECTION AND TOOLS USED BY PLAYERS**
- **PLACEMENT OF TEAMS – HOW TO UNDO A TIE**
- **ATTACHMENTS (Examples of: *Match report, Match control sheet for registration and Passport/identity card control*)**

CIRH – Comité International de Rink Hockey - will promote the continuous updating of the Rink-Hockey rules, in order to ensure – *as a result of different concrete "cases" and "situations" that occur* - the diffusion of standards that all Referees must apply, on grounds of a correct interpretation of the Rules of the Game and aiming at their uniform application.



CHAPTER I

THE GAME OF RINK-HOCKEY – DEFINITION AND SCOPE

ARTICLE 1 **(THE GAME OF RINK-HOCKEY)**

1. The game of Rink-Hockey is played on a rectangular rink with a level and smooth surface, between two teams of 5 (five) players each, one of which is the goalkeeper. The players must wear four-wheeled quad skates, and use a stick to play the ball.
2. At the start of the game, the teams occupy the half of the rink designated to them by the toss of the coin. After the half-time break, direction of play is reversed. The players try to score a goal introducing the ball in the opposing team's goal cage, with the help of the stick only.
3. Matches are played on indoor or outdoor rinks, in most weather conditions, by day or night, with natural or artificial light.
4. One or two referees are in charge of enforcing the Rules of the Game. They are assisted by the Assistant Referee, officially designated, who directs the time keepers table, which is situated centrally, outside the rink, near to the fence.

ARTICLE 2 **(REGULAR PLAYING TIME)**

1. In the category **UNDER-15 MALE**, effective playing time is 30 (*thirty*) minutes, divided over two periods of 15 (*fifteen*) minutes each.
2. In the categories **SENIOR MALE**, **SENIOR FEMALE**, **UNDER-20 MALE**, **UNDER-18 FEMALE** and **UNDER-17 MALE**, effective playing time is 40 (*forty*) minutes, divided over two periods of 20 (*twenty*) minutes each.
3. In all national and international clubs' events and competitions, the organising body concerned – *Continental Confederation or National Federation* – is allowed to deliberate if matches are played with different playing times than established above in this article. However, the maximum length of 50 (*fifty*) minutes effective playing time, divided over two periods of 25 (*twenty-five*) minutes each shall not be exceeded.
4. In all categories, there is a 10 (*ten*) minutes interval between the end of the first period and the start of the second period of play.

ARTICLE 3 **(REFEREEING ERRORS – CORRECTION PROCEDURES)**

1. The conditions to be observed concerning the refereeing of international and national competitions are duly set out in **Chapters II and III of the Technical Rules of Rink Hockey**, considering that:
 - 1.1 The referees are absolute judges on the rink and their decisions related to the game are not subject to appeal. Their decisions must always be made with impartiality and abide strictly by the Rules and Regulations in force.
 - 1.2 In exceptional situations of play not properly explained by these Rules, the referees will decide according to their conscience. They have the right to interrupt the game every time they deem necessary.



- 1.3 Whenever – *while play is not active* – the Main Referees address the Assistant Referee to clear up a question, the areas adjacent to the Official Table – *inside as well as outside the rink* - are considered “forbidden” to the presence of any player or team member, except if previously authorised by the Main Referees.
2. When it is perceived that – *by mistake of a timekeeper, Assistant Referee or Main Referee* – an error was made in the direction of the game, the Main Referees must immediately stop the game – *if this should be the case* – and go to the Official Table in order to accord with the Assistant Referee and timekeeper which correction procedures to adopt, as well as the time that remains to be played as a result of the specific situation that was detected.
 - 2.1 If the irregularity occurred outside the rink – *either noticed by the Assistant Referee himself, or notified to him through a complaint presented by a team's delegate* – the Assistant Referee, at the next natural stop in the game, will call the Main Referees to his presence and inform them of the incident.
 - 2.2 In any case, the Main Referees will only apply the correction procedures explained in the following paragraphs if the irregular situations and/or major errors were detected within maximum 5 (five) minutes after their occurrence.
3. If an irregularity or major error perceived has direct or indirect effect on the course and/or result of the game – *not noticed irregular replacement, excluded or suspended player who unduly participated in play, 10th team foul not sanctioned with a direct free hit, etc.* – the Main Referees must always confer among them for a better understanding of the situation, and afterwards ensure the correction they deem pertinent or, alternatively, go on with the game without changing its course.
 - 3.1 The correction procedures, when pertinent, may imply both technical penalties – *execution or repetition of a direct free hit, for instance* – and/or disciplinary punishment of offenders and their teams. Therefore, the Main Referees must ensure, previously, that the **clock is repositioned at the time of play that remained to go** at the moment when the irregularity and/or error occurred.
 - 3.2 The correction procedures indicated in the paragraph 3.1 above can never cancel a direct red card, but only with regard to the offender's disciplinary sanction (the sanctions to the offender's team remain cancelled, i.e. there is no power play or any other technical sanction).
 - 3.3 Consequently, **restarting play will be ordered by the Main Referees in function of each specific situation**. However – *in case the Main Referees judge that there is no correction to apply* – recommending play will be ensured in function of the interruption that took place to clear up the situation.
4. When by mistake of the timekeeper and/or Main Referees, a period of the match is terminated before the full end of the exact time of play, the Main Referees will order play to start again – *ordering, if necessary, the teams to return to the rink, except for paragraph 4.2 of this Article* – with a FACE-OFF to be conducted at the CENTRE SPOT of the rink.
 - 4.1 The Main Referees must ensure that the information on the time of play that remains to go must be restored on the clock, after previous accordance with the timekeeper.
 - 4.2 The Main Referees will only order the game to recommence when this would happen within maximum 5 (five) minutes counted from the moment when the period of play in question was terminated.
5. Eventual or alleged irregular situations and/or major errors occurred during the match will always be reported by the Main Referees in a **Confidential Report**, detailing their nature and the grounds of their decisions, either when correction procedures were applied, either when no changes occurred to the normal course of the game.



ARTICLE 4 **(REFEREES' DISCIPLINARY ACTION)**

1. The referees have the right to take appropriate disciplinary action to penalise players – *including goalkeepers* – as well as coaches, managers or other team assistants whose conduct or behaviour is not deemed correct against the Rules of the Game. Referees will make use of the following procedures and penalties
 - 1.1 **VERBAL WARNING**, for minor misconduct or inconvenient attitudes.
 - 1.2 **BLUE CARD**, followed by procedures specified in Article 26 paragraphs 2.1 and 2.2.
 - 1.3 **RED CARD**, followed by procedures specified in Article 27 paragraphs 2.1 and 2.2.
2. When a player or another team member was expelled by the Main Referees **before the start of the game**, this player or team member may be replaced on the Game Sheet, without prejudice of the Main Referees, as it is their duty, to draft a detailed report on the facts that determined this expulsion.
3. When a player or another team member is expelled by the Main Referees **during the interval of the match**, the referees will ensure – *when play is started again* – the procedures set out in paragraphs 2.1 and 2.2 of Article 27 of these Rules.
4. The Main Referees must exercise strict disciplinary control of the team members on the reserve bench – *they will be helped in this by the Assistant Referee* – not allowing that more than 3 (*three*) members remain standing, and never omitting to punish, with justified severity, all protests or gestures that reveal public discordance with the referees' decisions.
 - 4.1 With regard to **the main coach of the team**, the Main Referees must **allow an "elucidating conversation"** to take place with them on their decisions, as long as it is done with correctness and its duration is short. They will not allow it to become a long conversation or a public protest instead of an elucidation.
 - 4.2 However, with regard to the other team members on the reserve bench, the Main Referees will allow no conversation and must sanction those who gesticulate with their arms whether they stand up from their seat or not.
 - 4.3 Any member on the bench who stands up must be – *at least* – verbally warned by the Main Referees. This must be done publicly and clearly, addressing the offender and – *in case he already sat down* – require him to stand up and – *using the appropriate signs* – warn him that he may not repeat the same infraction under pain of being sanctioned with
 - 4.3.1 A **BLUE CARD**, if a goalkeeper, floor player or main coach, followed by procedures specified in Article 26 paragraph 2.
 - 4.3.2 A **RED CARD**, if any other member of the team, followed by procedures specified in Article 27 paragraph 2.
5. In the final part of a match more complicated situations are liable to occur. It is important that the Main Referees do not lose proper sight of the facts and take decisions with serenity, not hesitating – *whenever necessary* – to exchange briefly views with each other in order to deliberate which is the best decision, namely when there are disorders or general protests it is advisable that the Main Referees support each other and maintain communication.
6. **TEMPORARY SUSPENSIONS – PENALISING INFRACTIONS**
 - 6.1 Temporarily suspended players and goalkeepers must sit out their penalty on the chairs placed to that effect near the Official Timekeepers Table. In no case are they allowed to sit on the reserve bench of their team.
 - 6.2 If paragraph 6.1. of this Article is infringed, the Assistant Referee will avail a stoppage in the game to notify the Main Referees of this offence, who will immediately order his **final expulsion of the game** showing a **red card**.



- 6.3** If – *in addition to the infringement of paragraph 6.1 of this Article* – the suspended player or goalkeeper unduly enters the rink – *replacing a team-mate before having fully set out his suspension* – the Assistant Referee will immediately operate a sound signal to warn the Main Referees of the offence as to – *immediately interrupt the game, if the case* – and take the following measures:
- 6.3.1** Showing two red cards, expelling the offending player or goalkeeper for the remainder of the match, as well as the main coach (*or in his absence and in the following order, the assistant coach, one of the delegates or the captain on the rink*).
- 6.3.2** The offending team will play in "Power-play" according to paragraph 3 of Article 10 of these Rules.
- 6.3.3** Play will start again as follows:
- If play was stopped by the Main Referees by right of the offence in question, a DIRECT FREE HIT will be awarded against the offending team.
 - If play was already stopped before the offence took place, play will start again in function of the action that motivated the stoppage.
- 6.4** If a player or goalkeeper unduly enters the rink when his team is playing in "Power-play" *before having received permission from the Assistant Referee*, the Assistant Referee will immediately operate a sound signal to notify the Main Referees of the offence who may – *interrupt play immediately, if the case* – and, immediately afterwards, apply the measures already indicated in paragraphs 6.3.1, 6.3.2 and 6.3.3 of this Article.
- 6.5** If, however, the player or goalkeeper entered the rink on a mistake of the Assistant Referee – *which he recognized and notified to the Main Referees* –, the Main Referees will ensure the procedures as in paragraph 3 of Article 3 of these Rules.
- 7.** On the Game Sheet must be registered only the disciplinary measures taken by the Main Referees with regard to blue and red cards shown.
- 8. With regard to each direct red card**, the Main Referees will draft a **Confidential Report**, in which they will describe, clearly and rigorously the situations and circumstances that led to the expulsion of the offenders.

ARTICLE 5

(GAME TIED – PROCEDURES TO CONSIDER)

Whenever a game ends in a tie and it is necessary to determine which the winning team is, the referees will proceed as follows.

1. EXTRA-TIME TO UNTIE THE GAME

- 1.1** A player who is still serving suspension at the end of regular playing time must serve his full suspension time before being allowed to participate in the extra-time.
- 1.2** In all categories, there is a 3 (*three*) minutes interval between the end of regular playing time and the start of extra-time. A new draw takes place for the choice of the half rink.
- 1.3** Without prejudice of paragraph 1.4 hereunder, extra-time will have the following duration:
- 1.3.1** Extra-time is 5 (*five*) minutes, divided over two periods of 2 (*two*) minutes and 30 (*thirty*) seconds each, in the **matches of the under-15 male category**,
- 1.3.2** Extra-time is 10 (*ten*) minutes, divided over two periods of 5 (*five*) minutes each, in the **matches of all the other categories**.
- 1.4** Extra-time is over when one of the teams scores a goal. This team is declared winner. The referees will whistle to validate the goal and immediately end the match, the centre pass not having to be executed.



1.5 At the end of the first extra-time period, a 2 (*two*) minutes interval is granted, during which the teams switch ends on the rink and on the reserve bench.

2. **SERIES OF PENALTY SHOTS (SHOOTOUT)**

When, at the end of extra-time, the score remains even, the winner shall be decided by means of penalty shots – *as many as necessary* – according to the following procedures:

2.1 The referees will toss a coin on the rink, in the presence of both team captains, to determine which goal cage is to be used for the penalty shots, and which team starts the shootout.

2.2 The penalty shots executed to untie a match must be taken with a single shot straight at the goal cage. No second charges are allowed.

2.3 For the shootout, teams may use any of their players registered on the Game Sheet, except those who have been expelled or who *at the end of extra-time* are still serving a temporary suspension.

2.4 The team that has scored more goals at the end of the shootout will be declared winner:

2.4.1 **FIRST SERIES: FIVE PENALTY SHOTS**

Different players of each team execute, by turns, each of the penalty shots, *taking into account point 2.4.2 hereafter*. Each team's defending goalkeeper may always be the same.

2.4.2 If a team has less than 5 (*five*) players apt to take the penalties, the shots will be executed, by turns, by the players available to that end.

2.4.3 If before both teams have completed their five shots each, one of them has scored more goals than it will be possible for the other team to obtain with the number of shots left, the referees will end the game and declare winner the team that has scored more goals.

2.4.4 When, at the end of the first series of penalty shots, the score is still even, the winner shall be decided as follows.

2.4.5 **SECOND SERIES: SUCCESSIVE PENALTY SHOTS**

Each team takes, by turns, one penalty shot until one of the teams fails to score and the other scores. The scoring team is immediately considered winner.

2.4.6 In this series, one player may take all the penalty shots for his team. Also the defending goalkeeper may always be the same.

2.5 It is not necessary to order a CENTRE PASS for the Main Referees proceed to the validation of a goal scored during the penalty series played to undo a tie.

ARTICLE 6 (PRELIMINARIES)

1. The Main Referees and the Assistant Referee must present themselves at the match properly equipped and enough time in advance so as to ensure that the matches start at the fixed hour.

2. Up to 10 (*ten*) minutes before the game, the referees must proceed to the toss of a coin, in the presence of the team delegates and/or captains, to determine positions on the rink.

2.1 The delegate or captain of the team winning the draw has one of two options:

2.1.1 The choice of the half-rink his team will use in the first period, leaving the opposite team taking the stroke that starts the game;

2.1.2 The choice of taking the stroke that starts the game, leaving the other team the choice of the half-rink it will use in the first period of the match.

2.2 After this the referees will pick out a ball among several presented by the team delegates or captains, bearing in mind:

2.2.1 The "home" team, or considered as such, must supply a sufficient number of balls for the game.



2.2.2 The “visiting” team has the right to submit other balls for the referees to choose.

3. The rink must be available for the teams’ warming up at least 20 (*twenty*) minutes before the time officially scheduled for the beginning of the game.
4. Immediately before the start of the game, the Main Referees will perform a **formal salute to the public**. This salute will take place to one side of the rink only, in front of the area reserved for the official bodies, even when they are not present.
 - 4.1 In addition to the Main Referees, all players who will begin the game must participate in the salute. The presence of reserve players is optional.
 - 4.2 During the salute, except for paragraph 4.3, the referees and players who take part in it must be suitably dressed with the equipment they use in the game, and not wear their shirts outside the shorts, drooping socks, or training suits.
 - 4.3 The goalkeepers will not wear their masks and protection gloves during the salute.

ARTICLE 7

(NO SHOW – TOLERANCE FOR STARTING THE GAME)

1. The teams have a 15 (*fifteen*) minutes tolerance over the official starting time of the match to be on the rink in conditions to play the match.
 - 1.1 When the 15 minutes tolerance have elapsed and a team is not on the rink – *or when it is on the rink but not with the minimum number of players required to start the game* – the Main Referees will proceed as follows:
 - 1.1.1 Ensure the identification of the players of the team that is in conditions to start play, and confirm the presence of the minimum number of players required.
 - 1.1.2 Perform the salute to the public, and immediately afterwards whistle the end of the match.
 - 1.1.3 Register on the Game Sheet, with the necessary detail, the circumstances that led to their decision to assign “no-show” to the team concerned.
 - 1.2 The team assigned “no show” is considered defeated by the score of 10–0 (*ten goals suffered and zero goals scored*)
2. Should the rink be temporarily or definitively impracticable, the Main Referees must allow an initial tolerance of 15 (*fifteen*) minutes, after which – *if the situation maintains* – the following procedures must be applied:
 - 2.1 In case of **force majeure** – *power failure, water on the rink, slippery rink surface, etc.* – preventing the use of the rink for the scheduled match, the game will be played on another rink. To that effect, the Main Referees will allow an **additional tolerance of 90** (*ninety*) **minutes**, which already includes the time to transfer the teams from one precinct to another.
 - 2.2 If the rink is unfit because of **repairable damage**, or because another Rink-Hockey game is still going on, the Main Referees will allow an **additional tolerance of 30** (*thirty*) **minutes** for the game to begin.
 - 2.3 If in any of the cases mentioned above in this Article – *after the additional tolerance time elapsed* – it was not possible to solve the problem, the Main Referees will inform the teams that the game will not take place, and report on the Game Sheet detailed information on the facts that led to their decision.
 - 2.4 When the problem is solved and the game can take place, the Main Referees will allow 15 (*fifteen*) minutes for the teams to warm up on the rink. Time will be counted from the moment the rink was made available for the game.



CHAPTER II

CATEGORIES OF PLAYERS – PLAYING ZONES, ANTI-PLAY AND “POWER-PLAY”

ARTICLE 8

(CATEGORIES OF PLAYERS, PER GENDER AND AGE)

1. According to their gender and age, Rink-Hockey players are classified, at international level, in the following competition categories:

1.1 MALE CATEGORIES

UNDER-15 Male	12 to 14 years of age
UNDER-17 Male	13 to 16 years of age
UNDER-20 Male	14 to 19 years of age
UNDER-23 Male	14 to 22 years of age
SENIOR Male	= > 14 years of age

1.2 FEMALE CATEGORIES

UNDER-18 Female	13 to 17 years of age
SENIOR Female	= > 14 years of age

2. Inclusion of skaters in the different categories is always in function of the year of their birth and the year in which take place the events in which they are registered, as follows:

2.1 MALE RINK-HOCKEY PLAYERS

2.1.1 CATEGORY UNDER-15 MALE (not approved)

The skater who completed the minimum age of 12 (*twelve*) years but has not completed 15 (*fifteen*) years by 31 December of the year regarding his registration.

2.1.2 CATEGORY UNDER-17 MALE

The skater who completed the minimum age of 13 (*thirteen*) years but has not completed 17 (*seventeen*) years by 31 December of the year regarding his registration.

2.1.3 CATEGORY UNDER-20 MALE

The skater who completed the minimum age of 14 (*fourteen*) years but has not completed 20 (*twenty*) years by 31 December of the year regarding his registration.

2.1.4 CATEGORY UNDER-23 MALE (not approved)

The skater who completed the minimum age of 15 (*fifteen*) years but has not completed 23 (*twenty three*) years by 31 December of the year regarding his registration.

2.1.5 CATEGORY SENIOR MALE

The skater who completed the minimum age of 15 (*fifteen*) years by 31 December of the year regarding his registration.

2.2 FEMALE RINK-HOCKEY PLAYERS

2.2.1 CATEGORY UNDER-18 FEMALE (not approved)



The skater who completed the minimum age of 13 (*thirteen*) years but has not completed 18 (*eighteen*) years by 31 December of the year regarding her registration.

2.2.2 CATEGORY SENIOR FEMALE

The skater who completed the minimum age of 14 (*fourteen*) years by 31 December of the year regarding her registration.

2. Inclusion of skaters in the different categories is always in function of the year of their birth and the year in which take place the events in which they are registered, as follows:
3. For Rink-Hockey players of less than 12 (*twelve*) years of age, the national Federations can define other categories for specific events and tournaments they wish to organise in different age categories.



ARTICLE 9

(RINK ZONES – DEFINITION OF ANTI-PLAY OR PASSIVE PLAY)

1. ZONES OF PLAY

Considering paragraph 5 of Article 3 of the Technical Rules, the line that divides the rink in two halves delimitates, for each team, two “zones” of play – a “DEFENSIVE ZONE” and an “ATTACKING ZONE” – in which the time allowed for ball possession differs, as specified hereafter.

1.1 DEFENSIVE ZONE – TIME AND CONTROL OF BALL POSSESSION

- 1.1.1 When a team gains possession of the ball in its defensive zone, it is allowed **10 (ten) seconds** – *counted by the Main Referees by means of specific gestures* – to start offensive action, driving the ball into its attacking zone and across the line that divides the rink.
- 1.1.2 After a first situation of attack – *except for paragraph 2.1.2 of this Article* – the ball may be returned to the defensive zone of the attacking team, but the team is then allowed **only 5 (five) seconds** to drive the ball again in its attacking zone.
- 1.1.3 When, after having driven the ball in its attacking zone, a team returns the ball in its defensive zone, the Main Referees will start counting – *by means of specific gestures* – the **5 (five) seconds** from the moment the ball crosses the dividing line.
- 1.1.4 Whenever a team exceeds the time limit allowed for the ball to remain in its defensive zone – *in attention of paragraphs 1.1.1 and 1.1.2 of this Article* – this team will **always be punished with an INDIRECT FREE HIT** – *to be taken in one of the superior corners of its penalty area* – even when, before time is over, the ball is sent outside the rink or gets stuck in the upper part of the goal cage.

1.2 ATTACKING ZONE – TIME AND CONTROL OF BALL POSSESSION

- 1.2.1 When organising their attacking actions, the teams must try to shoot at their opponent's goal cage, aiming to score a goal. The conclusion of these actions should occur within a reasonable period of time that **should not exceed 45 (forty-five) seconds** of ball possession in each **attacking action**.
- 1.2.2 The **counting of ball possession time during the team's attacking actions must be done by the Main Referees** – *either consulting the electronic time clock, or counting mentally* – but always taking in consideration the counting “rules” established hereunder.
- 1.2.3 The counting of ball possession time **may not be interrupted** when one of the following situations occurs:
 - a) The team having possession of the ball in the attacking zone chooses to return it to its defensive zone.
 - b) A foul was signalled that benefits the team having possession of the ball.
 - c) Possession of the ball returns to the team that had possession of it after occurring one of the following situations:
 - Having been signalled a **FACE-OFF**.
 - Having been occurred a shot at the opponent's goal cage, but without the ball having touched the front of the cage (*beam or posts*) and/or the goalkeeper, whatever the reason (*bad shot, rebound or deflection of the ball by an opponent or a team mate*).
- 1.2.4 Without prejudice of paragraph 1.2.5 hereunder, the counting of ball possession time **may only be interrupted** – *and eventually resumed if the ball comes again in the possession of the team that had it* – if **a shot is taken at the opponent's goal cage** and it is found out that:
 - a) The ball touched or was defended by the opposite goalkeeper;
 - b) The ball touched the front of the opposite goal cage (*beam or posts*)



1.2.5 The counting of ball possession time will be always interrupted when a penalty shot or a direct free hit is awarded by the Main Referees.

2. DEFINITION OF PASSIVE PLAY

2.1 It is considered that an attacking team incurs in the practice of passive play when - *after having started attacking action* – one of the following situations occurs:

2.1.1 When one or more of the team's players are clearly in a situation of scoring, but avoid materialising the goal.

2.1.2 When its players – *5 (five) times over* – intentionally return the ball back into their defensive zone, either carrying the ball or passing it to a team mate.

2.1.3 When the team keeps possession of the ball – *for a maximum period of 45 (forty five) seconds* – making no recognisable attempt to shoot at the opponent's goal cage.

2.2 When – *in regard of the paragraph above* - a team incurs in the practice of passive play, the Main Referees cannot sanction this offence immediately, as they are obliged to ensure the procedures set out in paragraphs 3.1 and 3.2 of this Article.

2.3 EXCEPTIONS TO THE PUNISHMENT OF PASSIVE PLAY: The practice of passive play will be allowed, exceptionally and specifically, in the following situations:

2.3.1 When practiced by the team that is playing with less players than the opposite team, for having been sanctioned with power play.

2.3.2 When – *towards the end of the second half of the match* – there is a significant difference of goals scored by each team

3. PROCEDURES TO BE TAKEN BY THE MAIN REFEREES IN CASE OF PASSIVE PLAY

3.1 Except for paragraph 1.2.3 of this Article, when a team incurs in the practice of passive play, the Main Referees must – *previously and very clearly* – give a "warning" that play may be interrupted to signal the offence. This "warning" - *that should not exceed 40 (forty) seconds of ball possession in each attacking action* - must be made as follows:

3.1.1 One of the Main Referees – *preferably the one who is nearest to the place where the ball is and* – must raise both arms well above his head to warn the attacking team that, from that moment on, it has only 5 (*five*) seconds to conclude its attack by shooting at the opponent's goal cage.

3.1.2 When he perceives this "warning", the other Main Referee must immediately start – *by means of specific gestures* – the counting of the 5 (*five*) seconds allowed for this team to shoot at the opponent's goal cage.

3.1.3 If the other Main Referee does not immediately start counting, counting will also have to be ensured by the same referee who initiated the "warning" of incurring in a passive play.

3.2 Whenever the attacking team does not conclude its attack – *not shooting at the goal cage before the 5 (five) seconds are over* – the Main Referee responsible for counting the time will stop the game immediately, sanction the offending team with an INDIRECT FREE HIT to be taken in one of the upper corners of their penalty area.

4. DEFINITION OF ANTI-PLAY

The practice of anti-play is a clear violation of the ethical principles of sport. Anti-play occurs when the team in possession of the ball shows no intention of attacking the opposite goal cage to score a goal, while at the same time the other team assumes a passive attitude, showing no intention of gaining possession of the ball, both renouncing as such to any attempt of scoring a goal.

5. PROCEDURES OF MAIN REFEREES IN CASE OF ANTI-PLAY

When both teams incur in the practice of anti-play, it requires prompt and firm action by the Main Referees in order to reinstate a healthy spirit of competition. They will act as follows:



- 5.1 The Main Referees interrupt the game and meet in the centre of the rink with the captains of both teams – or with their substitutes on the rink – to warn the m that the practice of anti-play should be abandoned immediately. The game will be restarted with a FACE-OFF, executed on the same spot as the ball was when interrupted.
- 5.2 If nevertheless the teams do not consider the warning, the Main Referees will immediately whistle to stop the game again and show a blue card to either team captain – 2 (two) minutes suspension –. The game will be restarted with a FACE-OFF at the place where the ball was when play was interrupted.
- 5.3 When this still does not work and both teams persist in anti-play practice, the Main Referees will immediately whistle to end the match. They will write a detailed report of the facts on the Game Sheet.
- 5.4 When the Main Referees do not take appropriate action to correct the teams' conduct, the International Committee member present at the Official Table will immediately intervene, at the first stoppage in the game, to call the Main Referees to their presence and demand that they apply the above described procedures.

ARTICLE 10 **(“POWER PLAY” – DEFINITION AND RULES)**

1. “POWER-PLAY” is a disciplinary punishment that sanctions the team(s) whose members commit major disciplinary fouls, forcing them – *even if temporarily* - to play with less players than the opposite team.
 - 1.1 When a blue and/or red card is shown to a player or other team member who is not on the rink playing, his team – *according to paragraph 3 of this Article* – is punished with "power play", one of its players being withdrawn from the rink on indication of the coach.
 - 1.1.1 The player withdrawn from the rink will sit on the reserve bench of his team, as he did not suffer any disciplinary punishment.
 - 1.1.2 Consequently, this player withdrawn from the rink may re-enter the game to replace a teammate when his coach decides so, though the situation of play with one or two players less on the rink, accordingly, must be maintained.
 - 1.2 Whenever – *simultaneously or at the same moment of play* – an equal number of players of each team are suspended or expelled from the game, "power-play" is not applied, and the offending players may be replaced by other players.
2. When the shorthanded team suffers a goal, one of its players may immediately enter the rink – *for every goal suffered one of the punished players may be substituted* – but never by a player who was expelled or is serving temporary suspension, which he must always serve in full.
 - 2.1 The substitute player may enter the rink even when – *following the direct free hit or penalty shot that was signalled for the foul that caused “power-play”* – the goal suffered occurred without delay, so that the team was not effectively punished.
 - 2.2 When the team playing in "power-play" scores a valid goal, this does not imply changes to the punishment in course. The team will continue playing with the same number of players.
 - 2.3 Without prejudice of paragraph 5 of Article 18 of these Rules, when a goal is scored by a player in his own cage – *intentionally, when his team was playing in “power-play”* – this goal will have no effect on the "power-play" in course, the duration of which remains unchanged.
3. The maximum limits of “POWER-PLAY” time to be served by the teams are established in conformity with the kind of disciplinary sanction applied to the fouls committed by the team members, as follows:
 - 3.1 **TWO MINUTES**, when the fouls were sanctioned with a **blue card**.



- 3.2 **FOUR MINUTES**, when the fouls were sanctioned with a **red card**.
4. "POWER-PLAY" countdown abides by the following rules and procedures:
- 4.1 **"POWER-PLAY" times begins** at the moment (*time of play*) when the foul that determined the punishment of the team took place, except for paragraph 5 of this article.
- 4.2 **"POWER-PLAY" time ends** at the moment (*time of play*) when:
- The punished team suffers a goal; or
 - When the full time of punishment has been served; the Assistant Referee at the Official Table will then inform the punished team's delegate.
5. When a team is playing with 3 (*three*) players only – *as a consequence of injuries and/or sanctions* – and one of the players or another team member commits a serious or major foul, the following procedures will be adopted:
- 5.1 **WHEN A RESERVE PLAYER IS AVAILABLE**, "power-play" is not applied, and the following conditions are observed:
- 5.1.1 The offender will accomplish the appropriate disciplinary sanction; therefore – *if he is a goalkeeper or another player in the game* – he must leave the rink, and be replaced by a goalkeeper or reserve player. This may imply the procedures foreseen under paragraph 3.1.1 of Article 15 of the present Rules when it is necessary to replace a goalkeeper by a regular floor player.
- 5.1.2 The "maximum time" of "power-play" appropriate to the foul concerned – *and which the offender's team must serve* – will be added to the "power-play" time remaining to be served and that concerned the last of the offenders of the same team who was sanctioned before.
- 5.2 **WHEN NO RESERVE PLAYERS ARE AVAILABLE**, the referees will end the game, in conformity with paragraph 3.2 of Article 10 of the present Rules.
6. When – *immediately after having been awarded a blue card* – a team member (*main coach, player or goalkeeper*) commits an additional foul considered by the referees as a serious or major foul, the maximum time of POWER-PLAY of the offender's team will always be increased to 4 (four) minutes, considering also:
- 6.1 Only one player of that team will be withdrawn from the rink (*the offender himself or another player, accordingly*).
- 6.2 The offender must always be punished according to paragraph 3 of Article 26.
7. When – *as play restarted after a blue card having been awarded* – a serious or major foul is committed by a player or goalkeeper who is serving a temporary suspension near the Official Table, the referees will award the offender a direct red card, and sanction his team with a "new" POWER-PLAY of 4 (four) minutes. Another player must be withdrawn from the rink, except for paragraph 5 of this Article.



CHAPTER III
RINK-HOCKEY TEAMS

ARTICLE 11
(COMPOSITION OF TEAMS)

- 1 A Rink-Hockey game is played between two teams of 5 *(five)* players each – 1 *(one)* goalkeeper and 4 *(four)* floor players – and, compulsorily, 1 *(one)* substitute goalkeeper.
 - 1.1. One goalkeeper must remain available on the reserve bench through the entire match, except if a disciplinary sanction (*expulsion*) or injury prevents his participation in the game.
 - 1.2 Each team may, in addition, have 4 *(four)* substitute players *who may be floor players (most common option) or goalkeepers*. Each team is allowed to register on the Game Sheet a maximum number of 10 *(ten)* players, at least 2 *(two)* of them goalkeepers.
2. In **international senior male category competitions for national teams of FIRS member countries** that are played on successive days, each team is allowed to register in the event a maximum number of 11 *(eleven)* players - 3 *(three)* of which must be goalkeepers. For each individual match, the numbers established in paragraph 1 above still apply.
3. **To start a game**, each team must present on the rink – *on pain of losing the game by forfeit - a minimum of 5 (five) players* fit to play, including compulsorily 2 *(two)* goalkeepers, one effective and one substitute.
 - 3.1 *At any moment in the game* the team may introduce on the rink the remaining players, provided they were previous and correctly registered on the Game Sheet.
 - 3.2 If, at any time during the match, a team is reduced to only 2 *(two)* players on the rink, the referees must stop the game and call it ended. On the Game Sheet, he will make a detailed report of the circumstances leading to his decision, such as:
 - 3.2.1 If this situation was essentially caused by expulsions or unjustified abandonment of players, the organiser of the event will declare a forfeit of the offending team. The victory will automatically be awarded to the other team.
 - 3.2.2 If, however, the players had to leave the rink only because of incapacitating injuries, the organiser can choose to repeat the game, totally or partially, taking into consideration the moment the game was stopped.
4. It is considered a **major violation of sports ethics** when a team – *having players available on its reserve bench and fit to enter the rink* – is in play with a number of players inferior to the number allowed by the Rules of the Game. The Main Referees will proceed as follows:
 - 4.1 Immediately stop the game, and show a red card to the main coach or – *in his absence and in the following order of preference* – to the assistant coach, or to one of the team's delegates, or to the team captain on the rink.
 - 4.2 Sanction the offending team with POWER-PLAY, in consideration of paragraph 3 of Article 10 of these Rules.
 - 4.3 Demand that the offending team hass in play the number of players allowed by the Rules of the Game, i.e. if the team voluntarily played with one player less, it must maintain this situation during POWER-PLAY.
 - 4.4 Award a DIRECT FREE HIT against the offending team.



5. The official entry and identification of the players - *including the goalkeepers* - of both teams on the Game Sheet is made by means of individual numbers – *from 1 (one) to 99 (ninety-nine)* – to be stitched on the shirts compulsorily and, optionally, on the shorts.

ARTICLE 12 (RESERVE BENCH)

1. According to Article 7 paragraph 4 of the Technical Rules of Rink-Hockey a team may be composed of 12 (*twelve*) members on the “reserve bench”, as they are:
 - 1.1 5 (*five*) substitute players, including at least 1 (*one*) goalkeeper.
 - 1.2 2 (*two*) team delegates
 - 1.3 1 (*one*) coach
 - 1.4 1 (*one*) assistant coach (*or physical trainer*)
 - 1.5 1 (*one*) doctor
 - 1.6 1 (*one*) masseur (*or nurse or physiotherapist*)
 - 1.7 1 (*one*) mechanic (*or steward*)
2. The teams will always use the reserve bench in front of their own defensive zone. Therefore, they will switch places at the half-time interval.
3. During the game, only 3 (*three*) members of each team – *one of them the coach* – are allowed to remain standing near outside the fence in front of their reserve bench. All other members on the bench must remain seated.
 - 3.1 Except for the reserve players, all other members of the teams that are registered on the Game Sheet and allowed to be on the reserve bench must have an accreditation card issued by the Organising Committee of the competition – *identifying the card holder (his/her team, name and function) with a colour picture* – which must be worn around the neck.
 - 3.2 In case of loss of the accreditation card, this team member will not be allowed by the referees to be on the reserve bench, unless express authorisation by the Organising Committee.
4. Minor transgressions on the reserve bench will be corrected by the referees at a stoppage in the game. The team delegate will be asked to straighten immediately the situation.
5. For major disciplinary fouls committed on the reserve bench, the referees will proceed as specified in Article 23 of the present Rules.
6. Players or other team members who receive a red card and are expelled lose the right to remain on the reserve bench.
 - 6.1 Players who were shown a blue card and serve temporary suspension will sit on one of the seats placed between the reserve bench and the Official Table.
 - 6.2 When someone – *expelled or for some other reason* – illegally remains on the reserve bench, contrary to express orders of the referees, they shall request police intervention to ensure that their decisions are enforced.
7. Besides substitute players when making a substitution, only the doctor and/or physiotherapist – *after express authorisation by the referees* - are allowed on the rink to give assistance to an injured player, even if they were expelled from the reserve bench.
 - 7.1 If the doctor and/or physiotherapist enter the rink without previous authorisation by the referees, they shall be reprimanded orally after having given assistance to the injured player.
 - 7.2 If they repeat the infraction mentioned in 7.1 above, the referees will show them a red card and expel them from the reserve bench after having given assistance to the injured player.



ARTICLE 13
(GOALKEEPERS' ACTION IN THE GAME)

1. Like the rest of the players, the goalkeeper must perform his/her role standing on his/her skates. When in his/her penalty area, and defending his/her goal cage, the goalkeeper has special privileges in the following situations:
 - 1.1 During an attempt to stop a shot or to avoid suffering a goal, the goalkeeper is allowed to kneel, sit, lie or crawl, and stop the ball with any part of his/her body, even if temporary in contact with the floor.
 - 1.2 After making a save, the goalkeeper must get up and back on his/her skates. He/she is allowed to keep one knee on the ground, except when a direct free hit or penalty shot is taken against his/her team, as specified in Article 29 paragraph 3 of the present Rules.
 - 1.3 If the goalkeeper loses his/her mask when defending his/her goal cage, no foul will be signalled. The referees will apply the "advantage rule" and only afterwards – *should it be the case* – stop the game to allow the goalkeeper to put his/her mask back on.
2. The goalkeeper is not allowed to grab or hold the ball with his hands – *nor to, intentionally, lie on the ball or hold it between his legs so that it cannot be played*. Whenever such offences occur inside the goalkeeper's penalty area, the referees will immediately stop play and punish the offender's team with a penalty shot, but take no disciplinary measure.
3. When her/his body is totally outside his penalty area, the goalkeeper is not allowed to use intentionally his specific protection equipment. When he infringes the Rules of the Game, he is subject to the following penalties:
 - 3.1 When the goalkeeper intentionally plays the ball with his gloves or leg pads, the referees will immediately stop the game, show the goalkeeper a blue card, and award the corresponding sanctions and penalties as specified in article 26 paragraph 2 of these Rules.
 - 3.2 When the goalkeeper plays the ball with his stick, irregularly – *or when the ball collides with this gloves or leg pads, but not because of intentional action* – the referees must signal a technical fault – *when there is no reason to apply the advantage rule* – and sanction the offending goalkeeper's team with an indirect free hit, but with no disciplinary measure.
4. **FOULS COMMITTED BY THE GOALKEEPER OUTSIDE HIS GOAL AREA**

When the ball is somewhere backwards with regard to his goal area, goalkeepers frequently commit fouls, hitting an opponent with the stick, playing irregularly the ball, situations that cause the Main Referees to stop the game immediately and sanction the offending goalkeeper's team as follows:

 - 4.1 Signal a **TECHNICAL FOUL** – *with an INDIRECT FREE HIT in the inferior corner of the goal area nearest to the place of the foul, but no disciplinary measure* – whenever the goalkeeper plays the ball irregularly with his stick because he is not standing properly on his two skates only, but has one or both knees resting on the ground.
 - 4.2 Signal a **TEAM FOUL** – *with an INDIRECT FREE HIT in the inferior corner of the goal area nearest to the place of the fault, but no disciplinary measure* – whenever the goalkeeper hits.
 - a) The stick of a player of the other team; or
 - b) An opponent with this stick on the skates and/or shin-pads, without violence and not causing him to fall
 - 4.3 Signal a **DIRECT FREE HIT** – *after showing the offending goalkeeper a blue card* – whenever he hits an opponent with his stick on the skates and/or shin-pads, causing him to fall.



4.4 Signal a **DIRECT FREE HIT** – *after showing the offending goalkeeper a red card* – whenever he hits an opponent with his stick, striking him on an unprotected area of his body (*legs, arms, torso, etc.*)



CHAPTER IV SPECIFIC SITUATIONS OF PLAY

ARTICLE 14 (STARTING AND RESTARTING THE GAME)

1. The game always starts and ends on the sound of the Referee's whistle. The timekeeper's sound signal is merely indicative.
2. At the beginning of each period of the game and whenever a goal was scored, the ball is placed on the centre mark of the rink. The centre pass is executed after the referee whistles, by the team in charge, as follows:
 - 2.1 At the beginning of the match (*first period*), by the team indicated as a result of the toss; at the beginning of the second period, by the other team.
 - 2.2 After validation of a goal, by the team that suffered the goal, except for paragraph 1.4 and 2.5 of Article 5 of the present Rules.
3. When a CENTRE PASS is being executed, all players must be on their own half of the rink, only 2 (*two*) of them – *the player executing the pass and one of his teammates* – being allowed inside the central circle on their half of the rink.
 - 3.1 After the referee whistles, the ball is in play, and the opposite team is allowed to play the ball if the player in charge of the pass hesitates or is slow to play the ball.
 - 3.2. When executing a CENTRE PASS, the ball may be played
 - a) In the direction of the opposite half of the rink
 - b) Back to the executing player's half of the rink. In the last case, his team has only 5 (*five*) seconds to take the ball back on the opposite half of the rink. The referees will proceed according to Article 8 paragraph 4 of these Rules.
4. If the player in charge of the centre pass decides, after the referee whistles, to shoot directly at the opponent's goal and scores a goal – *without the ball having been touched or played by any other player* -, this goal will not be validated. The referees will then order a FACE-OFF to be taken in one of the rear corners of the "penalty area of the goal cage where the ball went in.

ARTICLE 15 (TIME-OUT)

1. Each team may request 1 (one) time-out in each period of the match. A time-out has a maximum duration of 1 (one) minute.
 - 1.1 If a team does not request a time-out in the first period of the match, it is not entitled to two time-outs in the second period.
 - 1.2 No time-out whatsoever is allowed during extra-time, even if it was not requested by a team during regular playing time.
2. A request for time-out must be filed by the team delegate to the Official Table. The Assistant Referee – *at the next stoppage in the game and in conformity with paragraph 3 of this article* – will proceed as follows:
 - 2.1 Inform the referees, teams and public on the request, by placing a flag – *or other specific sign* - on the top corner of the Official Table nearest to the reserve bench of the team concerned.



- 2.2 Warn the referees – *by means of a sound signal or whistle, at the next stoppage in the game and in conformity with paragraph 3 hereunder* – on the request and the team that filed it, by pointing at the flag or signal placed on the Official Table.
- 2.3 Control the duration of the time-out allowed by the referees, giving a new sound signal or whistle when time has elapsed.
- 2.4 Ensure the register on the Game Sheet of the time-outs allowed to each team.
3. A time-out shall only be allowed after confirmation by the referees to the Official Table by means of a whistle sound and specific signs.
 - 3.1 When the referees perceive that there is one or more injured players on the rink, time-out shall only be allowed – *and start counting* – after the injured players having been assisted or after their leaving the rink.
 - 3.2 A time-out requested by a team will always be recorded on the Game Sheet, even if the team renounces it after the Official Table having informed the referees of the request.
 - 3.3 If the team that requested the time-out does not wish to use the full time allowed, the referees shall immediately order the game to start again, not waiting for the full time to expire.
4. During time-out, players are allowed to gather together near their reserve bench. Replacements of players are allowed, but no other team members may enter the rink.
 - 4.1 The referees will keep the ball and position themselves at half rink, to be able to observe and control players and team members on both benches.
 - 4.2 When time-out is expired, the referees will whistle to order the game to start again.

ARTICLE 16

(ENTERING AND LEAVING THE RINK – SUBSTITUTIONS)

1. The teams will enter and leave the rink through the gate next to their reserve bench, to carry out substitutions of players – *including goalkeepers* – bearing in mind that the substitute player may not enter the rink before the other left.
2. **ENTERING OR LEAVING THE RINK JUMPING THE FENCE**
 - 2.1 When a goalkeeper or floor player, in the action of the game itself, falls over the barrier, the Main Referees may allow him to jump the fence to get back in the game.
 - 2.2 In the case of a first offence committed by the goalkeeper or floor player concerned, the game will not be stopped. However – *at the first stoppage in the game* – the referees will apply the procedures as set out in paragraph 2.2 of Article 25 of these Rules.
 - 2.2.1 In the case of a first offence committed by the goalkeeper or floor player concerned, the game will not be stopped. However – *at the first stoppage in the game* – the referees will apply the procedures as set out in paragraph 2.2 of Article 25 of these Rules
 - 2.2.2 If the same goalkeeper or floor player repeats the offence, the referees must stop the game immediately and ensure the procedures as set out in paragraph 2.4 of Article 25 of these Rules.
 - 2.3 A player who enters the rink jumping the barrier to make an “illegal” substitution is committing a major foul. The referees will act as specified in point 6 of this Article.
3. **OBLIGATORY SUBSTITUTIONS**
 - 3.1 Except when there are no reserves available, a goalkeeper or player who received assistance on the rink must be substituted, even if he is physically apt to continue in play.



- 3.2 Except for paragraph 1.3 of Article 13 of these Rules**, whenever the equipment of a goalkeeper on the rink is found out to be damaged, the Main Referees must stop the game immediately and order his replacement by the reserve goalkeeper, except when there is no substitute goalkeeper available.
- 3.2.1** It is not obligatory to substitute the goalkeeper when, availing a stoppage in play, he asks the Main Referees permission to go to his reserve bench in order to clean the visor of his helmet, adjust the straps of his leg-pads or another piece of his protective equipment.
- 3.2.2** While a *“time-out”* is running or assistance is given to an injured player or goalkeeper on the rink, the goalkeeper does not need to ask previous permission to the referees in order to clean his visor or adjust his equipment.
- 3.3 Except for paragraph 3.2.2 of this Article**, whenever a goalkeeper on the rink goes to his reserve bench to clean his visor – *or for any other reason* – without requesting the Main Referees' permission, they will apply:
- 3.3.1** The procedures set out in paragraph 2.2 of Article 25 of these Rules.
- 3.3.2** The obligatory substitution of the offending goalkeeper by the reserve goalkeeper, except when there is no substitute goalkeeper available.
- 4.** Replacements may be carried out while play is in progress or during a stoppage, according to the established in the following points:
- 4.1 When a replacement is carried out while play is in course**, the player or goalkeeper may not enter the rink before the other player or goalkeeper has left the rink, in consideration of paragraph 6 of this Article.
- 4.2** It is allowed to make substitutions before the Main Referees conclude the positioning of the players for a PENALTY SHOT or a DIRECT FREE HIT, but none of the teams may perform substitutions after the permission to execute them, i.e. during the 5 (*five*) seconds granted to execute the PENALTY or DIRECT FREE HIT.
- 4.3** Goalkeepers – *registered as such on the Game Sheet* – may only replace another goalkeeper, except – *in consideration of paragraph 5.2 of this Article* – for the situation when he re-enters the rink to replace a floor player
- 4.4** A goalkeeper or player who received assistance on the rink may only return to the rink after the game was restarted by the Main Referees.
- 5. SPECIAL RULES TO CONSIDER WHEN REPLACING A GOALKEEPER**
- Goalkeepers may be replaced under the same conditions as floor players. However, a team may choose to ask the Main Referees to be allowed 30 (*thirty*) seconds to carry out the replacement by the reserve goalkeeper – *making use of a stoppage in the game*.
- 5.1** When – *for disciplinary reasons or by right of paragraph 3 of this Article* – the goalkeeper on the rink must be replaced **and there is no reserve goalkeeper available**, the Main Referees will **allow 3 (three) minutes for another player to take his place** and put on the goalkeeper's special protection equipment.
- 5.1.1** If – *when there is no other option* – the replaced goalkeeper refuses to give his special protection equipment to the player who would substitute him, the Main Referees must request the intervention of the captain on the rink and/or of the team delegates to solve the situation rapidly.
- 5.1.2** If their endeavours do not result, the referees will end the game and write a detailed report of the facts on the Game Sheet.
- 5.2** As a technical option – but **only in the last 5 (five) minutes of the second period of regular playing time** – a goalkeeper may be replaced by a floor player; the replacing player does however



not benefit of the special goalkeeper's rights when defending his cage, neither is he allowed to use the goalkeeper leg pads and special protective equipment.

6. **IRREGULAR REPLACEMENT AND PUNISHMENT OF OFFENDERS**

- 6.1 When play is stopped, there are no irregular replacements**, irregular replacements only occur when play is active and in course, as in the following circumstances:
- 6.1.1** When an infraction is committed to paragraph 4 of this Article.
- 6.1.2** When a player or goalkeeper's presence on the rink is irregular, either because he was excluded or because he should still be serving a temporary suspension.
- 6.2** When the Main Referees detect an irregular replacement, they must stop the game immediately, and take the following measures:
- 6.2.1** Show a blue card, to the replacing player or goalkeeper;
- 6.2.2** Apply the disciplinary sanctions set out in paragraph 2 of Article 26 of these Rules, to the offenders as well as to their team.
- 6.2.3** Order – *in case of violation of paragraph 4.2 of this Article* – that the PENALTY SHOT or DIRECT FREE HIT in course be taken again.

ARTICLE 17 **(PLAYING THE BALL)**

1. **PLAYING THE BALL WITH THE STICK**

- 1.1** The ball may only be played with the stick. However, everytime the player is out of the penalty area of both teams, he can stop the ball with his skates or with any part of his body it may be stopped with a skate or any part of the body, but never with the hand.
- 1.1.1** The ball may only be played or shot with the blade of the stick, but it is not allowed to cut or chop the ball with the acute edge of the blade.
- 1.1.2** A player in possession of the ball – *or actively taking part in play* – is not allowed to lift any part of his stick above shoulder height. This restriction is not applicable when a player is making a shot at the opponent's goal cage, provided this does not endanger the physical integrity of other players on the rink, whether they are opponents or team-mates.
- 1.1.3** Any irregular situation referred to in paragraphs 1.1.1 and 1.1.2 of this Article is punishable with a **TECHNICAL SANCTION**, in attention of Article 24 of these Rules.
- 1.2** Any goal scored as a result – *accidental or not* – of a rebound of the ball on any part of the body or skates of a player of the team who would benefit of the goal scored will not be validated.
- 1.3** However, a goal scored by a player in his own cage, whether with the stick or as a result – *accidental or not* – of a rebound of the ball on any part of his own body or skates, will always be validated.

2. **RESTRICTIONS TO THE PLAYERS' ACTION**

- 2.1** The referees must stop play and signal the necessary technical foul – *punishable in terms of Article 24 of these Rules* – whenever one of the following circumstances occurs:
- 2.1.1** A player plays the ball when he rests with his hand or another part of his body on the floor – *except his skates* –, except for the goalkeeper when inside his penalty area.
- 2.1.2** A player plays the ball with the help of hands, arms or another part of his body.
- 2.1.3** A player stops the ball with his hand or kicks it intentionally.
- 2.1.4** A player stops the ball and retains it immobilised between the boards and his skates or his stick.
- 2.1.5** A player plays the ball leaning against or clinging to the goal cage, except for the goalkeeper when inside his penalty area.



2.1.6 A player remains static, in possession of the ball, in some corner of the rink or behind a goal cage.

2.2 During play, the ball may not be lifted higher than 1.50 (*one point fifty*) meters, except by the goalkeeper when in his penalty area.

2.2.1 A violation of this disposition will **always be sanctioned with an INDIRECT FREE HIT against the offender's team**, even when the foul occurred in the offender's team's penalty area.

2.2.2 It will not be considered a foul if the ball rises above legal height as a result of a rebound of the ball – *either on the cage or boards, or on the body, stick or skates of a floor player* – provided the ball does not leave the rink.

3. **PLAYERS WITH IRREGULAR EQUIPMENT PARTICIPATE IN PLAY – PUNISHMENT OF FOULS**

3.1 Except for paragraph 3.2 of this Article, the Main Referees must stop the game and signal a **TEAM FOUL** – *which is punishable in terms of paragraph 3.5 of Article 25 of these Rules* – when a player or goalkeeper plays the ball or takes an active part in play when his equipment is not in regular conditions, namely in one of the following circumstances:

3.1.1 When he plays the ball intentionally not holding his stick secure in his hands.

3.1.2 When he plays the ball with one of his skates defect (*wheel lost or blocked, skate separated from the boot, etc.*)

3.1.3 When the goalkeeper plays or defends the ball, not wearing his full specific protection equipment (*mask or helmet, chest pad, both gloves and both leg guards*).

3.2 When a player's equipment is not in regular conditions, **but this player has no active part in play**, the game must not be stopped. The Main Referees will avail a stoppage in play to ensure the replacement of that player, in case this replacement has not yet occurred.

4. **DEFECTIVE BALL**

When the ball becomes defective, the referees will stop the game, and make arrangements to replace and choose a new ball. The game restarts with an indirect free hit, awarded to the team who had possession of the ball at the moment of the stoppage.

5. **BALL "IN PLAY"**

5.1 The ball is "in play" when the referees whistle to start or restart the game or when – *after a stoppage to signal an indirect free hit* – the player executing the hit touches the ball.

5.2 The ball remains in play when it accidentally touches a referee or when it rises higher than 1.50 (*one and a half*) meter, either as a result of rebounding on the goal cage or rink barriers, or of the goalkeeper making a save, or still of a rebound between sticks.

6. **BALL "OUT OF PLAY"**

The ball is "out of play" whenever the game is stopped by the referees, or when:

6.1 The ball gets caught in the goalkeeper's leg pads, in the nets or in the outer part of the goal cage. In this case – *except for paragraph 1.1.4 of Article 9* – the game will be stopped and restarted with a FACE-OFF in one of the rear corners of the penalty area.

6.2 The ball crosses the fence and leaves the rink, in the following situations:

- Having been intentionally thrown by a player;
- Having touched a player, even if accidentally;
- Having been shot against the beam or a post of a goal cage and deflected out of the rink;

In these situations, the game will be stopped by the Main Referees, and restarted – *except for paragraph 1.1.4 of Article 9* – with an indirect free hit against the offender's team.



- 6.3** The ball goes out of the rink as a result of a ricochet effect between two sticks, in a situation involving two or more players, and the referees are uncertain as to which player committed the foul. In this case the game will restart with a FACE-OFF.
- 6.4** When the ball touches the ceiling – as a result of a shot against the beam or posts of a goal cage and when the referees have doubts about whom the offender is, in consideration of [paragraph 2.2 of this Article](#) – play will restart with a face-off on the centre of the rink.

ARTICLE 18 **(SCORING AND VALIDATING A GOAL)**

1. VALIDATING A GOAL

- 1.1** In regular playing conditions, a goal is scored each time the ball has completely crossed the “goal line”, marked between the two posts and under the top beam, into the cage, without the ball having been thrown, transported or kicked with the foot or some other part of the attacking player’s body.
- 1.2** A goal will always be valid if scored from:
- 1.2.1** A regular shot, from any part of the rink, unless it immediately enters the cage as a result from an indirect free hit or a centre pass, without having been touched or played by another player.
 - 1.2.2** A regular face-off, also when the ball immediately enters the goal cage, without having been touched or played by another player.
 - 1.2.3** A goal scored by a player in his/her own team’s goal cage, either with his/her stick or some part of his/her body, regardless of his/her position on the rink.
- 1.3** When the ball rises above 1,5 (*one and a half*) meters after rebounding off the posts or top beam of the goal cage, or the boards around the rink, and then falls on the goalkeeper’s back and enters the cage, the referees will validate the goal as no foul was committed by the player who struck the ball.
- 1.4** If a player of the defending team throws his/her stick, mask or glove, in an attempt to prevent the ball from entering the cage, but without succeeding, the referees will allow the goal and take disciplinary action against the offender, in conformity with [paragraph 7.1 of Article 22](#) of these Rules.

2. INVALID GOALS

- 2.1** A goal is not valid when scored from:
- 2.1.1** An indirect free hit, as the ball enters directly in the opponent’s goal cage, without having been touched or played by another player.
 - 2.1.2** A centre pass, as the ball enters directly in the opponent’s goal cage, without having been touched or played by another player.
 - 2.1.3** A centre pass, as the ball enters directly in the opponent’s goal cage, without having been touched or played by another player.
 - 2.1.4** An intervention from outside the game, having unduly entered the rink.
- 2.2** In every situation above, the game will start again with a face-off, which will always be executed in one of the lower corners of the penalty area in which a non-valid goal was scored.

3. GOAL SCORED AT THE END OF THE MATCH OR AT THE END OF THE FIRST PERIOD

If a valid goal is scored at the exact moment when the Official Table signals the end of the first period or of the match, the referees must ensure that the goal is officially validated, by ordering the “centre pass” and whistling immediately to signal the end of the period or match.

4. GOAL SCORED DURING EXTRA-TIME

If a valid goal is scored during extra-time (“golden goal”), the referees will follow the procedures as set out in [paragraph 1.4 of Article 5](#) of these Rules, whistling immediately to end the match and validate hereby the goal scored. It is not necessary to execute the corresponding centre pass.



5. **INTENTIONAL SCORING IN OWN CAGE**

If a player or goalkeeper intentionally scores a goal in his own team's cage, the Main Referees will always validate the goal, however – *in addition* – they must carry out the following procedures:

- 5.1 Award two red cards, one to the player or goalkeeper responsible for the goal in the team's own cage and expel him for the remainder of the game, the other to the main coach or – *in his absence and in the following order* – to the assistant coach, one of the delegates or the captain on the rink.
- 5.2 Sanction the team with POWER-PLAY, according to paragraphs 2.3 and 3 of Article 10 of these Rules.

ARTICLE 19 **(BLOCKING AND OBSTRUCTION)**

1. **BLOCKING**

Legal tactical action carried out by an attacking player, who – *within the opponent's field of vision and without any physical contact* – tries to prevent an opponent from obtaining a defensive but favourable position, and thus hinders the efficacy of his action.

- 1.1 The “blocker” can place him/herself sideways, and carry out the blocking statically (*without ball*) or dynamically (*with ball*).
- 1.2 If the blocked player is standing still, the “blocker” may carry out the blocking as close as he wishes, provided he does not make physical contact.
- 1.3 If the blocked player is on the move, the “blocker” has to give him enough space – *minimum distance required is 50 (fifty) centimetres* – to allow him to avoid the blocking, by stopping or changing direction.
- 1.4 The “blocker” may not express aggressiveness in his/her attitude. He/she must lean slightly forward and keep the stick low.

2. **UNDOING A BLOCK**

Useful and legal tactic in which no space is occupied by the attacking player and that is carried out with no physical contact with the opposite defending player.

3. **THE CURTAIN**

Another legal tactic, carried out by an attacking player, who – *being the ball carrier or not* – moves ahead of a defending opponent, hindering him to act efficaciously against the attacking action carried out by the player who has possession of the ball.

4. **ILLEGAL BLOCKING**

Blocking is illegal when one of the following situations occurs:

- 4.1 The “blocker” makes physical contact with a “defensive” opponent.
- 4.2 The “blocker” assumes an “aggressive” attitude, holding his stick above the line of his own skates as a way to obtain additional space and/or intimidate the “blocked” player.
- 4.3 The “blocker” is moving and does not keep a minimum distance of 50 (*fifty*) centimetres from the player he is blocking or when he pushes or bumps into him.

5. **OBSTRUCTION**

Illegal action occurring when a player – *attacking or defending* – intentionally makes physical contact with an opponent, so as to prevent him from opposing his action and/or progression on the rink, as for instance:

- 5.1 Cutting or barring the way to an opponent, preventing him from getting away without the ball or from participating in going-on action.
- 5.2 Pressing an opponent against the barrier, so as to prevent him from playing the ball.



- 5.3 Grabbing or leaning on the goal cage, or on the rail or upper part of the rink barrier, with the aim of obstruction the way to an opponent and as such hindering his free movement.
6. Illegal blocking and obstruction must be punished by the referees with a “team foul” to the offending team, according to paragraph 3.5 of Article 25 of these Rules.
- 6.1 However, the referees must correctly “read” and evaluate the situations of play, distinguishing between:
- Faulty and “punishable” actions – *cases of obstruction and illegal blocking* – which are committed intentionally and involve physical contact with the opponent; and
 - Perfectly legal tactical actions of attacking players that, as such, enhance the game’s competitiveness and must not be punished
- 6.2 When, in the action of the game, a player is in the opponent’s way, he /she is not obliged to step aside and clear the way, being allowed to stay in the opponent’s trajectory and stand still in front of him/her, as long as he/she abstains from making any move.

ARTICLE 20 **(OTHER SPECIFIC SITUATIONS OF PLAY)**

1. DISPLACING THE GOAL CAGE

When a goal cage is displaced, the referees must act as follows:

- 1.1 When the goal cage is intentionally displaced by a goalkeeper or player of any of the teams, the referees will stop the game immediately, show the offender a blue card, and ensure the corresponding penalties as specified in Article 26 paragraph 2 of the present Rules. They will also keep in mind the following:
- 1.1.1 If the foul is committed by a player who “**attacked**” the displaced goal cage, an indirect free hit must be awarded against the offender’s team.
- 1.1.2 If the foul is committed by the goalkeeper or a player who “**defended**” the displaced goal cage, a penalty shot must be awarded against the offender’s team.
- 1.2 When the goal cage is displaced unintentionally by a player of any of the teams, the referees will proceed as follows:
- 1.2.1 Try to put the cage back on its right place, to avoid stopping the game.
- 1.2.2 When the above option is not practicable, the referees will stop the game and proceed to put the cage back on its correct place. The game starts again with an indirect free hit executed by the team in possession of the ball at the moment of stoppage.

2. FACE-OFF

- 2.1 After a stoppage ordered by the Referees, the game starts again with a face-off in the following circumstances:
- 2.1.1 When the stoppage was not due to a foul being signalled and when the referees are uncertain as to which of the teams had possession of the ball at the moment of stoppage.
- 2.1.2 When the stoppage was due to the signalling of two fouls of identical gravity and committed simultaneously by players of both teams.
- 2.2 To execute a face-off, two players, 1 (*one*) of each team, will stand facing each other, their backs to their own half of the rink and sticks resting on the floor at a minimum distance of 20 (*twenty*) centimetres from the ball.
- 2.2.1 Except for the players who take part in the face-off, all players must be at a distance of at least 3 (three) metres from the place of the take-off.
- 2.2.2 When a face-off takes place, the players may only touch the ball after the referee’s whistle.



- 2.2.3 If the ball is moved by one of the players before the referee whistles, an indirect free hit will immediately be signalled against the offender's team, to be taken at the same spot.
- 2.3 The place where the face-off is taken will be indicated by the referees, depending on the place where the ball was at the moment of stoppage, without prejudice of the following specific situations.
- 2.3.1 After a non-valid goal, scored irregularly from a centre pass or an indirect free hit, the face-off will be conducted in one of the lower corners of the penalty area.
- 2.3.2 When the ball went "out of play", for being caught in the goalkeeper's leg pads or in some outer part of the goal cage, the face-off will be conducted in one of the rear corners of the penalty area.
- 2.3.3 When the ball touches the ceiling – *as in paragraph 6.4 of Article 17 of these Rules* – the face-off will be conducted on the centre spot of the rink.
- 2.3.4 When stoppages occur when the ball is inside the penalty area or between the extension of the goal-line and the end boards of the rink, the face-off will be conducted in one of the corners of the penalty area, more specifically in the corner nearest to the place where the ball was at the moment of stoppage.

3. **ABANDONING THE GAME**

A team that voluntarily abandons the game, either during a friendly tournament or an official event, will be removed from the competition and sanctioned with a fine to be set by the authorities concerned.

4. **DAMAGE OR DEFECT OCCURRING DURING THE GAME**

- 4.1 If interruptions occur during the game – *because of power failure, deficiencies on the rink itself, or because the rink becomes wet and slippery* - the referees may allow a supplementary tolerance of 60 (sixty) minutes maximum, to solve the problems and resume the game.
- 4.2 The supplementary tolerance time mentioned above is the total time available to the referees to interrupt the game in order to attempt to solve all these problems during a game.
- 4.3 When all 60 (*sixty*) minutes established in paragraph 4.1 above expired –*and when the problems could not be solved* – the referees will end the game, and inform the team captains of his decision. The facts will be reported on the Game Sheet.

5. **INJURED PLAYERS ON THE RINK**

- 5.1 When a player is injured and falls inanimate on the floor, the referees must stop the game immediately, and allow the doctor and/or physiotherapist to enter the rink to give the necessary assistance.
- 5.1.1 While a player is being assisted on the rink, the referees must allow the other players to gather together near their reserve bench or anywhere else on the rink.
- 5.1.2 Except when no substitutes are available, a goalkeeper or player who has to receive assistance on the rink must compulsorily be replaced even if he recovers and is apt to continue in the game.
- 5.1.3 When there is no goalkeeper available because of disciplinary action or injury, he must be replaced by a floor player, in consideration of paragraph 5.1 of Article 16.
- 5.1.4 To restart the game the referees – *in function of the place of the ball at the moment of stoppage*—will order:
- a) An indirect free hit, to be executed by the team in possession of the ball at the moment of stoppage; or
 - b) A face-off, in case of uncertainty on which of the teams was in possession of the ball.



5.1.5 A goalkeeper or player who received assistance on the rink will only be allowed to return on the rink after the referees have ordered the game to start again.

5.2 When a goalkeeper is injured when making a save and a new charge follows by which a goal is scored, the referees must validate the goal.

6. ACTIONS IN WHICH AN ATTACKING PLAYER SEEKS TO BENEFIT ILLICITLY FROM A FOUL

6.1 The Main Referees must always evaluate with lucidity the situations that may conceal unsportsmanlike and ethically condemnable behaviour with some players who try to cheat on the Main Referees and – *illicitly* – seek to benefit from opponent's fouls that, in fact, are not. These situations occur more frequently in certain situations of play, such as:

6.1.1 A player who – *placed in the opponent's penalty area* – seeks to provoke a penalty by simulating to have suffered a foul.

6.1.2 A player who – *although outside the opponent's area* – simulates to have suffered a foul, in a situation when the opponent would always have to be sanctioned with a direct free hit as a consequence of the number of team fouls that the team had been accumulating.

6.1.3 An attacking player who – *being in possession of the ball inside the opponent's area* – seeks to provoke a penalty by trying that certain actions be considered fouls such as, for instance, when he renounces to attacking the cage and chooses to conduct the ball in the direction of:

a) the body or protection equipment of the opposite goalkeeper who, accidentally, lets his stick fall and – *anxious to recuperate it* – leaves his cage unprotected.

b) the body of an opponent who slipped and fell on the floor.

6.2 When assessing situations similar to the examples above, the Main Referees will apply the following procedures:

6.2.1 Immediately interrupt the game and verbally warn the attacking player, considering that he is the one who committed the infraction, as he tried – *illicitly* – that the other team be assigned a foul.

6.2.2 Afterwards, they will indicate to the Assistant Referee that a TEAM FOUL be registered to the attacking player, and then order the game to start again with an INDIRECT FREE HIT against his team, except for paragraph 3.3.1 of Article 25 of these Rules.



CHAPTER V

FOULS AND PENALTIES – ADVANTAGE RULE

ARTICLE 21

(TYPOLOGY OF FOULS AND INFRACTIONS – ADVANTAGE RULE)

1. Violations of the rules in Rink-Hockey can be divided in:
 - 1.1 Infractions and **technical** fouls.
 - 1.2 Infractions and **disciplinary** fouls.
2. **INFRACTIONS AND DISCIPLINARY FOULS** must be differentiated as to their:
 - 2.1 **GRAVITY**:
 - 2.1.1 Minor fouls
 - 2.1.2 Team fouls
 - 2.1.3 Serious fouls = **Blue card fouls**
 - 2.1.4 Major fouls = **Red card fouls**
 - 2.2 **APPEARANCE**:
 - 2.2.1 Verbal fouls
 - 2.2.2 Contact fouls
 - 2.3 **MOMENT**:
 - 2.3.1 Fouls committed while the game is in progress
 - 2.3.2 Fouls committed when the game is stopped
 - 2.4 **PLACE**:
 - 2.4.1 Fouls on the rink
 - 2.4.2 Fouls on the reserve bench
3. **INFRACTIONS AND ADVANTAGE RULE**
 - 3.1 The Main Referees must always interrupt the game to signal a foul, except in situations when they have to apply the “**ADVANTAGE RULE**” – *as set out hereafter* – and let play continue in order to guarantee that the offending team does not benefit from the foul itself committed.
 - 3.2 **IF AN IMMINENT GOAL SITUATION OCCURS**, the referees must allow the advantage rule, and, immediately upon conclusion of the shot, proceed as follows:
 - 3.2.1 When no goal is scored, stop the game immediately and proceed as indicated in paragraphs 3.5.1, a) and b) of the present Article.
 - 3.2.2 When a goal is scored, validate the goal and, afterwards, apply – *if this is the case* – the disciplinary punishment to the offenders and their team, and restart the game with the centre pass corresponding to the goal scored
 - 3.3 When there is no imminent goal situation, the Main Referees will only grant the “**ADVANTAGE RULE**” when the team that suffered a **TEAM FOUL** may benefit from a favourable counter-attack situation, i.e., when one of the following situations occurs:
 - 3.3.1 One or two players from the team that suffered the foul proceed with the ball to the opponent's goal cage, having – *besides the goalkeeper* – only one opponent, or even none, in their way.
 - 3.3.2 Three of its players, one of them with the ball, proceed to the opponent's goal cage, having – *besides the goalkeeper* – opposition from two, one or none opponents.
 - 3.4 Whenever the Main Referees decide to apply the “**ADVANTAGE RULE**” – *in consideration of paragraph 3.3 of this Article* – , not interrupting the game to signal a foul, they will always instruct the



Assistant Referee to register the **TEAM FOUL** committed by the infractor even when the game was not stopped.

3.5 Except for paragraph 3.2 of this Article, the "ADVANTAGE RULE" will not be applied by the Main Referees – *who must interrupt the game and immediately signal the foul* – in one of the following circumstances:

3.5.1 When a **serious or major foul** was committed, the Main Referees must adopt the following additional procedures:

- a) **Disciplinary sanction of the foul or infraction**, both to the offender (*blue or red card, accordingly*) and the offender's team (**POWER-PLAY**).
- b) **Technical punishment of the offender's team**, with a **DIRECT FREE HIT** or a **PENALTY SHOT**, in function of the place where the foul was committed.

3.5.2 When a **team foul** was committed that – *by itself and in consideration of paragraph 3.3.1 of Article 32* – determines a direct free hit against the offender's team.

4. FOULS COMMITTED WITH THE STICK AGAINST AN OPPONENT'S STICK

4.1 The Main Referees must be able to discriminate and correctly evaluate all situations of play, namely when there are actions that may be considered faulty and, among these, the situations in which the "ADVANTAGE RULE" may be applied, taking in consideration the above Articles of the present chapter.

4.2 In the specific case of **faulty actions committed with the stick**, the Main Referees must be able to assess – *in order to avoid unnecessary interruptions in the game* – the situations in which, effectively, a foul with a stick may not go unpunished, as in the following examples:

4.2.1 When a player slightly "touches" an opponent's stick, the Main Referees will allow the game to go on normally, without signalling a foul.

4.2.2 When a player uses his stick to "hit" repeatedly and/or vehemently an opponent's stick, the Main Referees will ensure the following procedures:

- a) Immediately stop the game and signal a **TEAM FOUL** and then order an **INDIRECT FREE HIT** against the offender's team; or
- b) Apply the "**ADVANTAGE RULE**" – *if this is the case, in attention of paragraphs 3.3 and 3.4 of this Article* – not interrupting the game, though instructing the Assistant Referee to register a **TEAM FOUL** to the team.

ARTICLE 22

(PENALTIES FOR FOULS – GENERAL RULES)

1. All fouls and violations of the Rules of the Game must receive the appropriate penalty:

1.1 Punishment of the offender in strictly disciplinary terms, which may include the following situations:

1.1.1 VERBAL WARNING, according to paragraph 2.2 of Article 25 of these Rules.

1.1.2 TEMPORARY SUSPENSION (*blue card*), according to Article 26 of these Rules

1.1.3 FINAL EXPULSION (*red card*), according to Article 27 of these Rules.

1.2 Punishment of the offender's team in technical and disciplinary terms, which may include the following situations:

1.2.1 Concerning the **technical sanction of the offender's team**:

a) An **INDIRECT FREE HIT**; according to Article 28 of these Rules.

b) A **DIRECT FREE HIT** or a **PENALTY SHOT**, according to Article 29 of these Rules.



- 1.2.2 Concerning the disciplinary sanction of the offender's team: POWER-PLAY with less 1 (*one*) or 2 (*two*) players on the rink, according to Article 10 of these Rules.
2. Except situations in which the referees must apply the "advantage rule", all fouls committed during the game must be penalised according to their gravity, bearing in mind that a foul will be considered the more serious the more it contributes to prevent a goal from being scored
3. **ROUGH AND INCORRECT PLAY**
- 3.1 Rough and incorrect play is not allowed and will be penalised. For instance:
- 3.1.1 Pressing an opponent against the goal cage or the rink boards;
- 3.1.2 Charging, pushing and deliberately obstructing an opponent;
- 3.1.3 Fencing or hitting opponent players with the stick or grabbing them by some part of their equipment or body;
- 3.1.4 Fighting, punching, kicking or any other kind of aggressions.
- 3.2 Except for the goalkeeper inside his/her penalty area, no other player is allowed to grab the goal cage while playing the ball.
- 3.3 Hitting or hooking an opponent with the stick is a particularly violent and dangerous act that the referees will severely punish, both technically and disciplinarily.
4. **PLACE OF THE FOULS**
- 4.1 Except as established in 4.2 hereunder, the place of the foul is defined in function of the "**place where the foul is committed**".
- 4.2 When, as the result of a shot to the cage, the ball was lifted over 1,5 (*one and a half*) metres, the place of the foul coincides with the "**place where the action started**", i.e., the place where the ball was struck by the stick of the attacking player.



5. FOULS SIGNALLED IN THE DEFENSIVE ZONE OF THE TEAM BENEFITING FROM THE FOUL

5.1. Except for paragraph 5.2 above, when a team benefits from an indirect free hit committed in any part of its defensive zone, the ball may be put in play immediately, without being necessary to respect the exact location where the foul was committed, nor take it to one of the corners of the penalty area.

5.2 However, before taking the penalty, the ball must always be completely still.

6. FOULS OR INFRACTIONS COMMITTED SIMULTANEOUSLY

6.1 When two players – *one of each team* – commit fouls of the same kind, both receive a disciplinary penalty (*when it is the case*), and play restarts with a face-off:

6.1.1 At the place where the fouls were committed, if committed on the same place; or

6.1.2 At the place where the ball was, if committed on different places.

6.2 When two players – *one of each team* – commit simultaneously fouls of a different kind, both receive a disciplinary penalty (*when it is the case*). A technical penalty will be called against the team of the player who committed the most serious foul.

6.3 When two players – *of the same team* – commit simultaneously fouls of a different kind, both receive a disciplinary penalty (*when it is the case*). The technical penalty to restart the game will be according the most serious of both fouls committed.

7. FOULS OR INFRACTIONS COMMITTED FROM A DISTANCE ON OPPONENTS ON THE RINK

7.1 In the case of fouls committed from a distance – *throwing of stick, gloves, mask, etc. and when the ball is in play* – the referees will ponder the practical “result” of the infraction committed, and keep in mind the following alternatives of action:

7.1.1 When the **offender is duly identified by the referees**: red card and expulsion for the remainder of the match.

7.1.2 When the **offender is not identified by the referees**: procedures as specified in paragraph 2.2 of Article 23 of these Rules.

7.1.3 In every case, the offender’s team is punished with “power play” corresponding to the red or blue card, in consideration of Article 10 of these Rules.

7.2 The offender’s team will also be punished with a direct free hit or a penalty shot, taking in account:

7.2.1 The place where the player was hit, when the foul was “attempted and successful”.

7.2.2 The place where the ball was at the moment of stoppage, when the foul was “attempted but unsuccessful”, as the opponent was not hit.

7.3 Once this kind of foul is always sanctioned with a direct free hit or a penalty shot, the “advantage rule” will not be applied and the referees will stop the game immediately, and ensure the procedures set out in paragraphs 7.1 and 7.2 of this Article.

7.4 **When a goal is scored**, the referees will validate the goal and afterwards – *according to paragraph 7.1 of this Article* – apply the disciplinary punishment to the offender and his team, and restart the game with a centre pass.

ARTICLE 23

(FOULS COMMITTED OUTSIDE THE RINK)

1. FAULS COMMITTED OUTSIDE THE RINK

Fouls or infractions – *serious or major* – committed by team members – *players, delegates, technical team and assistants* – who are on the reserve bench, are, for example:

1.1 Throwing a stick or any other object onto the rink;



- 1.2 Protesting or ostensive disagreeing with the referees' decisions;
- 1.3 Insulting, threatening or aggressing any agent in the game (*referees, members of the Official Table, members of the opposite or own team, public*).
- 1.4 While play is in progress, entering the rink or, by any other means, trying to interfere with the referees' or players' action on the rink.
- 1.5 Flagrant unfair conduct and lack of sportsmanship.
- 1.6 Manipulation of the game's clock with bad intentions, when controlled by a delegate of one of the teams in play.

2. PUNISHMENT OF FAULS COMMITTED OUTSIDE THE RINK

2.1 PENALTIES FOR OFFENDERS IDENTIFIED BY THE REFEREES

- 2.1.1 Players and main coach will be awarded a blue or red card, according to the gravity of the foul, and will serve the corresponding penalty, without prejudice of the following:
- 2.1.2 **Except for paragraph 2.1.4 of article 26**, when the main coach is awarded a blue card, he is not suspended from the game, but his team is penalised with "power-play" (*2 minutes*) and one player (*indicated by the coach*) being sent off the rink. This player is not given any disciplinary penalty and is allowed to re-enter the rink to replace a team-mate.
- 2.1.3 The other team members – *delegates, assistant coaches and other members of the technical team* – are awarded a red card and expelled from the reserve bench.

2.2 PENALTIES WHEN OFFENDERS ARE NOT IDENTIFIED BY THE REFEREES

- 2.2.1 At the first non-identified offence, the coach will be awarded a blue card, but not suspended.
- 2.2.2 After being awarded a third blue card – *as a result of accumulation of cards, for similar infractions or not* – the coach will be awarded a red card and expelled from the reserve bench for the remainder of the match.
- 2.2.3 When the coach has already been expelled, the referees will show a red card to the team delegate or, in his absence, to the player on the rink who acts as team captain.

2.3. PENALTY FOR THE OFFENDER'S TEAM

- 2.3.1 The offender's team will be disciplinary penalised with "power-play" (*two or four minutes, according to the colour of the card awarded*).
- 2.3.2 The offender's team will be technically penalised with a direct free hit, except if the foul was committed when the game was stopped and no technical penalty is to be applied.

ARTICLE 24 (TECHNICAL FOULS)

1. **TECHNICAL FOULS** include all infractions committed on the rink that are essentially related with the breaking of rules, procedures or technical gestures as specified in the Rules of the Game, as for example:

- 1.1 Playing the ball when leaning on or clinging to the goal cage, except the goalkeeper when in his penalty area
- 1.2 Remain static, while in possession of the ball, in a corner of the rink or behind a goal cage
- 1.3 Immobilise or keep the ball immobilised between the boards and the skates or stick
- 1.4 Committing a foul when executing a PENALTY or DIRECT FREE HIT (*simulating or moving the ball after the 5 seconds allowed*)
- 1.5 Lifting the ball above legally allowed height, except in the case of the goalkeeper – *when he is inside his penalty area* – and regardless of that action being a result of defending his cage.
- 1.6 Committing a foul during a face-off (*moving the ball before the referee whistles, provoking the opponent to commit a foul, etc.*).
- 1.7 Exceeding the time allowed for keeping the ball in one's defensive zone (*ten or five seconds*)



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- 1.8 Irregularly preventing a goal from being scored (*intercepting the ball with hand or foot*)
 - 1.9 Intentionally kicking the ball with the skate.
 - 1.10 A floor player who seizes or plays the ball with his hand (*a goalkeeper may play the ball with his hand; he may not seize or keep the ball*).
 - 1.11 The goalkeeper intentionally lies on the ball or holds it between his/her legs so that it cannot be played.
 - 1.12 Play the ball off the rink.
 - 1.13 Shouting or whistling to trick the opponent who carries the ball.
 - 1.14 Hold the stick above shoulder height, so as to put in danger the physical integrity of another player, whether an opponent or a team mate.
 - 1.15 Cut or play the ball irregularly with the stick – *such as, cut or chop the ball with the acute edge of the blade* – except in the case of a goalkeeper – *when inside his penalty area* – and regardless if this action resulted in a defence or not.
 - 1.16 Entering or standing still in the opponent's goalkeeper's protection area, while not in possession of the ball.
2. Penalties for technical fouls are awarded at the place where the foul was committed. **They involve no disciplinary penalties whatsoever.**
- 2.1 If the offending player is inside his/her penalty area, the referees will stop the game immediately and signal a **penalty shot** against the offender's team.
 - 2.2 In all other situations and when the "advantage rule" is not applicable, the referees will stop the game immediately and signal an **indirect free hit** against the offender's team.



ARTICLE 25

(MINOR FOULS AND TEAM FOULS)

1. Minor fouls and team fouls are minor infractions. They imply, however, different treatment and different penalties, as follows.
2. **MINOR FOULS**
 - 2.1 Without prejudice of paragraph 3.1 of this Article, **minor fouls** are fouls practiced when **play is stopped**, and include only incorrect behaviour, as are example **the following infractions**:
 - 2.1.1 Jumping the fence without the referees' permission.
 - 2.1.2 Executing the indirect free hit before the referee having whistled, and after having requested the opponents to be placed at regular distance.
 - 2.1.3 Simulate an injury or simulate having suffered a foul committed by an opponent.
 - 2.1.4 When the goalkeeper takes the initiative to go to his reserve bench to clean his visor or for any other reason, without previously requesting the referees' permission.
 - 2.1.5 When the goalkeeper, while defending his cage – *during a direct free hit or penalty shot* - moves before the executing player plays the ball.
 - 2.1.6 When a player – *during a direct free hit or penalty shot and positioned inside the penalty area of the team benefitting from the foul* – moves in the direction of the ball, before the executing players plays the ball.
 - 2.1.7 When the doctor and/or physiotherapist enter the rink to give assistance to a player without previous authorisation from the referees.
 - 2.1.8 Intentional delaying when a time out is signalled
 - 2.1.9 When the goalkeeper is not positioned regularly in his cage, in violation of paragraph 1.2 of Article 13 of the present rules.
 - 2.2 **When it is the first time the offender commits any of the fouls mentioned in the paragraph above**, the Main Referees will proceed as follows:
 - 2.2.1 Give the offender a **VERBAL WARNING**. No other sanctions will result of it, neither for him or his team.
 - 2.2.2 The referees must always make sure that the warning is given in a public and transparent way, standing close to the offender – *demanding him to stand up, if necessary* – and using clear gestures, indicating that, being a first offence, it should not be repeated.
 - 2.3 **If the offence mentioned in paragraph 2.1.1 of this Article is repeated**, the Main Referees will show a **BLUE CARD** to the offending goalkeeper or floor player, implying – *for the repeating offender and his team* – the additional sanctions set out in paragraph 2 of Article 26 of these Rules.
 - 2.4 **If the offence mentioned in paragraph 2.1.7 of this Article is repeated**, the Main Referees will show a **RED CARD** to the offending medical doctor and/or physiotherapist, according to paragraph 7 of article 12 of these Rules.
 - 2.5 **Except for paragraphs 2.3 and 2.4 of this Article**, repeating any of the other minor fouls will determine the following procedures to be taken by the Main Referees:
 - 2.5.1 If the same foul is repeated at the same moment or action of play – *for instance, during the same punishment (indirect free hit, direct free hit or penalty shot)* – they will immediately show:
 - a) A **BLUE CARD**, **if the offender is a goalkeeper, floor player or main coach**; implying – *for the repeating offender and his team* – the additional sanctions set out in paragraph 2 of Article 26 of these Rules.



- b) A **RED CARD**, if the offender is one of the other team-members, implying – *for the repeating offender and his team* – the additional sanctions set out in paragraph 2 of Article 27 of these Rules.

2.5.2 If the same foul is repeated after the moment or action of play in which the first offence occurred, the procedures as set out in paragraph 2.2. of this Article will again be applied.

3. **TEAM FOULS**

3.1 **TEAM FOULS** consist of minor fouls only, committed as follows:

3.1.1 While **the game is stopped**, but only in the following cases:

- a) Not respecting regular distance when an indirect free hit is being taken against one's team.
- b) Intentionally displacing or retaining the ball, delaying the execution of an indirect free hit against one's team.

3.1.2 While **play is going on**, the following fouls are examples:

- a) Illegal blocking or intentional obstruction of an opponent, as in paragraphs 4 and 5 of Article 19 of these Rules.
- b) Misleading the referees, simulating a foul or illicitly trying to benefit from a foul against one's team, as in paragraph 6.1 of Article 20 of these Rules.
- c) Contact fouls committed without the use of violence and without provoking major physical injuries, such as grabbing or pushing an opponent, hitting an opponent's stick or his shin padding.
- d) Goalkeeper or rink player that take active part in the game when one's equipment is not in regular conditions, according to paragraph 3.1 of Article 17 of these Rules.

3.2 **INFORMATION AND RECORDS OF TEAM FOULS ACCUMULATED BY THE TEAMS**

3.2.1 Except for paragraphs 3.5.1 a) and d) of this Article, the Main Referees must signal to the Assistant Referee – *clearly and using the specific signs (to be made by both)* – **all TEAM FOULS occurring during the game**, both the fouls that are effectively signalled as the ones that – *not yet whistled* – were subject to the application of the ADVANTAGE RULE.

3.2.2 The Assistant Referee at the Official Table is responsible for:

- a) Recording the number of accumulated **TEAM FOULS** awarded, according to the specific information communicated by the Main Referees.
- b) Informing publicly the **TEAM FOULS** registered to each team.

3.2.3 The record of the number of accumulated **TEAM FOULS** will be kept up-to-date. The fouls are carried over from the first part to the second part of the match, and also – *if the case* – from regular playing time to extra-time.

3.3 **TEAM FOULS ACCUMULATED DURING THE GAME – SANCTIONS AND SPECIFIC PROCEDURES**

3.3.1 As soon as a team accumulates 10 (*ten*) team fouls it will be technically sanctioned with a **DIRECT FREE HIT**, as well as each time this team accumulates 5 (*five*) additional team fouls.

3.3.2 As soon as a team accumulates 9 (*nine*) team fouls in the first part of the match – *or when it accumulates 5 (five) additional TEAM FOULS (total of 14, 19, etc.) in the next parts of the match* – the Assistant Referee will place a sign on the Official Table – *or show an information card* – so that – *when another team foul is committed* – the Main Referees immediately signal a direct free hit, not allowing the advantage rule.

3.3.3 In any case, whenever a team reaches the number of accumulated team fouls that entails the sanction of a direct free hit, the Assistant Referee will let this known by means of a sound signal or whistle.



3.3.4 If – *at the same time that the Official Table indicates the end of a period of the match* – the Main Referees signal a team foul that – *in consideration of paragraph 3.3.2 of this Article* – entails a **direct free hit** against the offender's team, the hit must always be executed in conformity with paragraph 6 of Article 29 of these Rules.

3.4 TEAM FOULS COMMITTED WHILE THE GAME IS STOPPED OR INTERRUPTED – NO PUNISHMENT

Except for paragraph 3.3.1 of this Article, team fouls committed while the game is stopped or interrupted will not be subject to any other sanction – *being only signalled by the Main Referees for the Assistant Referee's records*.

3.5 TEAM FOULS COMMITTED WHILE PLAY IS IN COURSE – NORMAL PUNISHMENT

Except for paragraphs 3.3.1 of this Article, normal punishment of the team fouls committed while play is active depends only on the place of the rink where they are committed, as follows:

3.5.1 The Main Referees will interrupt the game immediately – *taking in account that the advantage rule may not be allowed* – when a TEAM FOUL occurs that must technically be sanctioned with:

- a) **A penalty shot against the offender's team**, to be signalled whenever the team foul is committed inside the offender's penalty area.
- b) **A direct free hit against the offender's team**, to be signalled whenever a team foul – *even when committed outside the offender's penalty area* – contributed, unquestionably, to prevent an evident goal from being scored by the opponent.

3.5.2 **In any of the two situations mentioned above**, the TEAM FOULS concerned will not be indicated or included in the Assistant Referee's records; neither will they entail disciplinary punishment of the offender or his team.

3.5.3 **All other TEAM FOULS committed while play is actively in course** will only be punished with an **indirect free hit**; no disciplinary sanction will be given to the offender or his team.

ARTICLE 26

(SERIOUS FOULS / BLUE CARD FOULS)

1. **“SERIOUS FOULS”** – *subject to a blue card* - comprise acts or dishonourable facts expressing insubordination, insults and/or offences, as well as fouls that endanger someone's physical integrity causing to need medical assistance and/or resulting in temporary incapacity to continue in the game. For instance:

- 1.1 Protesting the referees' decisions, or aggressively or inopportunistly addressing an opponent, referee, team-mate or person in the public.
- 1.2 Publicly disagreeing with the referees' decisions (*by words, gestures, ostensive shaking of the head, etc.*)
- 1.3 Mocking or shouting at referees, team-mates, opponents or public.
- 1.4 Intentionally displacing a goal cage
- 1.5 Seizing, pushing or charging an opponent in a dangerous way (*including tackling against the boards or fence of the rink, making him/her fall*)
- 1.6 Hitting - *without violence* - an opponent on parts of the body that are not protected with padding (*trunk, hands, arms, legs or knees*)
- 1.7 Causing an opponent to stumble, making him/her fall
- 1.8 Hooking an opponent's skate with the stick, even if not intentionally and even if the player does not fall.
- 1.9 Hooking or hitting an opponent's stick from behind, preventing him from shooting to the cage.



1.10 Irregular replacement, entering the rink before the team-mate exits.

2. Serious disciplinary fouls committed by team members – *players, delegates, technical team and assistants* – will be penalised as follows:

2.1 **DISCIPLINARY PENALTY FOR THE OFFENDER**

2.1.1 When the offender is a **GOAL-KEEPER OR A PLAYER**, the referees must show a blue card and send him/her off for a period of 2 (*two*) minutes, except for paragraph 2.1.4 of this article.

2.1.2 When the offender is the **TEAM COACH**, the referees will show him/her a **blue card**, without suspension, according to Article 23 paragraph 2.1.2 of the present Rules, **except for paragraph 2.1.4 of this article**.

2.1.3 When the offender is **ANOTHER TEAM MEMBER**, the referees will show – *according to Article 23 paragraph 2.1.3 of the present Rules* – a **red card**, signifying final expulsion and leaving the reserve bench.

2.1.4 In case a **third blue card** is shown, by accumulation, to a goalkeeper, to a floor player or to the main team coach, the referees will show the offender a **red card** and expel him from the game and making him leave the reserve bench.

2.2 **DISCIPLINARY PENALTY FOR THE OFFENDER'S TEAM**

2.2.1 In attention to Article 10 of these Rules, the offender's team must play in "power-play" for a maximum time of 2 (*two*) minutes, if a player or main coach received a bleu card or 4 (*four*) minutes, if another team member received a red card.

2.2.2 Without prejudice of paragraph 2.2.3 hereunder, the offender's team will be awarded a direct free hit or a penalty shot, depending on the place where the foul was committed.

2.2.3 No technical penalty will be awarded when the foul is committed when the game is not in progress, *either* during an interval or during a stoppage in play.

3. **ADDITIONAL FOULS COMMITTED BY AN OFFENDER AFTER THE SAME RECEIVED A BLUE CARD**

When, **with play stopped**, the main coach, a player or goalkeeper of a team commits another serious or major foul – *after already having received a blue card* – the Main Referees will proceed as follows:

3.1 **When the additional foul is considered to be a major foul**, the Main Referees will show the **offender a red card**, expelling him for the remainder of the game.

3.2 When the additional foul is considered to be serious, the Main Referees will show another blue card to the offender, suspending him temporarily from the game.

3.2.1 If it is the **third blue card** that, **by accumulation**, is shown to a player or goalkeeper, or to the main coach, the Main Referees will also **show a red card** to the offender, expelling him for the remainder of the game and making him leave the reserve bench, as set out in paragraph 2.1.4 of article 26.

3.2.2 If it is the second blue card shown to the same offender – *in the case of a player or goalkeeper* – his temporary suspension time will be increased to a total of 4 (*four*) minutes.

3.3 In any of the situations in 3.1 and 3.2 of this Article, the maximum POWER-PLAY time of the offender's team will always be increased to 4 (*four*) minutes, taking in account paragraph 6 of Article 10 of these Rules.

4. **ADDITIONAL FOULS COMMITTED AFTER THE GAME RESTARTED BY AN OFFENDER WHO HAD BEEN SUSPENDED**

When, **after the game restarted**, a player or goalkeeper – *who is serving a temporary suspension near the Official Table* – commits another serious or major foul, the Main Referees will proceed as follows:

4.1 Interrupt the game immediately and sanction the offender with a **DIRECT RED CARD**, expelling him for the remainder of the match.



4.2 Sanction the offender's team with 4 (four) minutes POWER-PLAY, and make sure a player from that team is taken off the rink, except for paragraph 5 of Article 10.

4.3 Restart the game with a **DIRECT FREE HIT** against the offender's team.

5. NEW CARD SHOW N WHILE PLAY IS STOPPED TO ONE OF THE OFFENDERS WHO HAD BEEN SUSPENDED SUMULTANEOUSLY

While the play is stopped or interrupted – *and already after the replacement of a player or goalkeeper of each of the teams, in attention of 1.2 of Article 10, as a result of simultaneously committed major fouls* – one of the offenders one of the offenders commits a new serious or major foul and the Main Referees will ensure the following procedures:

5.1 Punish both the offender and its team, in conformity with paragraph 3 of this Article.

5.2 Order a player of each team to leave the rink, taking in account that the previously made substitutions must be cancelled considering that, from now on, the teams are serving different POWER-PLAY times.

ARTICLE 27
(MAJOR FOULS / RED CARD FOULS)

1. “**MAJOR FOULS**” – *subject to a red card* - comprise very serious acts of indiscipline that may involve violence or major harm, or endanger the physical integrity of third parties, as for instance:
 - 1.1. The following behaviour towards an agent in the game – *public, referees, members of the Official Table, players and other members of the own or opposite team*:
 - 1.1.1 Threats, insults, injurious words or obscene gestures;
 - 1.1.2 Aggression or attempted aggression;
 - 1.1.3 Reaction or attempted reaction to aggression, through aggressive and/or violent behaviour.
 - 1.1.4 Any other violent or brutal acts.
 - 1.2 Threatening, pushing or trying to attack an opponent when play is not in progress (*stoppage, interval or end of match*.)
 - 1.3 Rolling into an opponent, throwing him/her to the ground.
 - 1.4 Violently hitting an opponent on parts of the body that are not protected with padding (*trunk, hands, arms, legs or knees*).
 - 1.5 Intentionally hooking an opponent's skate with the stick, making him hit the floor.
 - 1.6 Throwing objects on the rink in the direction of the ball or against referees, opponents or team-mates.
 - 1.7 Provoking the public with offensive gestures or expressions (*or considered as such*).
2. Major disciplinary fouls committed by team members – *players, delegates, technical team and assistants* – will be penalised as follows:
 - 2.1 **DISCIPLINARY PENALTY FOR THE OFFENDER**

The referee s will show the offender a red card; expel him from the remainder of the game and forcing him to leave the reserve bench.
 - 2.2 **DISCIPLINARY PENALTY FOR THE OFFENDER'S TEAM**
 - 2.2.1 The offender's team will be penalised with “power-play” for a maximum period of 4 (four) minutes, according to Article 10 of the present Rules.
 - 2.2.2 Without prejudice of paragraph 2.2.3 hereunder, the offender's team will be awarded a direct free hit or a penalty shot, depending on the place where the foul was committed.
 - 2.2.3 No technical penalty will be awarded when the foul is committed when play is not in progress – *either during an interval or a stoppage in play*.



CHAPTER VI

TECHNICAL PENALTIES FOR TEAMS

ARTICLE 28 (INDIRECT FREE HIT)

1. An **INDIRECT FREE HIT** will be signalled by the Referees to:
 - 1.1 Penalise technically minor fouls committed on the rink, as well as more serious fouls in specific situations of play.
 - 1.2 Restart the game – *after a stoppage called by the referees without a foul having been committed* - benefiting the team in possession of the ball at the moment of stoppage.
2. **EXECUTING THE INDIRECT FREE HIT**
 - 2.1 In regular conditions, the indirect free hit must be taken with the ball stationary, put in motion with one single stroke, without the referees having to whistle.
 - 2.1.1 When the player executing the hit asks the referees for the opponents to position themselves at the regular distance of 3 (*three*) meters, the indirect free hit may not be taken before the referee whistles.
 - 2.1.2 When a foul is committed near the boards – *or when the ball went outside the rink* – the **INDIRECT FREE HIT** may be executed with the ball at a distance until 70 (*seventy*) centimetres from the boards in question.
 - 2.1.3 The players of the team benefiting from the foul may place themselves anywhere on the rink, except in the opponent goalkeeper's protection zone.
 - 2.1.4 The player executing the **INDIRECT FREE HIT** is not allowed to play the ball again until
 - a) the ball has been touched or played by another player; or
 - b) the ball has touched the outer part of one of the cages.
 - 2.1.5 When there is a delay in executing the **INDIRECT FREE HIT**, the Main Referees must whistle to order the game to start again immediately.
 - 2.2 The player executing the hit may ask the Main Referees that the opponent players be positioned at the regular distance of 3 (*three*) meters; in this situation the **INDIRECT FREE HIT** may only be executed after the Main Referees' whistle.
 - 2.2.1 After the Main Referees whistle, the ball is in play, and any player of the punished team may try to get possession of the ball and continue play.
 - 2.2.2 Violations during the execution of the **INDIRECT FREE HIT** will be punished in conformity with paragraphs 2.2 or 2.5 of Article 25 of these Rules.
3. **PLACES TO TAKE INDIRECT FREE HITS**

The place where an indirect free hit is taken will be determined by the kind of foul that was committed and the place where the foul was committed, as follows:

 - 3.1 In the case of fouls committed in the opponent's defensive zone, the indirect free hit will be taken as specified in Article 22 paragraph 5 of the present Rules.
 - 3.2 In case the ball rises over 1.50 (*one point fifty*) meters high, as a result of a movement of a player's stick who was "inside" his penalty area, the **INDIRECT FREE HIT** will be taken by the opposite team in one of the upper corners of that area.
 - 3.3 In the case of fouls committed behind the offender's own goal cage, the indirect free hit will be taken in the rear corner of the penalty area, nearest to the place of the foul.
 - 3.4 In the case of a player jumping the fence, the indirect free hit will be taken near the place of the foul:



3.5 In the case the ball is retained in one's defensive zone longer than the time allowed, the indirect free hit is taken as specified in Article 22 paragraph 5 of the present Rules.

3.6 In the case of any other fouls, the indirect free hit will be taken at the same place where the foul was committed.

4. GOAL SCORED FROM AN INDIRECT FREE HIT

4.1 A goal scored from an indirect free hit will be valid only when, before it enters the goal cage, the ball has been touched or played by any other player.

4.2 The goal will not be validated when the ball enters the cage directly without having been touched by a stick or player. The game will restart with a face-off.



ARTICLE 29

(DIRECT FREE HIT AND PENALTY SHOT)

1. PLACES FOR THE EXECUTION OF PENALTY SHOT AND DIRECT FREE HIT

The DIRECT FREE HIT and PENALTY SHOT are always taken on the offender's team half of the rink, and on the specific marks, as follows:

- 1.1 The spot for the **PENALTY SHOT** is on the superior line of the penalty area, at a distance of 5.40 (five point forty) meters in front of the centre of the goal line.
- 1.2 The spot for the **DIRECT FREE HIT** is situated at 7.40 (seven point forty) meters in front of the goal line.

2. PROCEDURES OF MAIN REFEREES WHEN A PENALTY SHOT OR DIRECT FREE HIT IS TAKEN

- 2.1 The player executing the PENALTY SHOT or DIRECT FREE HIT is allowed maximum 5 *(five)* seconds, with the ball stationary, to start the execution of the hit – *time is controlled by one of the Main Referees by means of specific signs* – without the referees having to whistle.
 - 2.1.1 The DIRECT FREE HIT or PENALTY SHOT – *even when, in this last case, to untie the score* – may be executed by the goalkeeper of the team that benefits from the foul, provided he keeps his leg-guards on, but not his mask and protection gloves.
- 2.2 The players who do not take part in the execution or defence of the hit must place themselves on the other half of the rink, inside the penalty area; they are only allowed to move and actively participate in play when the ball was touched or hit for the PENALTY SHOT or DIRECT FREE HIT.
- 2.3 One of the Main Referees places himself in front of the players mentioned in the paragraph above, at approximately 1 *(one)* meter distance, to control their position. *When everything is in order* – he will raise one arm vertically to inform the other Main Referee that he may give order to execute the PENALTY or DIRECT FREE HIT.
 - 2.3.1 The players mentioned in paragraph 2.2 of this Article may not participate again in the game – being allowed to place themselves anywhere in the other half of the rink – when one of the following situations occur:
 - a) Execution of PENALTY SHOTS to untie the score.
 - b) Execution of a PENALTY SHOT or DIRECT FREE HIT signalling the end of one of the match's periods.
- 2.4 The other Main Referee places himself halfway on the side-line of the penalty area to control the goalkeeper's position, and – *after receiving the signal given by the other Main Referee, but never whistling* – proceeds as follows:
 - 2.4.1 Raise one arm vertically, to indicate that the execution of the PENALTY or DIRECT FREE HIT may initiate;
 - 2.4.2 The other arm *horizontally at waist height* – makes a maximum of 5 *(five)* movements sideways – *one movement for every second* – to count the 5 *(five)* seconds time allowed to initiate the execution of the PENALTY SHOT or DIRECT FREE HIT.
 - 2.4.3 The player executing the PENALTY SHOT or DIRECT FREE HIT may strike or touch the ball as soon as the Main Referee raises his arm.
 - 2.4.4 Playing time count will only be restarted at the moment when the ball was struck or touched by the player executing the PENALTY SHOT or DIRECT FREE HIT.
- 2.5 None of the teams is allowed to make a player enter the rink – *neither for a replacement, nor upon conclusion of "POWER-PLAY time"* – from the moment the execution of the PENALTY SHOT or DIRECT FREE HIT is signalled until its conclusion.



2.5.1 In case of violation of the above, the Main Referees will not interrupt the game immediately – *they will wait for the outcome of the PENALTY or DIRECT FREE HIT* – and only afterwards proceed as established in next two paragraphs.

2.5.2 **When a goal is scored**, they **must always validate it**, without prejudice of – *afterwards* – applying the disciplinary sanctions established in paragraphs 2.5.3. a) and b) of this Article.

2.5.3 **If no goal was scored**, the game is immediately stopped and the following measures taken:

- a) **RED CARD** to the player who entered the rink illegally, as well as to the main coach or – *in his absence and in this order* – to the assistant coach, or to one of the delegates, or to the captain on the rink.
- b) Sanction the offender's team with POWER-PLAY according to paragraph 3 of Article 10.
- c) If the **foul was committed by a player of the team that suffered the sanction**, the PENALTY SHOT or DIRECT FREE HIT will be **repeated**.
- d) If the **foul was committed by a player of the team that was executing the PENALTY or DIRECT FREE HIT**, **a DIRECT FREE HIT will be ordered against the offender's team**.

2.6 When the player in charge of the PENALTY or DIRECT FREE HIT commits a foul – *as set out in paragraphs 4.3 and 5.2 of this Article* – the Main Referees will stop the game immediately, signal a **TECHNICAL FOUL** to this player and sanction his team with an INDIRECT FREE HIT, to be taken on the penalty or direct free hit spot.

3. GENERAL RULES CONCERNING THE GOALKEEPER WHEN DEFENDING A PENALTY SHOT OR DIRECT FREE HIT

3.1 OBLIGATORY PRESENCE OF A GOALKEEPER IN THE GOAL CAGE

When a team is technically punished with a PENALTY SHOT or a DIRECT FREE HIT, the **presence of a goalkeeper to defend this team's cage is mandatory**.

3.1.1 If the goalkeeper was replaced by a floor player, the PENALTY or DIRECT FREE HIT will only be executed after the replacement of the floor player by a goalkeeper.

3.1.2 If – *as consequence of disciplinary sanction or injury* – there is no goalkeeper available, a floor player will replace him under the conditions established in paragraph 5.1 of Article 16.

3.2 RESTRICTIONS TO THE GOALKEEPER'S MOVEMENTS WHEN DEFENDING A PENALTY SHOT AND DIRECT FREE HIT

When a PENALTY SHOT or DIRECT FREE HIT is executed against his team, the goalkeeper must:

3.2.1 Stand on both skates, front axles (*breaks or wheels*) on the goal-line.

3.2.2 Hold his stick against his two skates, horizontally and parallel to the goal-line, and also:

- the hand holding the stick does not lean on the cage or floor
- his free hand remains static, and not in contact with goal cage or floor





3.2.3 Not make any movement to defend his cage before the ball is being struck or touched by the player in charge of the PENALTY SHOT or DIRECT FREE HIT.

3.3 PENALTIES FOR GOALKEEPER'S OFFENCES WHEN DEFENDING A DIRECT FREE HIT OR PENALTY SHOT

When the goalkeeper moves before the player in charge of the PENALTY SHOT or DIRECT FREE HIT touches the ball, the following procedures must be followed:

3.3.1 At the goalkeeper's **first offence**, he will receive a **verbal warning**; the Main Referees will place themselves in front of the offender - who must stand up -, and give him a public "warning" that he should not repeat the same offence.

3.3.2 At the goalkeeper's **second offence** – *on occasion of the same PENALTY SHOT or DIRECT FREE HIT* – he will receive a **BLUE CARD** or – *if the second offence was committed during a penalty shot to untie the score* – a **RED CARD**.

3.3.3 In consideration of paragraph 3 of Article 17, the offending goalkeeper's team is punished with "POWER-PLAY", except when the PENALTY SHOT is performed to untie the score.

3.3.4 If the **first reserve goalkeeper** was also suspended or expelled – *in consideration of paragraphs 3.3.1 and 3.3.2 of this Article* – he must be replaced by a floor player or by another goalkeeper (*who would be registered on the Game Sheet*).

3.3.5 If a **second reserve goalkeeper** should also be suspended – *in consideration of paragraphs 3.3.1 and 3.3.2 of this Article* – the Main Referees will end the game, and give detailed information on the Game Sheet.

3.4 When – *even though the goalkeeper moved before the execution of the PENALTY or DIRECT FREE HIT* – the player in charge of the PENALTY SHOT or DIRECT FREE HIT made – *almost simultaneously* – a direct shot at the cage and scored a goal, the Main Referees must ensure the following procedures:

3.4.1 **Not validate the goal** when **one of the Main Referees already whistled to stop the game**; the offending goalkeeper is punished – *according to paragraphs 3.3.1, 3.3.2 and 3.3.3 of this Article* – and the PENALTY or DIRECT FREE HIT must be repeated.

3.4.2 **Validate the goal** when **the game was not yet stopped** by one of the Main Referees; the offending goalkeeper is punished – *according to paragraphs 3.3.1, 3.3.2 and 3.3.3 of this Article*.

4. OFFENCES COMMITTED "INSIDE" THE OFFENDER'S GOAL AREA

4.1 FOULS NOT SANCTIONABLE WITH A PENALTY SHOT

The following fouls will not be sanctioned with a PENALTY SHOT:

4.1.1 When the ball rises above 1.50 (*one point fifty*) meters high, as a result of a movement of the stick of a player who was "inside" his penalty area – *regardless of it being a foul committed intentionally or not*; this will be sanctioned with an INDIRECT FREE HIT, to be executed by the opposite team in one of the superior corners of the penalty area.

4.1.2 When the ball is retained or deflected as a result of an unintentional action – *rebound on the body, skates or stick* – of a player who was "inside" his penalty area; this situation will not be sanctioned by the Main Referees.

4.2 FOULS SANCTIONABLE WITH A PENALTY SHOT

4.2.1 The Main Referees must be strict to punish – *with a PENALTY SHOT* – all serious and/or major fouls that are committed – *near the ball or away from the ball* – on opponents who are "inside" the cage area of the offending player or goalkeeper, keeping in mind – *according to paragraph 3 of Article 3 of the Technical Rules* – that the line markings are part of the area.



- 4.2.2** The Main Referees must give special attention and punish with the same zeal and rigour all **fouls committed on opponents situated in the penalty area of the offender**, namely:
- When a goalkeeper – *intentionally* – prevents the ball from being played, grabbing it with his hand, lying on it or holding it between his legs or gloves.
 - When a player or goalkeeper grasps, pushes, charges or illegally blocks an opponent who – *away from the ball* – moves to receive a pass from a team-mate or to occupy a more favourable position near the cage of the offending player.
 - A foul committed, when defending the cage, by a goalkeeper or player – *regardless of it being committed intentionally or not* – that contributed to prevent a goal from being scored against the offending player or goalkeeper's team.

4.3. GENERAL RULES TO CONSIDER IN THE EXECUTION OF A PENALTY SHOT

- 4.3.1** The player in charge of **executing the PENALTY SHOT** must perform a **straight shot – aiming directly at the cage** – from a stationary position near the ball, on the penalty spot in the defensive zone of the punished team.
- 4.3.2** To execute the PENALTY SHOT **no simulations are allowed**; the player in charge is not allowed to:
- Stop or make an irregular and unsteady movement with his stick to strike the ball;
 - Before striking the ball with his stick* – make a movement with this body or stick, trying to elude the opponent goalkeeper and cause him to commit a foul susceptible to be punished disciplinarily.
 - Make a straight shot that is not directed towards the opponent's goal cage
 - Initiate the execution of the PENALTY SHOT when **exceeded the 5 (five) seconds allowed** to that end.
- 4.3.3** After the initial strike – *and making use of a rebound of the ball on the goalkeeper, cage or boards* – the **player in charge of the PENALTY** may choose to shoot again or play in whatever way, **except as set out in the paragraph hereafter**.
- 4.3.4** In the case of a **PENALTY SHOT taken at the end of playing time of one of the periods of the game** or a **PENALTY SHOT to untie the score**, the ball may not be played again, as it is not in play anymore after the execution of the penalty shot.

5. FOULS COMMITTED "OUTSIDE" THE PENALTY AREA OF THE OFFENDER

5.1 FOULS SANCTIONABLE WITH A DIRECT FREE HIT

- 5.1.1** The Main Referees must be strict to punish – *with a **DIRECT FREE HIT*** – all serious and/or major fouls that are committed – *near the ball or away from the ball* – on opponents who are “outside” the penalty area of the offending player or goalkeeper, keeping in mind – *according to **paragraph 3 of Article 3 of the Technical Rules*** – that the line markings are part of the area.
- 5.1.2** The Main Referees must also give special attention and punish with a **DIRECT FREE HIT** all **TECHNICAL FOULS** and/or **TEAM FOULS** that – *committed "outside" the penalty area of the offending player* – contributed, unquestionably, to prevent a possible goal to be scored by the opposite team.



5.2 GENERAL RULES TO CONSIDER IN THE EXECUTION OF A DIRECT FREE HIT

5.2.1 The player in charge of **executing a DIRECT FREE HIT** – *from one of the 3 (three) spots situated in the defensive zone of the punished team* – may choose one of the following methods:

- a) Make a straight shot directly aiming at the opponent's goal cage.
- b) Transporting the ball towards the opponent's goal cage, trying to trick the goalkeeper and/or finishing – *compulsorily* – with a shot or swerve to the cage.

5.2.2 The **execution of the DIRECT FREE HIT** must comply with the following restrictions:

- a) The player in charge of the DIRECT FREE HIT must choose between:
 - A **stationary position**, near the ball, or
 - **Making a run** – *no stopping or simulations allowed* – from a maximum distance of 3 (three) meters from the spot chosen to execute the hit.
- b) When executing a DIRECT FREE HIT **no simulations are allowed**; the player in charge is not allowed to:
 - Make a stop or an irregular and unsteady movement with his stick to strike the ball
 - *Before striking the ball with his stick* – make a movement with this body or stick trying to elude the opponent goalkeeper and cause him to commit a foul susceptible to be punished disciplinarily.
 - Make a straight shot that is not directed towards the opponent's goal cage
 - Choose to retain the ball, passing it then to a team-mate, not shooting or moving the ball in direction of the opponent's cage.
- c) The execution of the DIRECT FREE HIT may not be initiated when exceeded the 5 (five) seconds allowed to that end.

5.2.3 After the initial shot – *and making use of a defence of the goalkeeper or a rebound of the ball on the end boards* - the player in charge of the DIRECT FREE HIT may choose to charge again or to play the ball in any direction, except as set out in the paragraph hereunder.

5.2.4 In the case of a DIRECT FREE HIT executed at the end of playing time of a period of the game, the ball may not be played or shot again, as it is out of play immediately after the hit has been taken.

6. EXECUTION OF PENALTY OR DIRECT FREE HIT SIGNALLED AT THE END OF PLAYING TIME

6.1 When a foul occurs – *at the exact moment the Official Table sounds the end of a period of the game* – that must be sanctioned with a PENALTY SHOT or DIRECT FREE HIT – *including, if the case, the situations in which paragraph 3.3.1 of Article 25 is applicable* – the Main Referees will ensure its execution – *in consideration of paragraphs 4.3 or 5.2 of this Article* – and taking in account the following restrictions:

6.1.1 In case of a DIRECT FREE HIT – *like it is established for a PENALTY* – it must be executed with a direct shot; it is not allowed to simulate or transport the ball.

6.1.2 After the execution of the PENALTY SHOT or DIRECT FREE HIT it is not allowed to charge again.

6.2 According to the outcome of the PENALTY SHOT or DIRECT FREE HIT at the end of regular playing time, the Main Referees will ensure the following:

6.2.1 Except for paragraphs 1.4 and 2.5 of Article 5 of these Rules, when **a valid goal is scored**, the Main Referees must **officially validate it**, ordering the "CENTRE PASS", and immediately afterwards whistle the end of the period or game.



6.2.2 If no valid goal was scored because of irregular actions committed by the defending goalkeeper during the execution, the referees will order the PENALTY SHOT or DIRECT FREE HIT to be repeated.

6.2.3 If no goal was scored – and no foul or irregular action was committed by the defending goalkeeper – the Main Referees will whistle immediately to end the period or game.

7. PUNISHMENT FOR FOULS BY PLAYERS WHO DO NOT TAKE PART IN THE PENALTY OR DIRECT FREE HIT

7.1 Except for paragraph 2.3.1 of this Article, a player who *has no direct participation in the execution of the PENALTY SHOT or DIRECT FREE HIT, and is positioned inside the cage area of the team that benefits from the foul* will only be allowed to leave that place or skate in the direction of the ball after the player in charge of the PENALTY SHOT or DIRECT FREE HIT struck or touched the ball.

7.2 When a violation of the above paragraph occurs – *except as specifically set out in paragraph 7.3 of this Article* – the Main Referee who controls the position of the players must ensure – *in conformity with paragraph 2.2 of Article 25 of these Rules* – the following:

7.2.1 In case it is the **first foul** committed – *during the PENALTY or DIRECT FREE HIT concerned* – by a player of one of the teams, he must receive a verbal warning, being "warned" – *as well as the other players of his team* – that repeating the foul will entail a blue card for the offender. Then, the PENALTY SHOT or DIRECT FREE HIT will be ordered to be repeated, except in the case of paragraph 7.3.2. a) of this Article.

7.2.2 If, during the repetition of the same PENALTY SHOT or DIRECT FREE HIT, a **new foul** is committed – *by the same offender or by another player of the same team* – the offender will immediately be awarded a **BLUE CARD**, suspending him from the game, and his team sanctioned with "POWER-PLAY", according to paragraph 3 of Article 10 of these Rules.

7.3 When the foul is committed after the PENALTY was initiated – and compulsorily executed with a direct shot at the cage – the Main Referees will always wait for the outcome of the shot, and afterwards ensure the following procedures:

7.3.1 When a goal is scored, it **must always be validated**, ensuring afterwards – *but only when it is a repeating of the same foul* – the disciplinary sanction to the offender and his team, according to paragraph 7.2 of this Article.

7.3.2 When no goal is scored, the Main Referees will stop the game immediately, and ensure the following procedures:

a) When the foul is committed only by a player/players of the team that benefits from the PENALTY SHOT, the shot **will not be repeated**; the game will start again – *after applying the disciplinary measures set out in paragraph 7.2 of this Article* – with an INDIRECT FREE HIT against the offending team, to be executed in one of the superior corners of the cage area.

b) When the foul is committed only by a player/players of the team sanctioned with a PENALTY SHOT – *or by players of both teams* – the shot **will always be repeated**, immediately after awarding the disciplinary sanction set out in paragraph 7.2 of this Article.

7.4 With regard to the DIRECT FREE HIT – *and being necessary to give attention to the method chosen by the player in charge of the hit* – the Main Referees will ensure the following procedures:

7.4.1 When the player in charge of the DIRECT FREE HIT chooses to shoot directly at the cage, the following must be applied:

a) When a goal is scored, the procedures in paragraph 7.3.1 of this Article.

b) When no goal is scored, the procedures in paragraph 7.3.2 of this Article,



7.4.2 When the player in charge of the DIRECT FREE HIT chooses to transport the ball , the game will be immediately stopped, and ensures the procedures in paragraph 7.3.2 of this Article.



CHAPTER VII
PROTESTS

ARTICLE 30
(PROTESTS)

1. ADMINISTRATIVE PROTESTS

- 1.1 “Administrative protests” are motivated by irregularities or violations— *bad state of the rink, deficient markings on the rink, irregular goal cages, etc.* - of the Technical Rules.
- 1.2 To be considered valid, “administrative protests” must be notified to the referees of the game *by the team delegate and captain* before the start of the match.
- 1.3 When receiving an “administrative protest”, the referees **will** act as follows:
 - 1.3.1 Inform the delegate and captain of the opposite team of the protest.
 - 1.3.2 Write on the Game Sheet the grounds of the protest, and, immediately afterwards, make the delegates and captains of both teams sign *on the place identified as “Declaration of protest”*.
 - 1.3.3 Proceed *together with the delegates and captains of both teams* to the identification and examination of the alleged irregularities, to confirm if the protest is pertinent and, if so, if they can be corrected and/or if they compromise the taking place of the game.
- 1.4 When the referees consider that the match cannot take place on the premises, they must immediately proceed as specified in Article 7 paragraph 2 of the present Rules.
- 1.5 In any case, the referees must draft a separate Confidential Report, complementary to the Game Sheet, writing down all steps and decisions taken concerning the protest.

2. TECHNICAL PROTESTS

- 2.1 “Technical protests” are motivated by *alleged “false judgements” or technical errors* that may have been committed by the referees in the game.
- 2.2 To be considered valid, a “technical protest” must be notified on the rink *by the team captain* to the referees of the game, making use of a stoppage in the game or immediately after the end of the game.
- 2.3 When receiving a “technical protest”, the referees will act as follows:
 - 2.3.1 Inform immediately the captain of the other team *or, in his absence, the second captain*, of the intent to protest the game.
 - 2.3.2 Write on the Game Sheet the grounds of the protest, and immediately afterwards, make the delegates and captains of both teams sign the Game Sheet *on the place identified as “Declaration of protest”*.

3 CONFIRMATION OF PROTESTS

All protests, both “administrative” and “technical”, must afterwards be confirmed by the body responsible for the team that filed the protest, *per official letter accompanied by the proper fee* within the delay and according to the rules established by the organiser of the competition, namely:

- 3.1 **CIRH or International Confederation** in case of international competitions (*of national selection teams or clubs*).
- 3.2 **National Federations**, in case of clubs competitions organised in a FIRS member country.



CHAPTER VIII

APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES

ARTICLE 31

(RINK-HOCKEY REGULATIONS – APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES)

1. The Rules of the Game and the Technical Rules of Rink-Hockey were approved together at the CIRH – **Comité International de Rink Hockey**- General Assembly held on 8th October 2008, in Yuri-Honjo, Japan. Further corrections and explanations were approved by the CIRH Executive Committee in 2009 and 2010.
2. These Rules of the Game and Technical Rules enter in force together on the following date:
1st January 2011, for all the International Confederations and Federations of FIRS.
3. Any proposal of changes that may be presented in the future with regards to the Rules of the Game and the Technical Rules will have to be submitted for the approval according to the FIRS/CIRH Statutes and General Rules.