

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.

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 - Disciplinary penalties of team members**
- Chapter VIII - Miscellaneous**

These Rules of the Game had been approved in the General Assembly of CIRH held in Yuri-Honjo / Japan on October 8th, 2008 and up dated on June 2009.

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 timekeepers 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-19 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

(Referees and refereeing)

1. According to the Technical Rules of Rink-Hockey, in international competitions of clubs or national teams of FIRS member countries matches are officiated by 2 (two) international referees, designated by the International Referees Commission (CIA or CEA) concerned with the event.
2. In competitions organised by national Federations, matches may be officiated by 1 (one) or 2 (two) referees, in conformity with Regulations, designated by the Refereeing Council of their jurisdiction.
3. Referees are absolute judges on the rink; their decisions concerning the game are not subject to appeal. Their decisions must be made with impartiality and in respect of the Rules and Regulations in force.
 4. In situations omitted by these rules, the referees will decide according to their conscience. They have the right to interrupt the game every time they deem necessary.

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.
2. Referees will make use of the following procedures and penalties:
 - 2.1 Verbal warning, for minor misconduct or inconvenient attitudes.
 - 2.2 Blue card, followed by procedures specified in Article 25 paragraphs 2.1 and 2.2:
 - 2.3 Red card, followed by procedures specified in Article 26 paragraphs 2.1 and 2.2 of Article 26 of these Rules:
3. The award of blue and red cards will be registered on the Game Sheet.
4. In addition, but only when red cards are concerned – *direct use* – the referees will draw up a Confidential Report in which he will describe in detail the situation 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 In matches of the **under-15 male** category, extra-time is 5 (five) minutes, divided over two periods of 2 (*two*) minutes and 30 (thirty) seconds each.
 - 1.3.2 In **all other categories**, extra-time is 10 (*ten*) minutes, divided over two periods of 5 (*five*) minutes each.
- 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.

ARTICLE 6
(Preliminaries)

1. 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.
 - 1.1 The delegate or captain of the team winning the draw has one of two options:
 - 1.1.1 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;
 - 1.1.2 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.
 - 1.2 After this the referees will pick out a ball among several presented by the team delegates or captains, bearing in mind:
 - 1.2.1 The "home" team, or considered as such, must supply a sufficient number of balls for the game.
 - 1.2.2 The "visiting" team has the right to submit other balls for the referees to choose.
2. 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.
3. Should the rink be temporarily or definitively impracticable, the referees must allow an initial tolerance of 15 (*fifteen*) minutes, after which the following procedures have to be applied:
 - 3.1 In case of *force majeure – poor illumination, 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 referees will allow an additional tolerance of 90 (*ninety*) minutes to transfer the teams from one to the other rink.
 - 3.2 If the rink is unfit because of repairable damage, or because another rink-hockey game is still going on, the referees will allow an additional tolerance of 30 (*thirty*) minutes to begin the game.
 - 3.3 If in any of the above cases, when *additional tolerance time elapsed* without the problem having been solved, the referees will inform the teams that the game will not take place, and give on the Game Sheet detailed information on the facts that led to his decision.
 - 3.4 When the problem is solved and the game can take place, the 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.
4. The teams have a 15 (fifteen) minutes tolerance over the official starting time to be on the rink in conditions to play the match.
 - 4.1 When tolerance time has elapsed and one or both teams do not show up on the rink – or when they are on the rink but not with the minimum number of players required to start the game – the referees will proceed as follows:

- 4.1.1 In case of a “no show” of one of the teams, the referees will identify the players of the team present on the rink for the match and confirm the minimum number required.
- 4.1.2 The referees will then salute the public, and whistle immediately the end of the game.
- 4.1.3 On the Game Sheet, the referees will report in detail the circumstances that made them decide to declare a forfeit.
- 4.2 A team assigned a “no show” loses the game by forfeit, with 10-0 result.
- 5. Immediately before the start of the game, the referees will formally salute the public, on one of the sides of the rink, in front of the area reserved for the official bodies, even when they are not present.
 - 5.1 The players who will start the game must participate in the salute. The presence of substitute players is optional.
 - 5.2 During the salute, referees and players who take part in it must be fully equipped and suitably dressed (no training suits, shirts outside the shorts or drooping socks).
- 6. If, before the start of the game, a player or other team member is expelled by the referees, he/she may be replaced on the Sheet, without prejudice of the referees making a detailed report of that fact on the Game Sheet.

CHAPTER II

Categories of Players – Playing zones, anti-play and power-play

ARTICLE 7

(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	15 to 19 years of age
UNDER-23 Male	15 to 22 years of age
SENIOR Male	= > 15 years of age

1.2 FEMALE CATEGORIES

UNDER-19 Female	13 to 18 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

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 15 (*fifteen*) years but has not completed 20 (*twenty*) years by 31 December of the year regarding his registration.

2.1.4 CATEGORY UNDER-23 MALE

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-19 FEMALE

The skater who completed the minimum age of 13 (*thirteen*) years but has not completed 19 (*nineteen*) years by 31 December of the year regarding his registration.

2.2.2 CATEGORY SENIOR FEMALE

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

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 8

(Rink zones – Definition of anti-play or passive play)

1. The centre line of the rink divides the rink, for each of the teams, in two playing areas:

1.1 DEFENSIVE ZONE

1.2 ATTACKING ZONE

2. When a team gains possession of the ball in its defensive zone, it is allowed 10 (ten) seconds to drive the ball into its attacking zone.
3. After this first attack situation, the team may return with the ball in its defensive zone, but is allowed only 5 (five) seconds to drive the ball back again in its attacking zone.

3.1 The referees ensure the counting of time by means of specific gestures.

3.2 When a team passes the ball from its “attacking zone” to its “defensive zone”, the 5 (five) seconds count starts when the ball crosses the centre line of the rink.

4. When a team exceeds the time limit allowed for the ball to remain in its defensive zone, an indirect free hit will be awarded against it, to be taken from one of the front corners of its penalty area.

5. ANTI-PLAY

5.1. 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 to attack the opposite goal cage to score a goal, while at the same time the other team assumes a passive attitude, showing no intention to gain possession of the ball, both renouncing as such to any attempt of scoring a goal.

5.2. When both teams incurred in the practice of anti-play, it is required a prompt and firm action of the Referees in order to reinstate a healthy spirit of competition, and they will act as follows:

5.2.1 The Referees interrupt the match and warn the captains of either teams - *or their substitutes on the rink at the moment* – that the practice of anti-play should be stopped immediately, and instruct them to recover the spirit of the competition, playing correctly. The game will be restarted with a face-off, executed on the same spot as the game was when it was interrupted

5.2.2 If nevertheless the teams do not consider the recommendations and restart the practice of anti-play, the Referees should interrupt the game again, punishing both Team Captains - *or their substitutes on the rink at the moment* – with a blue card and consequent temporary suspension for 2 (*two*) minutes. The game will be restarted, with a face-off, in the place where the ball was when the game was interrupted.

5.2.3 If nevertheless the teams persist in the anti - play, the Referees should end the match immediately and they will write a detailed report of the facts on the Game Sheet.

5.3 When during a match manifest anti-play practice occurs, without the referee(s) having taken any kind of action to deal with that conduct, the International Committee member present at the Official Table will intervene – *at the first stoppage in the game* - and call the referee(s) to their presence to request that the above described procedures be applied in accordance with the previous contents of this Article.

6. PASSIVE PLAY

6.1 Except for the established in paragraph 6.5 of this Article, it is considered that the **offensive team incurred in the practice of passive play** when – *having the possession of the ball and after a reasonable period of time in the game* – makes no recognisable attempt of attacking or shooting at the opponent's goal cage, its only purpose being keeping possession of the ball.

6.2 When a team has possession of the ball, the following situations must be considered to be "passive play":

6.2.1 When one or more players are clearly in a situation of scoring, but avoid materialising the goal, performing actions that do not aim at attacking the opposite goal cage.

6.2.2 When a team – *for a period of over approx. 45 seconds* – makes no recognisable attempt to attack or shoot at the opponent's goal cage.

6.2.3 When a team – *5 (five) times over* – intentionally sends the ball into her own "**defensive zone**", either passing or carrying the ball, making no attempt whatsoever to attack the opponent's goal cage.

6.3 When an offensive team incurred in the practice of passive play, it is required that one of the Referees holds up the 2 (*two*) arms, warning that the offensive team has only 5 (*five*) seconds to conclude its offensive action, making a shot at the opponent's goal cage.

6.4 If this "warning" is not resulting, and the 5 (*five*) seconds elapsed without the ball carrier having made a shot at the opponent's goal cage, the referees will whistle immediately to stop the game and the game will be restarted with an indirect free hit taken from one of the top corners of the goal-cage area of the offending team.

6.5 The practice of passive play will be allowed, as an exception, in the following specific situations:

6.5.1 When the offensive team has been punished with "power-play" and is competing with fewer players than its opponent's team.

6.5.2 When the score of the game shows that one of the teams has a significant advantage in the number of goals scored.

ARTICLE 9

("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.

2. When the shorthanded team suffers a goal, one of its players may immediately enter the rink. For every goal suffered a punished player may be substituted, but never by a player who was expelled or is serving temporary suspension.

2.1 This player may enter the rink even when – *following a direct free hit or penalty that was signalled for the foul that caused "power-play"* – the goal suffered may have occurred immediately, determining that the team in question is not effectively punished.

2.2 When the team playing in "power play" scores a valid goal, this does not imply changes to the punishment. The team will continue to play with the same number of players.

3. The "maximum limits" of "power-play" time to be served by the team are established in accordance with the kind of disciplinary sanction applied to the fouls committed, as such:

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:
- 4.1. "Power-play" time begins at the moment (*time of play*) when the foul took place that determined the punishment of the team, except for paragraph 5 of this article.
 - 4.2. "Power-play" times ends at the moment (*time of play*) when:
 - a) a goal is validated or
 - b) When the full time of punishment has elapsed, the assistant referee who controls the Official Table shall immediately inform the team's Delegate.
5. When a team is reduced to 1 (one) goalkeeper and only 2 (two) field players, and one of them – or another member of the team – commits a serious or major disciplinary foul, the following procedures will be adopted:
- 5.1 When a reserve player is available**
- 5.1.1 The offender will accomplish the appropriate disciplinary sanction; he must – if he is a goalkeeper or another player in the game – leave the rink, and be replaced. The replacement 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 field player.
 - 5.1.2 The "maximum limit" 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. Whenever – *simultaneously or at the same moment in play* - suspension or definitive expulsion occurs of the same number of players in each of the teams, "power play" does not apply, and the offending players may be replaced by reserve players.
7. A player – *indicated by his team's Coach* – has to leave the rink, in order for his team to serve the time of "power-play" caused by a foul of another member of the team.
- 7.1 In this specific case, the player taken off the rink is not punished disciplinarily and is allowed to be on his reserve bench and return to the game to replace a team-mate on decision of the Coach.

CHAPTER III

Rink-Hockey teams

ARTICLE 10

(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. The substitute goalkeeper must be present, but only until the game starts. *In case of indisposition or expulsion* - he is permitted to leave the "bench" or the game, there being no need to be replaced.
 - 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. 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 11 **(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 preparator)
- 1.5 1 (*um*) doctor
- 1.6 1 (*um*) masseur (or nurse or physiotherapist)
- 1.7 1 (*um*) 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 22 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 12

(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 28 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. 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 25 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.

CHAPTER IV

Specific situations of play

ARTICLE 13

(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 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 team mates* – 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 in the direction of the opposite half of the rink or 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 cage 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.
5. When because of an error of timekeepers or referees a period of the game is ended before regular playing time is completed, the referees will order the game to restart, *making the teams come back on the rink if necessary*. This decision must be taken within 5 (five) minutes of the signal that prematurely ended that period of the game.
 - 5.1 Play will start again with a face-off, taken at the centre spot of the rink.

ARTICLE 14 **(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 15

(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. Replacements may be carried out while play is in progress or during a stoppage, except under the conditions specified in paragraphs 5.1.2 and 5.1.3 of Article 19 of the present Rules and except in the following situations:
 - 2.1 No replacements may be made during the 5 (five) seconds granted to execute a direct free hit or a penalty shot.
 - 2.2 If a replacement is carried out during a direct free hit or penalty shot, the referees will immediately stop the game **and take the following measures:**
 - 2.2.1 Show a blue card, to both replaced and replacing players and **goalkeeper**.
 - 2.2.2 **Apply the disciplinary sanctions set out in paragraph 2 of article 25 of the present Rules, to the faulty players as well as to their team.**
 - 2.2.3 **Order** a direct free hit or penalty shot, accordingly.
 - 2.3 However, replacements are allowed before the referees conclude the positioning of the players on the rink to enable the execution of the direct free hit or penalty shot.
3. **SUBSTITUTION OF GOALKEEPERS**
 - 3.1 Goalkeepers may be replaced under the same conditions as the floor players. A team may choose to ask the referees to be allowed 30 (thirty) seconds to carry out the replacement by the substitute goalkeeper, making use of a stoppage in the game.
 - 3.1.1 When there is no substitute goalkeeper – *and the goalkeeper on the rink is injured or expelled for disciplinary reasons* – 3 (*three*) minutes will be allowed for a player to put on the leg pads and other specific goalkeeper's protection equipment
 - 3.1.2 If the replaced goalkeeper – *as in the above option* – refuses to give his/her leg pads to the substitute player, the referees will proceed as follows:
 - a) Instruct the captain and delegate of the team concerned to attempt to solve the situation created by the goalkeeper;
 - b) If their endeavours do not result, the referees will end the game and write a detailed report of the facts on the Game Sheet. The offending team will be declared a "no show", and match loss 10-0 (*ten goals suffered and zero scored*).
 - 3.2 **As a technical option** the goalkeeper may be replaced by a regular floor player, only in the last 5 (five) minutes of the last period of the normal time of the game, taking into account the following options:
 - 3.2.1 **The replacing player does not benefit of the special goalkeeper's rights when defending his cage, and as such he is not allowed to use the goalkeeper's specific protection equipment.**
 - 3.2.2 **The replacement, as well as the possible return of the replaced goalkeeper on the rink, is performed in conformity with paragraph 3.1 of this Article.**
 - 3.3 **When the goalkeeper's protection equipment is damaged – except for situations as in paragraph 1.3 of Article 12 of the present Rules – or when he is injured – except for situations as in paragraph 5.2 of Article 19 of the present Rules – the referees must stop play and allow his replacement by the reserve goalkeeper, **except when no substitute is available.**
 - 3.3.1 Replacement of the goalkeeper is not compulsory when, making use of a stoppage in the game, the goalkeeper requests the referees to allow him to go briefly to his reserve bench to clean the visor of his helmet or to adjust the straps of his leg pads or other protection equipment.
 - 3.3.2 When the goalkeeper does not request the referees' permission, and he goes to his team bench to clean his visor or for any other reason, the referees **must reprimand him verbally** and order his replacement by the reserve keeper.**

3.3.3 If the same goalkeeper repeats the same fault, he will be awarded a blue card and be suspended from the game for 2 (*two*) minutes. His team will be sanctioned with "power-play".

3.3.4 During a time-out the goalkeeper does not need to request previously the referees' permission to clean his visor or adjust his equipment.

3.4 Goalkeepers – *registered as such on the Game Sheet* – may only replace other goalkeepers, never floor players.

4. IRREGULAR SUBSTITUTION AND PENALTIES FOR OFFENDERS

4.1 Irregular substitution occurs when a substitute goalkeeper or player enters the rink before his team-mate who is to be replaced has left the rink.

4.2 When the referees verify an irregular substitution, they will stop the game immediately and take the following measures:

4.2.1 Show the substitute goalkeeper or player a blue card – and only these, except for situations as in [paragraph hereunder](#) – and ensure the sanctions established in [paragraph 2 of article 25 of these Rules](#).

4.2.2 When an irregular substitution occurs during a direct free hit or penalty shot – *regardless of the substitution being irregularly carried out or not* – the referees will apply the procedures established in [paragraph 2.2. of this Article](#).

5. ENTERING OR LEAVING THE RINK JUMPING THE FENCE

5.1 When a player, in the action of the game itself, falls over the barrier, the referees may allow him/her to jump the fence to get back in the game.

5.2 Players are not allowed to jump the fence without previous and explicit permission by the referees. When this occurs, the game will not be stopped. However, *at the first stoppage in the game*, the faulty player will receive a verbal warning.

5.3 If the same player repeats the same fault, he will be awarded a blue card and be suspended from the game for 2 (*two*) minutes. His team will be sanctioned with "power-play".

5.4 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 [paragraph 4.2 above](#).

ARTICLE 16 **(Playing the ball)**

1. The ball may only be played with the stick. However, the ball may be stopped with the skate or any part of the body, but never with the hand – *and as long as this does not occur inside this player's penalty area*.

2 Touching or moving the ball while lying or resting on the rink with the help of hands, arms or knees, as well as stopping the ball with the hand or kicking it intentionally is a violation of the Rules, subject to the following penalty:

2.1 If the offender was in his/her penalty area, with a [penalty shot](#).

2.2 If the offender was in another area of the rink, with a:

2.2.1 [Direct free hit](#), when the foul cut short a play that might have led to a goal being scored against the offender's team;

2.2.2 [An indirect free hit](#), in all other situations and provided the "advantage Rule" is not applicable.

3. BALL "IN PLAY"

3.1 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.

3.2 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 to sticks.

4. BALL "OUT OF PLAY"

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

- 4.1 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 the game will be stopped and restarted with a face-off in one of the rear corners of the penalty area.
- 4.2 The ball goes out of the rink *either for having been intentionally thrown by a player, or for having accidentally touched him/her*. In this case the game will be stopped and restarted with an indirect free hit against the offender's team.
- 4.3 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.

5. 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.**

6. LIFTING THE BALL

- 6.1 During the game, the ball may not be lifted higher than 1,5 (*one and a half*) meter, except by the goalkeeper when in his/her penalty area.
- 6.2 It will not be considered a foul if the ball rises above legal height as a result of a rebound, including:
 - 6.2.1 Rebounds on the goal cage or rink boards, provided that the ball does not leave the rink;
 - 6.2.2 Rebounds on the body, stick or skates of a floor player.

7. POSITION OF THE "STICK" TO PLAY OR SHOOT THE BALL

- 7.1 The ball must be played with the blade of the stick. It is not allowed to cut or chop the ball with the acute edge of the blade.
- 7.2 Irregular handling of the stick will be considered "dangerous conduct", and punished with a "team foul", according to Article 24 of these Rules.
- 7.3 A player who carries the ball or takes active part in play is not allowed to lift any part of his stick above shoulder height, except when he 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.

8. RESTRICTIONS TO THE PLAYERS' ACTION

- 8.1 No player is allowed to play the ball or take active part in the game in the following situations:
 - 8.1.1 When the wheels of his/her skates are blocked;
 - 8.1.2 When one of his/her skates is damaged or separated from the boot;
 - 8.1.3 When he/she does not hold the stick in his/her hands;
 - 8.1.4 When besides his/her skates, some other part of his/her body is touching the floor, except for the goalkeeper when in his/her penalty area;
 - 8.1.5 When leaning on or grabbing the goal cage, except for the goalkeeper when in his/her penalty area;
 - 8.1.6 When standing still with the ball behind the goal cage, using the latter as an obstacle.
- 8.2 Players whose equipment is not in regular conditions will be ordered by the referees to leave the rink at the next stoppage in the game.
 - 8.2.1 However, the referees will only interrupt the game if the players in these conditions have or seek to have active participation in the game.
 - 8.2.2 Should this occur, the referees will signal a "team foul" against the offender, punishable according to Article 24 of these Rules.

ARTICLE 17
(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 7.2. of Article 21 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 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.

ARTICLE 18
(Blocking and obstruction)

1. BLOCKING

Blocking is a 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. **UNDO THE BLOCK**

Undoing a block is a useful and legal tactic, in which no space is occupied by the attacking player, and carried out with no physical contact with the opposite defending player.

3. **CURTAIN:**

The “**curtain**” is 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**

Obstruction is an illegal tactic, 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.

5.4 Entering or standing still in the opponent’s goalkeeper’s protection area, while not in possession of the ball.

6. Illegal blocking and obstruction must be punished by the referees with a “team foul” to the offending team, according to Article 24 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 19

(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 25 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 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 **To restart the game the referees will order – in function of the place of the ball at the moment of stoppage:**
 - 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.
 - 5.1.4 **A goalkeeper or player who received assistance on the rink will only be allowed to return on the rink after the referees have order 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.

CHAPTER V

Fouls and penalties – Advantage rule

ARTICLE 20

(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 referees will only stop the game to signal a foul when the rules have been violated in such a way that the opposite team was prevented to play – in which situation the referees will immediately stop the game -, except for the situations in which the referees must apply the advantage rule – letting play continue so as not to benefit the offending team, in consideration of the following:
- 3.2 Except for paragraphs 3.3 and 3.4 of the present Article, the advantage rule must not be applied by the referees – *they must immediately stop the game to signal the foul* – when one of the following circumstances occurs:
- 3.2.1 When a serious or major foul is committed, the referees will take the following additional measures:
- Take disciplinary action corresponding to the foul, against the offender (*blue card or red card, accordingly*), and against the offender's team (*power-play*).
 - Award the technical punishment against the offender's team, with a direct free hit or penalty shot, in function of the place where the foul was committed.
- 3.2.2 When a team foul is committed which determines – *in conformity with paragraph 3.4 of Article 24* – that the offender's team be technically sanctioned with a direct free hit.
- 3.3 If an imminent goal situation occurs, the referees must allow the advantage rule, and, immediately upon conclusion of the shot, proceed as follows:
- 3.3.1 When no goal is scored, stop the game immediately and proceed as indicated in paragraphs 3.2.1 and 3.2.2 of the present Article.
- 3.3.2 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

ARTICLE 21

(Penalties for fouls – General rules)

1. All fouls and violations of the Rules of the Game must receive the appropriate penalty:
- 1.1 **Technical penalties**, which include:
- Indirect free hit;
 - Direct free hit; and
 - Penalty shot
- 1.2 **Disciplinary penalties**, which include:
- Temporary suspension (*blue card*)
 - Final expulsion from the game (*red card*)
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:
- Pressing an opponent against the goal cage or the rink boards;
 - Charging, pushing and deliberately obstructing an opponent;
 - Fencing or hitting opponent players with the stick or grabbing them by some part of their equipment or body;
 - 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 establish 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 SIGNALLLED IN THE DEFENSIVE ZONE OF THE TEAM BENEFITING FROM THE FOUL

5.1. Except for paragraph 5.2 above, when a team benefits from a foul committed in the part of its defensive zone *situated between an imaginary line drawn at the extension of the penalty line and the end boards of the rink* - 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 22 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 9 of these Rules.

7.2 In the situations mentioned in paragraphs 7.1.1, 7.1.2 and 7.1.3 of this Article, play will recommence with a direct free hit or penalty shot against the offender's team, taking in consideration:

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 22

(Fouls committed outside the rink)

1. 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 Persistently disobeying the referees' instructions regarding conduct and behaviour on the reserve bench.
 - 1.4 Insulting, threatening or aggressing any agent in the game (*referees, members of the Official Table, members of the opposite or own team, public*).
 - 1.5 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.
 - 1.6 Flagrant unfair conduct and lack of sportsmanship.
 - 1.7 Leaving the reserve bench and placing oneself at the other place of the rink, except in case of a reserve player warming up to replace a team mate.
 - 1.8 Manipulation of the game's clock with bad intentions, when controlled by a delegate of one of the teams in play.
2. Fouls committed outside the rink are penalised as follows:
 - 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 22, 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*), 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 23
(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 Stopping behind the goal cage or in a corner of the rink, while keeping possession of the ball.
 - 1.2 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.**
 - 1.3 Committing a foul during a face-off (*moving the ball before the referee whistles, provoking the opponent to commit a foul, etc.*).
 - 1.4 Exceeding the time allowed for keeping the ball in one's defensive zone (*ten or five seconds*)
 - 1.5 Intentionally playing the ball without the stick or while having a damaged skate (loss of a wheel), or, in the case of a goalkeeper, without his protection equipment (*helmet and/or both gloves and/or both leg pads*).
 - 1.6 Irregularly preventing a goal from being scored (*intercepting the ball with hand or foot*)
 - 1.7 Intentionally kicking the ball with the skate.
 - 1.8 Grabbing, seizing or playing the ball with the hand.
 - 1.9 The goalkeeper intentionally lies on the ball or holds it between his/her legs so to that it cannot be played.
 - 1.10 Making the ball go outside the rink.
 - 1.11 Playing the ball while not standing on one's skates only (*hands or part of the body touching the floor*)
 - 1.12 Shouting or whistling to trick the opponent who carries the ball.
 - 1.13 Lifting the stick above shoulder height, so as to cause danger to other players' (*team mates or opponents*) physical integrity.
 - 1.14 Cutting or playing the ball with the edge of the stick - **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.**
 - 1.15 Intentionally stopping the ball with one's skates or holding it between one's stick and the rink barrier.
 - 1.16 Keeping the ball static in one of the corners of the rink, having no intention of playing it.
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 24
(Minor fouls / 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 **Minor fouls** are committed while **play is interrupted**, and concerns only minor incorrect behaviour, as for instance:
 - 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 Not respecting regular distance when a hit is taken against one's team.
 - 2.1.4 Intentionally moving or retaining the ball, in order to delay a hit to be taken against one's team.
 - 2.1.5 Simulate an injury or simulate having suffered a foul committed by an opponent.
 - 2.1.6 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.

- 2.1.7 When the goalkeeper, while defending his cage – *during a direct free hit or penalty shot* –, moves before the executing player plays the ball.
- 2.1.8 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.
- 2.1.9 When the doctor and/or physiotherapist enter the rink to give assistance to a player without previous authorisation from the referees.
- 2.1.10 Intentional delaying when a time out is signalled
- 2.1.11 When the goalkeeper is not positioned regularly in his cage, in violation of paragraph 1.2 of Article 12 of the present rules.
- 2.2 When one of the fouls above mentioned is committed, the referees will act according to the following principles:
 - 2.2.1 When it is the first time the offender commits this foul, he will receive a verbal warning. No other sanctions will result of it, neither for him or his team.
 - 2.2.2 When the offender repeats the same kind of foul, he will be awarded a blue card, and he and his team will be punished according to paragraph 2 of Article 25 of the present Rules.
 - 2.2.3 In the particular case of the foul mentioned in paragraph 2.1.8 of this Article, when another player of the same team repeats this kind of foul - *during the execution of the same direct free hit or penalty shot*, he will be awarded a bleu card, and he and his team will be punished according to paragraph 2 of Article 25 of the present Rules.

3. TEAM FOULS

- 3.1 Team fouls are only considered when committed while play is going on, and concern only minor faults, as for instance:
 - 3.1.1 Contact fouls without using violence and without major physical consequences, such as grabbing or pushing an opponent, hitting the opponent's stick or his shin padding intentionally and contrary to the rules of the game.
 - 3.1.2 A player whose equipment is not in regular conditions, according to paragraph 8 of Article 16 of the present Rules, takes active part in the game.
 - 3.1.3 Illegal blocking or intentional obstruction of an opponent, as in paragraphs 3 and 4 of Article 18 of these Rules.
- 3.2 Except for paragraph 3.4 of this article, the referees must signal to the Official Table – clearly and using the specific signs – all “team fouls” that are effectively signalled.
- 3.3 Except for paragraphs 3.4 of this Article, team fouls will only be punished technically with an indirect free hit. No disciplinary sanction is applied against the offender or his team.
- 3.4 When the team foul is committed inside the penalty area of the offender's team, a penalty shot will be signalled against his team, implying the following consequences:
 - 3.4.1 The referees will stop the game immediately to signal the penalty, because the advantage rule may not be applied to this team foul;
 - 3.4.2 The foul will not imply disciplinary punishment, neither for the offender nor for his team;
 - 3.4.3 In addition, no “team foul” will be registered for the offender's team.
- 3.5 When a team accumulates a total of 10 (ten) team fouls it will be technically sanctioned with a direct free hit. This sanction will also be applied every time this team accumulates additionally 5 (five) team fouls.
 - 3.5.1 For each team, the Official Table must register and count the accumulated number of “team fouls” communicated by the referees to the Table. These fouls are carried over from the first part to the second part of the match, as well as – *if it is the case* – from regular playing time to extra-time.

- 3.5.2 As soon as a team accumulates 9 (nine) team fouls in the first part of the match or 4 (four) team fouls in the parts succeeding to the 10th (tenth) team foul, the assistant referee at the Official Table will show a card, in order to inform the referees, the teams and the public of this fact.
- 3.5.3 As a result, when a player of the team concerned commits another team foul, the referees will not award the advantage rule, but signal immediately the corresponding direct free hit.
- 3.5.4 In addition, whenever a team reaches the number of team fouls that imply an indirect free hit, the assistant referee at the Official Table will give a warning, by means of a sound signal or whistle sound.
- 3.6 The assistant referee is responsible for recording and counting – with respect to each team – the accumulated number of “team fouls” that were communicated to him by the main referees.

ARTICLE 25

(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 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 22 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 22 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 player or to the main team coach, **the referees will act as follows:**
- a) Show the offender a red card and expel him from the game and making him leave the reserve bench
 - b) Punish the offender’s team according to paragraph 2.2 of this article, considering that the foul committed was effectively “serious” (*blue card*) and not “very serious” (*the red card was shown as a result of accumulation*).

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 2 (*two*) minutes, according to Article 9 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 the game is not in progress – *either during an interval or during a stoppage in play*.

ARTICLE 26

(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 Throwing objects on the rink in the direction of the ball or against referees, opponents or team-mates.
 - 1.6 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 referees will show the offender a red card; expel him from the remainder of the game and forcing him to leave the reserve bench, according to Article 22 paragraph 2 of the present Rules.

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 9 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 27

(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 delays to execute the hit, the referees will whistle to restart the game immediately.
 - 2.1.2 The player who executes the 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 goal cages.
 - 2.2 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.
 - 2.2.1 In this situation, paragraph 2.1.2 above also applies.
 - 2.2.2 Any violation of the above paragraph will be awarded a “team foul” according to Article 24 of the present Rules.
 - 2.3 When the indirect free hit is executed upon the referee’s whistle, the ball is in play and any player of the penalised team is allowed to try to obtain possession of the ball and proceed with the game.
3. **PLAYERS’ POSITION AT INDIRECT FREE HIT**
 - 3.1 When an indirect free hit is taken, all players of the penalised team must position themselves at a distance of at least 3 (three) meters from the place where the ball is.
 - 3.2 The players of the team benefiting from the foul may be on any place of the rink, except in the opponent goalkeeper’s protection area.
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.
5. **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:

 - 5.1 In the case of fouls committed in the opponent’s defensive zone, the indirect free hit will be taken as specified in Article 21 paragraph 5 of the present Rules.
 - 5.2 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.
 - 5.3 In the case of a player jumping the fence, the indirect free hit will be taken near the place of the foul:
 - 5.4 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 21 paragraph 5 of the present Rules.
 - 5.5 In the case of any other fouls, the indirect free hit will be taken at the same place where the foul was committed.
 - 5.6 In the case of fouls committed near the boards or when the ball went outside the rink, the ball may be placed at 70 (seventy) centimetres from the boards to take the indirect free hit.

ARTICLE 28

(Direct free hit and penalty shot)

1. The direct free hit and penalty shot are always taken on the offender's team half of the rink and will be awarded by the referees when appropriate and necessary as:

1.1 To punish technically with a – direct free hit – for serious or major fouls committed – *with the game in progress* – when committed “outside” the offender's penalty area.

1.2 To punish technically with a penalty shot all fouls committed – *with the game in progress and except for situations as in paragraph 1.2.3 of this article* – “inside” the offender's penalty area

1.2.1 **The markings that are full part of it, as established in paragraph 3 of Article 3 of the Technical Rules.**

1.2.2 Fouls to be punished with a penalty shot:

a) Fouls committed on a player of the opposite team, by the goalkeeper or another player when defending his goal cage

b) Fouls involving intentional physical contact with the opponent, when the latter is positioned or is moving inside the goal area of the offender's team

c) Fouls – *intentional or not* – that prevent a goal to be scored against the offending player or offending goalkeeper's team.

d) The penalty shot should be awarded by the referees to punish fouls committed on opponents, involving physical contact, as well - *as notorious intentional* - use by the offender of body or skates to deviate, retain or lift the ball beyond maximum height set at Article 16 paragraph 6.

1.2.3 Likewise, the Referees will never award a penalty shot when – *in a notoriously accidental way* – the ball rises above maximum allowed height upon a rebound on the body, skates or stick of a player inside his/her penalty area.

2. EXECUTING A DIRECT FREE HIT AND PENALTY SHOT

2.1 The spots on the rink for the direct free hits and for the penalty shots are placed at:

2.1.1 7,40 (*seven point forty*) metres in front of the middle of the goal line, in the case of direct free hits

2.1.2 5,40 (*five point forty*) metres in front of the middle of the goal line, in the case of penalty shots

2.2 The direct free hit and the penalty shot are taken with the ball stationary and the Referees do not whistle, but – *by means of specific signs* – they make a counting, till the maximum limit of 5 (*five*) seconds, that is the maximum time allowed to start the execution of the direct free hit or the execution of the penalty shot.

2.2.1 The remaining players – *those who do not participate in the execution or defence of the direct free hit* – must position themselves on the other half of the rink, inside the penalty area. They will only be allowed to move and take part in play after the ball is hit or touched for the direct free hit or penalty shot.

2.2.2 One of the referees places himself at 1 (*one*) meter in front of the players mentioned in paragraph 2.2.1 above, to control their correct position on the rink, and when everything is in order, he raises one arm straight up in the air to signal to the other referee that he can start procedures for the direct free hit to be taken.

2.2.3 The other referee places himself on the middle of the lateral side of the penalty area, to ensure the correct position of the goalkeeper and - *after his colleague's signal and without whistling* - he uses the following signs:

a) Raising one arm to indicate the direct free hit or penalty may be taken;

b) The other arm horizontally at waist height, making 5 (*five*) movements sideways – *one movement for every second* – to count the 5 (*five*) seconds allowed to start the execution of the direct free hit or the execution of the penalty shot.

2.2.4 From the moment the signal is given to start the execution of the direct free hit or the execution of the penalty shot until its conclusion, no replacements are permitted to take place.

2.2.5 **Whenever a technical foul is committed during the execution of a direct free hit or penalty shot or whenever the 5 (*five*) seconds allowed to execute the direct free hit or to execute the penalty shot expire, the referees will stop the game immediately to signal an indirect free hit against the player who was to execute the indirect**

free hit or the penalty shot, to be taken on the same place where the direct free hit or the penalty shot **should have been** taken.

2.3 The player in charge of executing the direct free hit has the following options:

2.3.1 Skating towards the goal cage, transporting the ball and trying to trick the goalkeeper.

2.3.2 Making a straight shot at the goal cage:

a) From a stationary position near the ball; or

b) Making a run-up from a maximum distance of 3 (*three*) meters.

2.4 The player in charge of executing the penalty shot can only make a straight shot at the goal cage, with no simulations, from a stationary position near the ball.

2.4.1 There is simulation when the player executing the penalty shot does not carry out a straight shot with only one movement of the stick.

2.5 Any goal scored as a result from a direct free hit or penalty shot is valid, when:

2.5.1 No foul or technical fault is committed.

2.5.2 The allowed 5 (*five*) seconds to start the execution of the hit are not exceeded.

2.6 The player in charge of executing the direct free hit or the penalty shot is allowed to charge again and to play the ball in all circumstances, after rebounding on the goal cage or played by another player, without prejudice of the following:

2.6.1 The rule established in paragraphs 5.1.2 and 5.1.3 below, either in the case of direct free hits or in the case of penalty shots

2.6.2 The rule established in Article 5, paragraph 2.2, in the only case of penalty shots.

3. RESTRICTIONS TO THE GOALKEEPER'S ACTION WHEN DEFENDING A DIRECT FREE HIT AND PENALTY SHOT

When a direct free hit or a penalty shot is awarded against his/her team, the goalkeeper must:

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

3.2 Hold the stick with one hand; stick resting on the floor, the free hand not being allowed to touch either the cage or the floor.

3.3 Not move to defend his/her cage before the ball was touched by the player in charge of the direct free hit or of the penalty shot.

4. PENALTIES FOR GOALKEEPERS' OFFENCES WHEN DEFENDING A DIRECT FREE HIT AND PENALTY SHOT

When the goalkeeper moves before the player in charge of the direct free hit or of the penalty shot touches the ball, the following procedures must be followed:

4.1 At the goalkeeper's first offence, a verbal warning by the referees.

4.2 At the goalkeeper's second offence, blue card and suspension.

4.3 The offender's team is penalised with "power-play", two players being taken off the rink, one of them the goalkeeper to be replaced by the substitute goalkeeper.

4.4 When the substitute goalkeeper is also suspended – *as in above paragraph* – and must be replaced by a floor player, 3 (*three*) minutes are allowed to put on the goalkeeper's special protection equipment.

4.5 If a second substitute goalkeeper is also suspended – *under above paragraphs* – the Referees will end the game – *for the offending team being below numerical strength of its opponents* – and make a detailed report of the facts occurred.

5. SIGNALLING A DIRECT FREE HIT OR PENALTY SHOT AT THE END OF PLAYING TIME

5.1 When a "direct free hit" or a "penalty shot" is signalled at the exact moment the Official Table sounds the end of one of the periods of the game, the referees will count, making the appropriate gestures, the 5 (*five*) seconds allowed to execute the direct free hit or penalty shot, taking in consideration the following:

5.1.1 Timekeeping of the additional time is ensured by the same Referee who directs the execution of the direct free hit or of the penalty shot.

- 5.1.2 In this particular case, the free hit has to be taken with a straight shot at the goal cage as specified in paragraph 2.3.2 above and it is not allowed to charge again or to transport the ball.
- 5.1.3 In the case of the penalty shot, this has to be executed with a straight shot at the goal cage; it is not allowed to charge again.
- 5.2 As a result of the execution of the direct free hit or of the penalty shot, three different situations may occur:
- 5.2.1 When a valid goal was scored, the Referees must officially validate it, ordering a “centre pass”, and immediately afterwards whistle the end of the period or game.
- 5.2.2 If no goal was scored because of illegal action by the goalkeeper during the execution of the hit, the Referees must order the direct free hit or the penalty shot to be repeated.
- 5.2.3 If no goal was scored – and no foul was committed by the defending goalkeeper – the Referees will whistle immediately to end the period or game.

CHAPTER VII **Protests**

ARTICLE 29 **(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 can not take place on the premises, they must immediately proceed as specified in Article 6 paragraph 3 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 CERH, 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.

ARTICLE 30

(Rules of the Game and Technical Rules – Approval, entry in force and future changes)

1. The present Rules of the Games are completed with the Technical Rules of Rink-Hockey, where the following matters are defined:
 - 1.1 Premises of the game – Rink markings and instruments
 - 1.2 Official Table and Team Reserve Benches
 - 1.3 Refereeing
 - 1.4 Equipment, protections and tools used by players
 - 1.5 Placement of teams – How to undo a tie
2. The Rules of the Game and the Technical Rules of Rink-Hockey were approved at the CIRH's General Assembly – Comité International de Rink-Hockey -, held in Yuri-Honjo / Japan on October 8th, 2008.
3. The present Rules of the Game and Technical Rules **enter in force:**

On 1st September 2010, at the start of the 2010/2011 season for the **European Confederation**.
On 1st January 2011 for the other **International Confederations**.
4. Any changes to these Rules of the Game and Technical Rules must be subject to appreciation and deliberation by the CIRH, after hearing the Technical Committee concerned.