INTERNATIONAL STREET & BALL HOCKEY FEDERATION

RULEBOOK

2025 VERSION

Acknowledgements

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Languages

In case of differences between the English original version of these rules and any translation, the English version is the deceive one.

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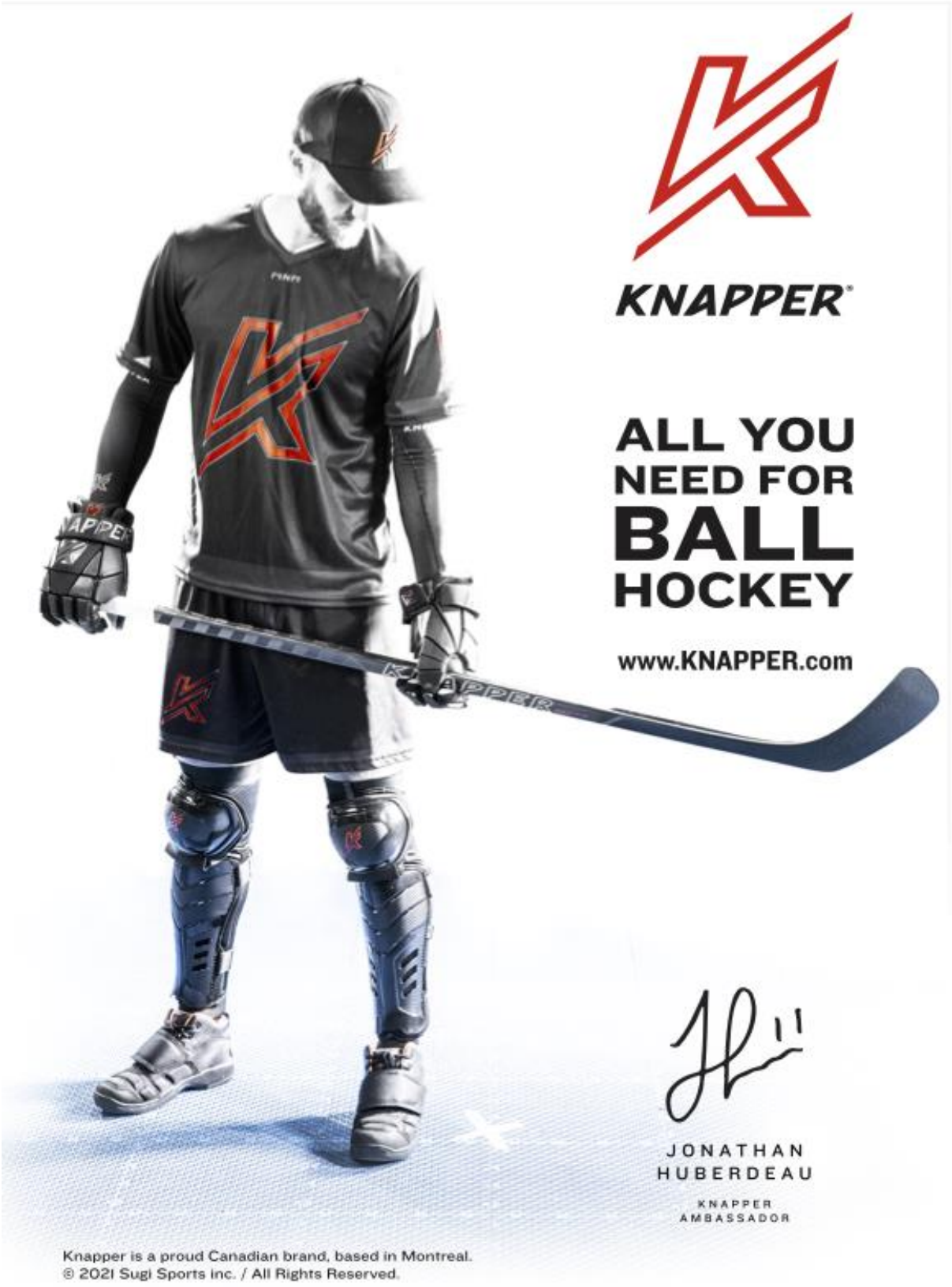
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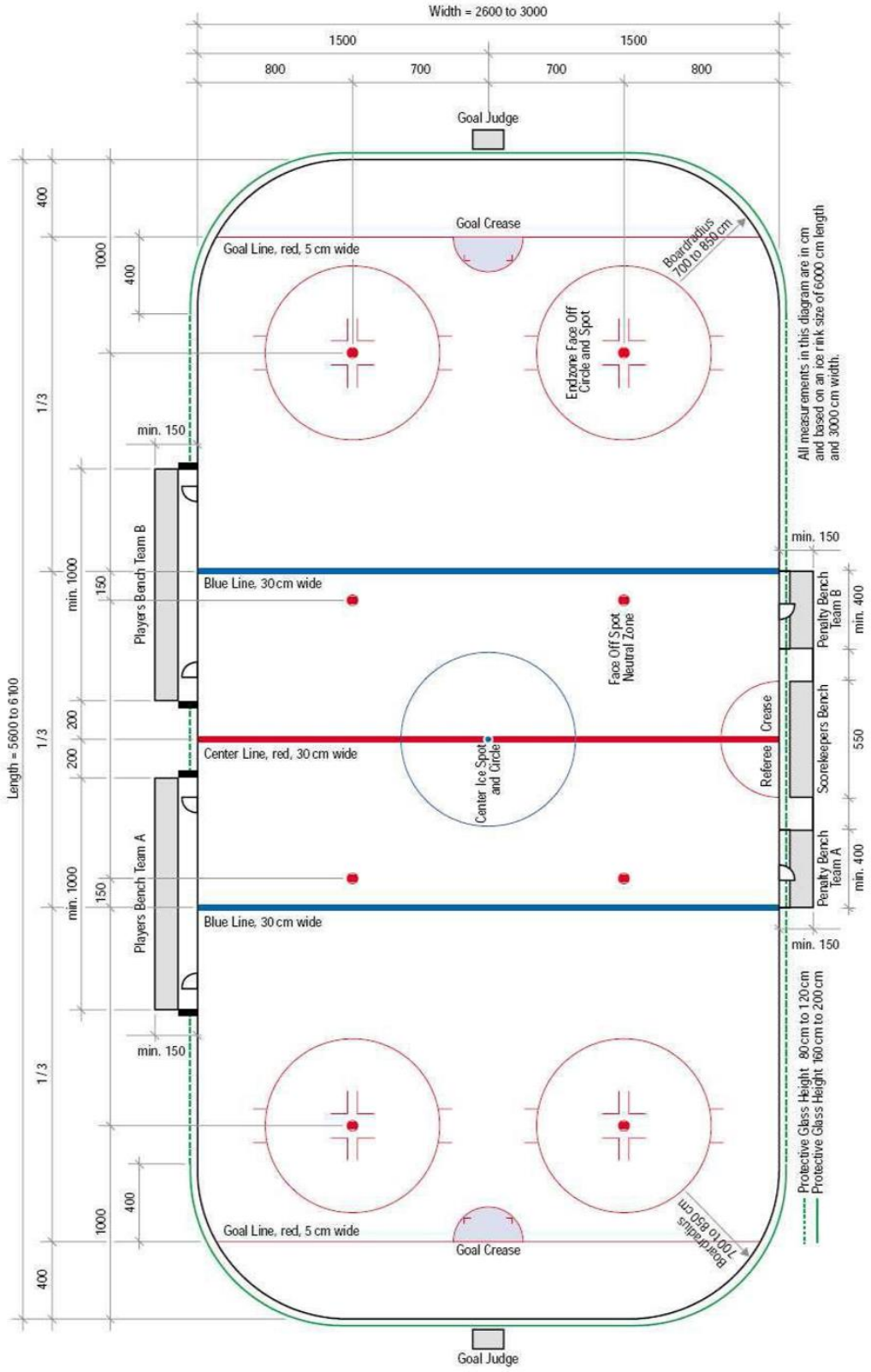
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1 PLAYING SURFACE



There shall be no markings on the playing surface, boards, protective glass, nets, goals, or on any surface in and around the players benches, penalty benches, goal judge benches or off rink officials areas, except for advertisements approved by the Proper Authorities.

100 - DEFINITION OF THE RINK

The game of "Street Hockey" and/or "Ball Hockey" shall be played on a floor or asphalt surface known as a **RINK**.

101 - DIMENSIONS OF THE RINK

Maximum size: **61 m long** by **30 m wide**.
Minimum size: **56 m long** by **26 m wide**.
The corners shall be rounded in the arc of a circle with a radius of **7 to 8.5 m**.

Interpretation 1: Except for the ISBHF Championships, the minimum size of 48x24 m and a minimum radius of 4 m is acceptable. But only for rinks in use or planned before 23rd January 2010. Rink dimensions from 45x21 m to 56x26 m are appropriate for the 4+1 line-up version.
Interpretation 2: National associations have the right to change the dimensions of the rinks for all games under their jurisdiction.

102 - BOARDS

» The rink shall be surrounded by a wooden or plastic wall known as the "**BOARDS**", which shall be white in colour.
» They shall be not less than **1.02 m** and not more than **1.22 m in height** above the level of the playing surface.
» The boards shall be constructed in such a manner that the surface facing the rink shall be smooth and free of any obstruction that could cause injury to the players, and the protective screens and gear used to hold the boards in position shall be mounted on the side away from the playing surface.
» The gaps between the panels shall be minimized to 5 mm.

103 - KICK PLATE

At the lower part of the boards a "**KICK PLATE**" shall be fixed, **yellow** in colour, **15** to **25 cm in height**.

Interpretation 1: Except for the ISBHF Championships, a Kick Plate is only recommended.

104 - DOORS

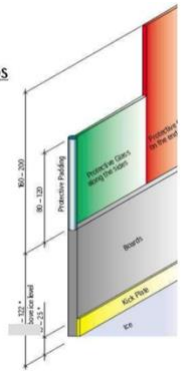
» All doors giving access to the playing surface must swing away from the rink surface.
» The gaps between the door and the board shall be minimized to 10 mm.

105 - PROTECTIVE GLASS

» The protective glass located above the boards shall be **160 cm** to **200 cm in height** on the ends and shall extend 4 m from the goal line towards the neutral zone, and **80 cm** to **120 cm in height** along the sides, except in front of the players benches.
» The gaps between the glass panels shall be minimized to 10 mm.
» At any interruption of the protective glass there shall be protective padding to prevent the injury of the players.
» No openings are allowed in the protective glass.

Interpretation: It is compulsory to have glass, plexi-glass, wire-netting or another approved material on the boards behind the goal lines, not less than **200 cm in height**. Except for ISBHF World Championships, glass along the sides is recommended only.

PROTECTIVE GLASS AND BOARDS
All measurements in cm.



106 - END ZONE NETS

Protective nets must be suspended above the end zone boards and glass.

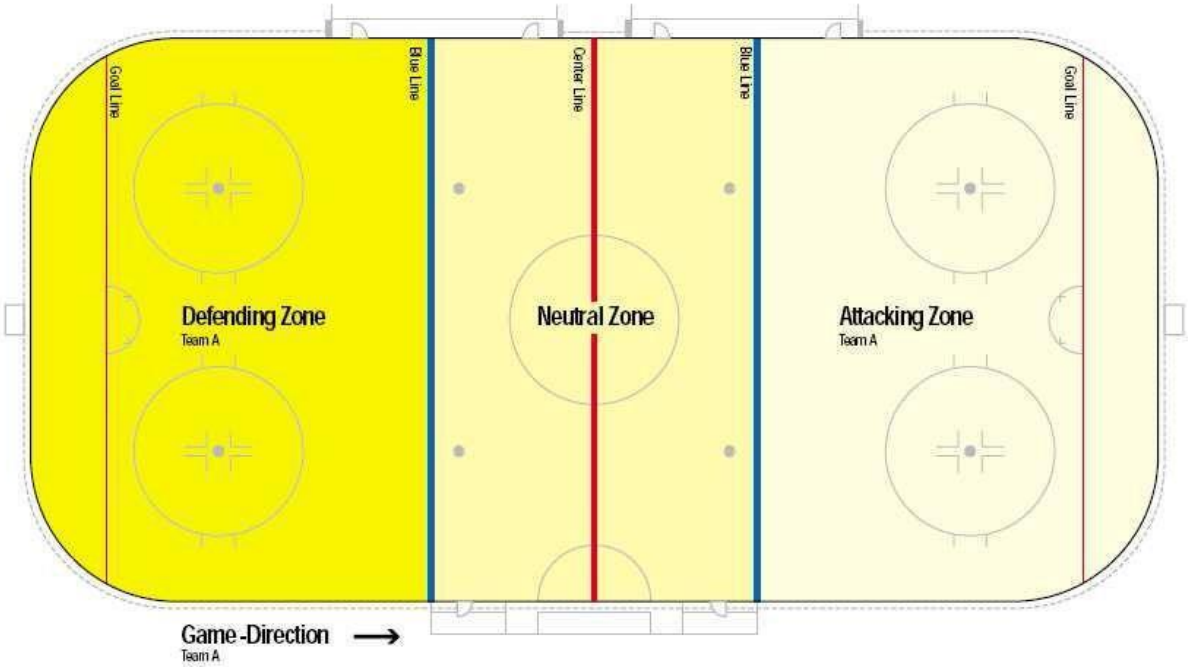
Interpretation: Except for ISBHF World Championships, nets above the end zone boards and glass are recommended only.

110 - DIVISION AND MARKING OF THE PLAYING SURFACE

DIVISION OF PLAYING SURFACE

» On open air rinks, all of the lines and face-off spots outlined in Rules 112 and 113 shall be marked by two lines 5 cm wide.
» In case of advertising allowed on the boards, the lines shall at least be marked on the kick plate
» The entire width of the line shall be considered as part of the zone that the ball is in

The playing surface will be divided in its length by **five lines** marked on the rink and extending completely across the playing surface and continuing vertically up the side of the boards.



111 - GOAL LINES

Lines shall be marked **4 m** from each end of the rink, **5 cm wide** and **red** in colour, known as the: **GOAL LINES**

112 - BLUE LINES

The rink area between the two goal lines shall be divided in three equal parts by lines 30 cm wide and **blue** in colour known as the: **BLUE LINES.**

These lines will determine the **three Zones**, defined as follows:

» **for one team**, the zone in which their goal is situated is the: **DEFENDING ZONE**
» the central zone is the: **NEUTRAL ZONE**
» the farthest zone is the: **ATTACKING ZONE**

Interpretation: When the blue line is eliminated and "floats" to the center red line, the defending zone becomes the whole area from the centre red line inwards. Decisions about the zones shall be determined by taking the outside edge of the line limiting the zone from which the ball was passed or shot.

113 - CENTER LINE

A line known as the **CENTER LINE** shall be located in the middle of the rink. It shall be **30 cm wide** and **red** in colour.

114 - FACE-OFF SPOTS AND CIRCLES

All spots and circles are marked on the playing surface in order to position the players for a face-off as ordered by the officials at the beginning of the game, at the beginning of each period and after each stoppage of play.

115 - CENTER FACE-OFF SPOT AND CIRCLE

A circular **blue spot, 30 cm in diameter,** shall be marked exactly in the center of the rink. With this spot as a center, a **circle with a radius of 4.5 m** shall be marked with a **blue line 5 cm wide**.

Interpretation: On rinks under 25.4 m in width, all face-off circles shall be reduced to 4 m in radius.

116 - FACE-OFF SPOTS IN NEUTRAL ZONE

Two red spots, 60 cm in diameter, shall be marked in the neutral zone, **1.5 m** from each blue line as illustrated.

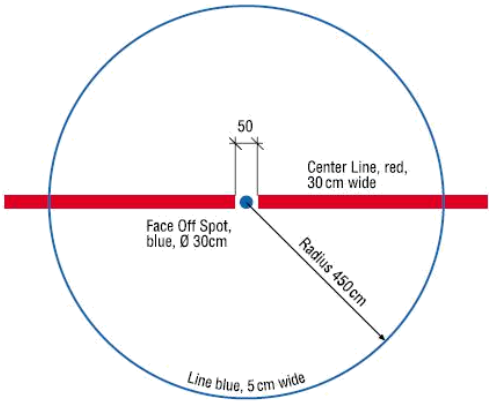
117 - END ZONE FACE-OFF SPOTS AND CIRCLES

- Face-off spots and circles shall be marked on the rink in both end zones and on both sides of each goal as illustrated.
- The **face-off spots** will be **60 cm** in diameter, **red** in colour, as illustrated.
- On opposite sides of the end zone face-off spots shall be marked **double "L",** as illustrated.
- The **circles** will have a **radius** of **4.5 m** from the center of the face-off spots and marked with **a red line, 5 cm wide**.

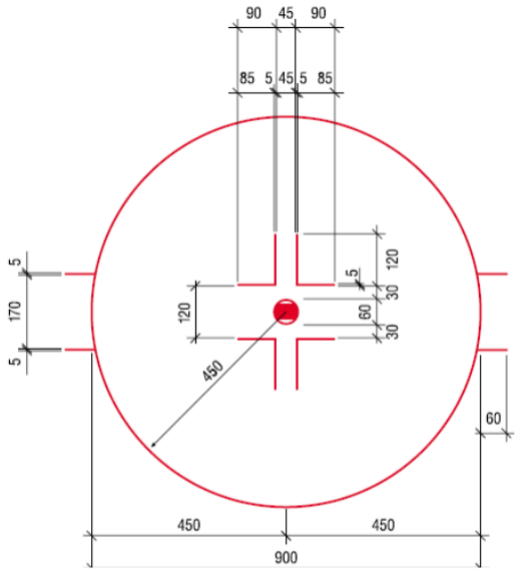
Interpretation 1: On rinks under 25.4 m in width, all face-off circles shall be reduced to 4 m in radius.

Interpretation 2: Location of the end zone face-off spots. On rinks under 26 m in width, the center of the spot with a distance of 6.7 m on each side is acceptable. However, on all rinks, the distance between the face-off spot and adjacent side boards shall be no less than 5.5 m providing a minimum area of 1.5 m between the face-off circle and the boards.

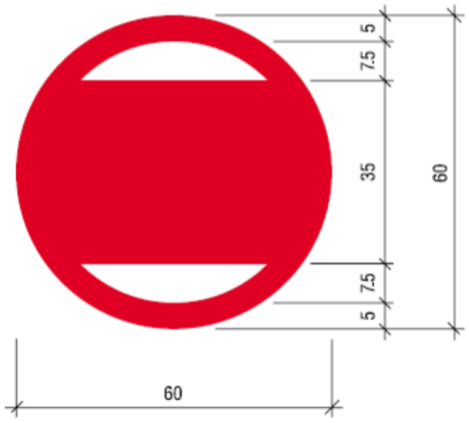
CENTRE RINK SPOT AND CIRCLE
All measurements in cm



END ZONE FACE-OFF CIRCLE AND SPOT
All measurements in cm



DETAIL OF FACE-OFF SPOT
All measurements in cm



118 - REFEREES CREASE

An area known as the **REFEREES CREASE** shall be marked on the rink in a semi-circle by a **red** line, **5 cm wide**, and with a radius of **3 m**, immediately in front of the Scorekeepers Bench, as illustrated.

119 - GOAL CREASE

In front of each goal a **GOAL CREASE** area shall be marked by a **red line, 5 cm wide,** as illustrated. The goal crease area shall be painted **light blue**.

Interpretation 1: The rule interpretation, the goal crease shall be considered as a **volume** which is defined by the crease markings and extending vertically **1.27 m** to the top of the goal frame.

Interpretation 2: The goal crease is to be measured from the outside edge of the lines forming the crease and the lines are to be considered as a part of the crease.

Interpretation 3: On open air rinks, the goal crease area shall NOT be painted.

130 - GOALS

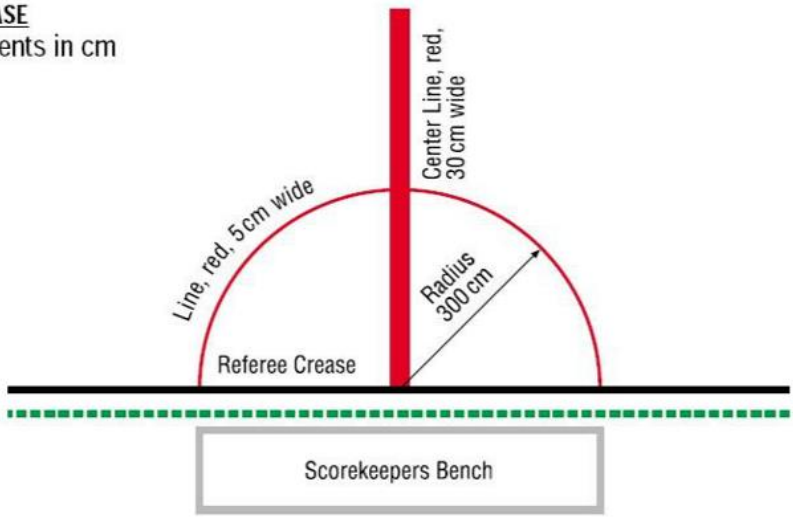
- The goals shall be located in the center of the goal lines.
- The goals posts shall extend vertically **1.22 m above** the rink surface and be **1.83 m apart** (internal measurements). The horizontal crossbar binding the posts shall be of approved design and material with an external diameter of **5 cm**. The posts and crossbar will be painted **red**.
- The goals will be completed by a frame supporting the nets, the deepest point of which shall not be more than **1.12 m** or less than **0.60 m**. It will be painted **white**, except for the exterior part of the base plate, which shall be painted **red**.
- A net shall be attached to the back of the goal frame, constructed to keep the ball within the confines of the goal.
- The inside parts of the supports, other than the goal posts and the crossbar, will be covered by white padding. The padding of the base plate will start not less than **10 cm** from the goal post.

Interpretation 1: Instead of cushioning, drape nets fully covering the interior space of the main net are permissible.

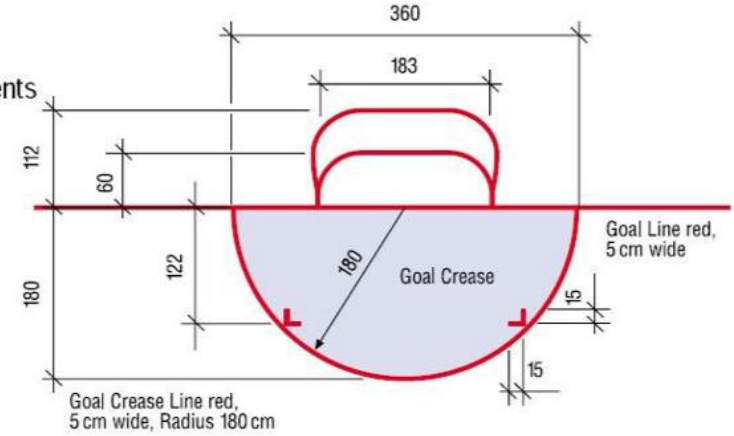
Interpretation 2: Goal posts and nets shall be set in such manner as to remain stationary during the progress of the game.

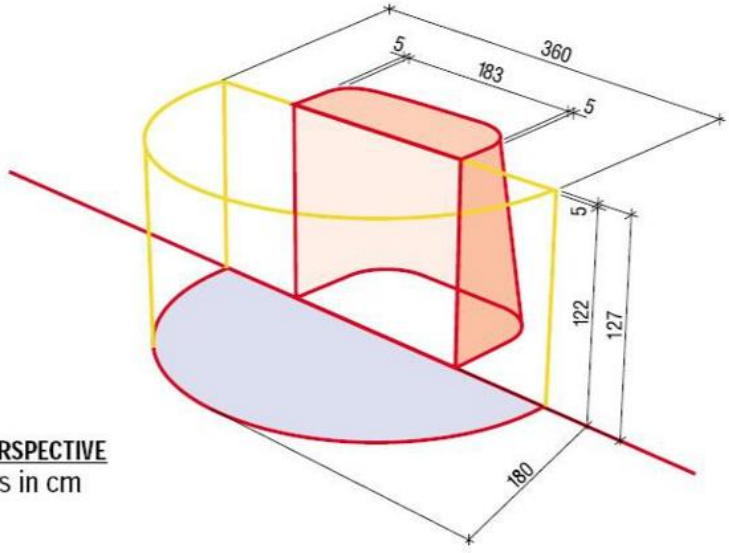
Interpretation 3: For ISBHF World Championships **flexible goal pegs** are mandatory and are strongly recommended for other competitions.

REFEREE CREASE
All measurements in cm



GOAL CREASE
All measurements in cm





GOAL CREASE PERSPECTIVE
All measurements in cm

140 - PLAYERS BENCHES

» Each rink shall be provided with two identical benches, exclusively for the use of players in uniform and officials of both teams.
» The benches will be on the same side of the rink, immediately along the playing surface but opposite to the penalty benches, separated by a substantial distance or by other facilities, and convenient to the dressing rooms.
» Each bench shall begin **2 m** from the center line with a minimum length of **10 m** and a minimum width of **1.5m**.
» Each bench shall accommodate: **17 players, 1 goaltender and 7 team officials.**

Interpretation: Except for ISBHF World Championships, the penalty bench may be located on the same side as the players' benches – but only if it is impossible to have a penalty bench opposite the players' benches. A team is to take the penalty bench opposite or next their players' bench and there is to be no change during the game.

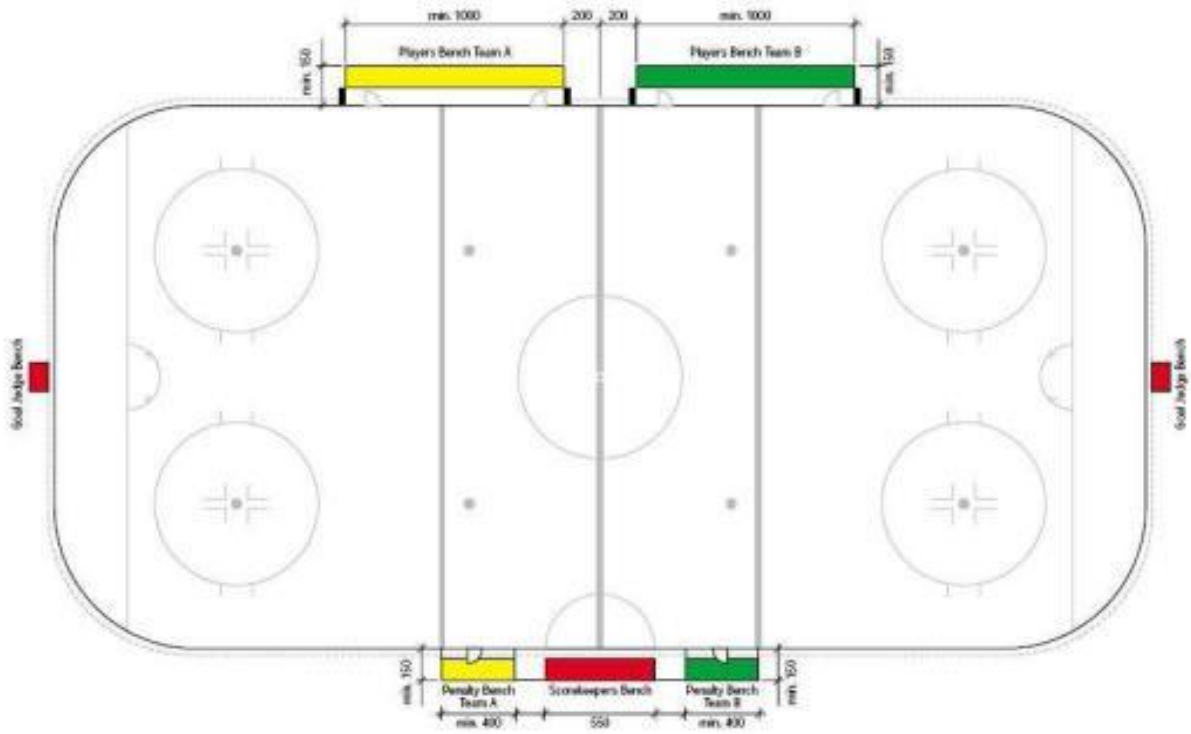
141 - PENALTY BENCHES

» Each rink shall be provided with two benches to be known as the penalty benches for a minimum of: **5 players each**.
» They will be located on both sides of the Scorekeepers desk and opposite to the player's benches and will have minimum length of **4 m** and a minimum width of **1.5m**.
» Access to the penalty benches shall be restricted to persons other than the penalized players and the penalty bench attendants.

Interpretation: Except for ISBHF World Championships, the penalty bench may be located on the same side as the players' benches – but only if it is impossible to have a penalty bench opposite the players' benches. A team is to take the penalty bench opposite or next their players' bench and there is to be no change during the game.

PLAYERS BENCHES AND PENALTY BENCHES

All measurements in cm



Each players bench must have two doors, one of which must be in the NEUTRAL ZONE.

Interpretation: Except for ISBHF World Championships, only one door is mandatory.

The players benches must be protected from access by persons other than the players and the seven team officials. In case of any infraction: Report to the proper authorities.

142 - GOAL JUDGES BENCHES

Properly protected cages to eliminate interference with the Goal Judge's activities shall be placed at each end of the rink behind the board and glass in the area of the goal.

Interpretation: Except for ISBHF World Championships, goal judge's benches are not mandatory.

143 - SCOREKEEPER BENCH

Between the penalty benches will be located the Scorekeeper bench which will have a length of **5,5 m** to accommodate **6 people**.

Interpretation: Except for ISBHF World Championships, smaller benches are acceptable.

150 - SIGNAL AND TIMING DEVICES

151 - SIREN

Each rink shall be provided with a siren or other suitable sound device to be used by the Timekeeper.

152 - CLOCK

Each rink shall have an **electronic clock (scoreboard)** in order to provide spectators, players and officials with accurately information concerning:

» **names of both teams,**
» **time played in any period, counting up or down** in minutes and seconds from 0.00 up to 15.00 / 20.00,
» **penalty time remaining** to be served for at least two players on each team **counting down** from the total number of minutes to 0,
» **score,**
» **time-outs, counting down** from 30 to 0 seconds,
» **intermission time, counting down** from 10 to 0 minutes.

153 - RED AND GREEN LIGHTS

Behind each goal there shall be:

1) A **red light** to be lit by the Goal Judge when a goal is scored,
2) A **green light** to be lit automatically by the electric clock when the Timekeeper stops the clock and at the end of each period.

Interpretation: The red light shall be connected to the timing of the rink in such a manner so that, when the period has ended, it would be impossible for the Goal Judge to turn it on. At the end of a period, the fact that the Goal Judge is not be able to turn on the red light on does not necessarily mean that a goal is not valid. The determining factor is whether or not the ball is completely over the goal line and in the goal before the period ends. The purpose of the green light is to enable the Referees and Linesmen to observe the goal and light in the same sight line and know exactly when the period ends.

160 - PLAYERS DRESSING ROOMS

Each team shall be provided with a suitable room with sufficient space for **32 team officials and players** and their equipment, equipped with benches, sanitary toilet and showers.

161 - REFEREES AND LINESMEN DRESSING ROOM

A separate dressing room equipped with chairs or benches, sanitary toilet and shower must be provided for the exclusive use of the Referees and Linesmen.

No one, except as authorized by the association concerned, shall be allowed to enter the Officials dressing room during the course of or immediately following the game. In case of an infraction to this rule: Report to the proper authorities.

170 - RINK LIGHTING

All rinks shall be sufficiently well illuminated so that the players, officials and spectators may conveniently follow the play at all times.

Interpretation: If, in the opinion of the Referees, there is not sufficient light to continue the game, he shall have the authority to postpone the reminder of the game or a take time-out, pending improvement of the lighting situation. If one team is handicapped to a greater extent by the failure of lights, and in the opinion of the Referees the game should not be cancelled, he shall have the authority to alternate the teams so that each team will play the same amount of time in each end of the rink.

171 - SMOKING IN THE ARENA

In enclosed rinks, smoking shall be prohibited in the playing and spectator areas, as well as in the dressing rooms and all the facilities where the players are involved.

Interpretation: Smoking shall be prohibited in the playing area (including benches) and the dressing rooms of all rinks.

172 - MUSIC IN THE ARENA

No music shall be played while the game is in progress, or during the time-outs.

Interpretation: Music may be played during the warm-up and during any stoppage of play.

173 - CONSUMATION OF ALCOHOLIC DRINKS

Alcoholic drinks including beer shall be allowed in designated areas only.

2 TEAMS, PLAYERS AND EQUIPMENT

200 - PLAYERS IN UNIFORM

Before the game, the Manager or Coach of each team shall provide the Referees or Scorekeeper with a list of names and numbers of eligible players and goalkeepers, including the names of the Captain and Alternate Captains.

Each team shall be allowed a maximum of:

» **22 players, and**
» **2 goalkeepers**
» **for a total of 24**

Interpretation 1: No changes or additions shall be permitted to the list once the game has started.
Interpretation 2: If, during the game, a team cannot place the correct number of players on the rink because of penalties or injuries, the Referees shall declare the game a forfeit. In case of an infraction to this rule: Report to the proper authorities.

201 - CAPTAIN OF TEAM

Each team shall appoint a **Captain** and no more than **Two Alternate Captains**. The Captain **must** wear the letter "**C**" and Alternate Captains must wear the letter "**A**", **8 cm in height** and in a contrasting colour, in a conspicuous position on the front of their sweater.
On the rink, only these designated players, if they are not penalized, shall have the privilege to discuss with the Referees any questions relating to the interpretation of rules that may arise during the course of the game.

Important: A complaint concerning a penalty is NOT a matter relating to the interpretation of the rules and will be penalised. Minor penalty (see Rule 572)

Interpretation 1: It is not permitted to appoint a goalkeeper or alternate goalkeeper, as a Captain or Alternate Captain. Playing Coach or Managers shall be permitted to be Captains or Alternate Captains.
Interpretation 2: If a Captain or Alternate Captain is not on the rink, they cannot come off the bench to discuss any situation with the Referees, unless invited by the Referees. If they do, they must be penalized. Bench Minor penalty (see Rule 572)
Interpretation 3: If both the Captain and Alternate Captain are on the rink, only the Captain has the privilege of conversing with the Referees.
Interpretation 4: Players that do not wear a “C” or “A” on their jersey will not be granted the privileges of conversing with the Referees.

210 - EQUIPMENT

» Players and goalkeeper’s equipment shall consist of sticks, running shoes, protective equipment and uniforms.
» Use of shin guards is mandatory for all ISBHF events.
» All protective equipment, except gloves, helmets, goalkeepers leg guards, and soft covered or the regulation hard covered shin guards approved by the ISBHF must be worn entirely underneath the uniform.
» The soft covered and regulation hard covered shin guards must be the exact same colour and shade as the team stockings, otherwise they must also be covered by matching stockings.
» There must be no exposure of the skin on the back of the leg from the knee down. If applicable, the player must wear stockings of the exact same colour and shade underneath the shin guard.

Interpretation: If shorts are worn, only small soft knee pads – in the same colour of the stockings – are allowed to be worn outside, unless the player is wearing soft covered or the regulation hard covered shin guards approved by the ISBHF.

All infractions related to the wearing of equipment will be penalized under Rule 555.

» The official playing rules specify the use of protective equipment out of concern for the orderly playing of the game, and for the safety, health and welfare of participants.

However, such rules do not imply a guaranty by the ISBHF that that the use of such equipment will provide protection from injury. It is the responsibility of the player to ensure that the equipment used conforms, where specified, to the official playing rules.

» All protective material must be approved by the ISBHF. Any alteration to an approved piece of equipment nullifies the certification.
» For advertising and/or brand identification on the player's equipment shall be approved by Proper Authorities.

220 - PLAYERS EQUIPMENT

221 - PLAYERS FOOTWEAR

» All protective material must be approved by the ISBHF. Any alteration to an approved piece of equipment nullifies the certification.
» All players must wear street / ball hockey shoes or "running shoe" type footwear when participating in the game. The shoes must have a non-slip sole.
» Where a player is wearing a shoe(s) that is dangerous, he is to be removed from the game and if that player re-enters the game wearing such shoe(s), the Referees shall asses a Minor Penalty to the offending player.
» The use of any footwear so designed that it may cause injury is prohibited.

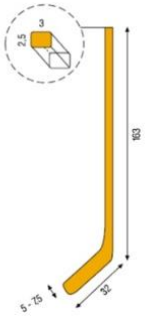
222 - PLAYERS STICK

Sticks shall be made of wood or other material approved by the ISBHF, such as aluminium or plastic. It must not have any projections and all edges must be bevelled. Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

» **Shaft:** maximum length - **180** cm from the heel to the end of the shaft maximum width - **3** cm maximum thickness - **2.5** cm
» **Blade:** maximum length - **32** cm from the heel to the end of the shaft maximum width - **7.5** cm minimum width - **5** cm

PLAYERS STICK
All measurements in cm



The curvature of the blade of the stick shall not be restricted. A blade that has a double curve is to be classified as "dangerous equipment". The stick shall be removed from the game and no penalty assessed.

The shaft must be **straight.** If the shaft is **curved**, it must be produced by an approved producer of the hockey stick and not to be handmade or self-adjusted. A **curved shaft** may be used only from producers approved by the ISBHF Technical Committee.

223 - PLAYERS HELMET

» During the game and during the pre-game warm-up, all players must wear a hockey helmet that meets approved international standards, with chin strap properly fastened.
  » A helmet shall be worn so that the lower edge of the helmet is not more than one finger-width above the eyebrows, and there should only be enough room between the strap and the chin to insert one finger.
» Should the helmet of a player come off while play is in progress, the player may not be permitted to participate in the play except if he replaces the helmet on his head with the chin strap properly fastened.
  » If the player continues to play without his helmet properly fastened, he will be penalized under Rule 555e.

Interpretation: National Associations have the authority to make their own regulations regarding the wearing of helmets and/or face-masks for games under their jurisdiction.

225 - PLAYERS GLOVES

The player's gloves must cover hand and wrist and their palm must not be removed to permit the use of bare hands.

226 - THROAT PROTECTOR

It is recommended that all players wear a neck protector.

227 - MOUTH GUARD / FULL FACE MASK

» It is recommended that all players wear a custom-made mouth guard.
» All players in the age category under 20, and not wearing a full-face mask, must wear a player's visor.
» All players in the age category under 18 must wear a full-face mask.

230 - GOALKEEPERS EQUIPMENT

With the exception of shoes and stick, all the equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head and the body and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.

» Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.

231 - GOALKEEPERS SHOES

» All goalkeepers must wear street / ball hockey shoes or "running shoe" type footwear when participating in the game. The shoes must have a non-slip sole.
» Where a goalkeeper is wearing a shoe(s) that is dangerous, he is to be removed from the game and to be immediately replaced with the second goalkeeper. If the first goalkeeper re-enters the game wearing such shoe(s), the Referees shall asses a Minor Penalty to the offending goalkeeper.
» The use of any footwear so designed that it may cause injury is prohibited.

232 - GOALKEEPERS STICK

The stick shall be made of wood or other material approved by the ISBHF, such as aluminium or plastic. It must not have any projections and all edges must be bevelled. Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

» **Shaft:** maximum length - **163 cm** from the heel maximum width - **3 cm** maximum thickness **2.5 cm.** Widened part of the shaft: maximum length - **71 cm** from the heel and not more than **9 cm** wide.
» **Blade:** maximum length - **39 cm** from the heel maximum width - **9 cm,** except at the heel where it must not exceed **11.5 cm.**

Interpretation: A goalkeeper may play with a player's stick and if a measurement is requested of the stick, the same measurement standards apply as for a player's stick.

The shaft must be **straight.** If the shaft is **curved**, it must be produced by an approved producer of the hockey stick and not to be handmade or self-adjusted. A **curved shaft** may be used only from producers approved by the ISBHF Technical Committee.

233 - GOALKEEPERS GLOVES

233a) - BLOCKING GLOVE

The maximum outside dimensions of the protective padding attached to the back, forming part of a blocking glove, shall measure:

» **41 cm** in length
» **21 cm** in width

233b) - CATCHING GLOVE

The maximum outside dimensions of the catching glove shall measure:

» **41 cm** in length
» **23 cm** in width in any part of the wrist cuff which will have a minimum height of **11.5 cm**.
» Distance from the heel along the pocket to the top of the T trap: **48 cm**.
» Maximum perimeter of **122 cm**

234 - GOALKEEPERS HELMET AND FACE MASK

» All goalkeepers must wear a **face mask** with a hockey helmet, or a goalkeeper's full-face head protector, which meet approved international standards.
  » Goalkeepers face masks must be constructed in such a way that a **ball** may not get through it.
  » Goaltenders must wear the facial protections according to the rules set out in their home countries rules or of the Rulebook they play their games in during non-ISBHF events. (IE: A or B pool nations where player's play within another ISBHF's arena's and utilizes those nations' rules.)
» Should the helmet and/or face mask come off while play is in progress, the Referees shall stop play.
» Should a hard shot hit the goalkeeper's face mask while play is in progress, the Referees shall stop play.

235 - GOALKEEPERS LEG GUARDS

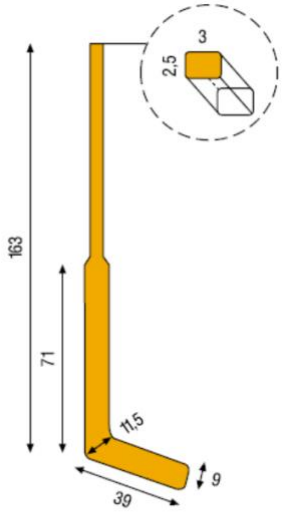
The goalkeeper's leg guards shall not exceed **30.5 cm** wide when on the leg of the goalkeeper.

» Aprons or plate covering the space between the surface of the rink and the bottom of the leg guards in front of the shoes is not permitted.

GOALKEEPERS STICK
All measurements in cm

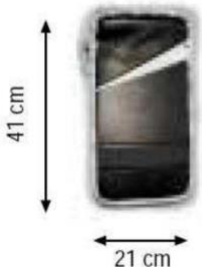
The goalkeeper´s stick blade may be **curved**, and the curvature shall not be restricted.

A blade that has a double curve is to be classified as "dangerous equipment". The stick shall be removed from the game and no penalty assessed.

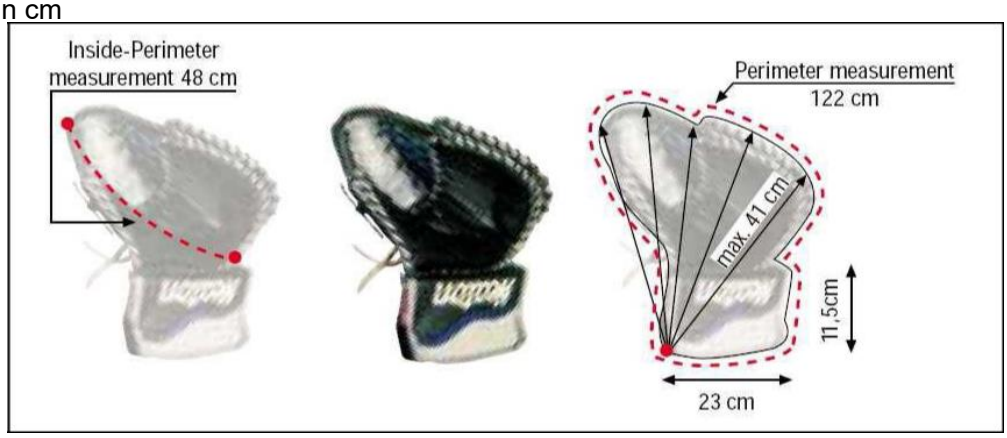


GOALKEEPERS STICK

BLOCKER GLOVE
All measurements in cm



CATCHING GLOVE
All measurements in cm



240 - UNIFORMS

» **All players** from each team shall be dressed uniformly in sweaters, pants, stockings and / or soft covered or the regulation hard covered shin guards approved by the ISBHF, and helmet (except for the goalkeeper who is permitted to wear a helmet of a different colour to the rest of the team).
  » The **basic colour** must cover approximately **80 per cent** of each part of the equipment, excluding names and numbers.
  » Sweaters, including the sleeves and stockings shall be of the same colour.
  » Sweaters shall be worn outside of the pants.
  » Each player shall wear an individual number **20 to 25 cm high** on the **back of the sweater and 8 cm high** on **both sleeves**. Numbers are limited to the numbers **1 to 99**.

In ISBHF World Championships, each player shall wear his name on the upper portion of the back of his sweater, printed **8 cm high,** in block capital Roman letters.

Interpretation: Teams must wear long sleeved sweaters and they must wear either shorts or pants and not a combination of both. All players on the same team INCLUDING GOALIES must wear IDENTICAL sweaters and identically coloured shorts or pants. If the players wear shorts, the must have identically coloured stockings.

» Any player that does not comply with these provisions shall **not be permitted to participate** in the game.
» If, in the opinion of the Referees, the uniform colours of the competing teams are so similar that there is the possibility of miscalling a penalty, it is the responsibility of the **home team** to change their sweaters, if ordered to do so by the Referees.

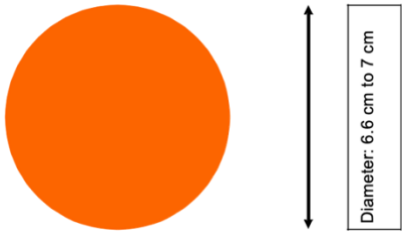
Interpretation: National Associations have the authority to make their own regulations regarding the changing of sweaters for games under their jurisdiction.

» If a player´s hair is long and obscures the name plate or number on the sweater, the hair must be worn in a ponytail or under the helmet.

250 - BALL

The "**BALL**" shall be made of a material approved by the ISBHF with a diameter of **6.6 cm** to **7 cm** and be primarily orange in colour. The ball shall weight between **60 g** and **77 g**.

BALL



260 - MEASUREMENT OF EQUIPMENT

- The Referees may, at any time and at their own discretion, measure any equipment.
- The Captain of a team may make a formal complaint against specific dimension of any equipment. The Referees shall make the necessary measurement immediately. However, no goal shall be disallowed as a result of any measurement.
- If the complaint is not sustained, the requesting team shall be penalized. Bench Minor penalty (see Rule 555)
- If the complaint is sustained, the guilty player shall be penalized. Minor penalty (see Rule 555)
- Such request shall be limited to one per team at any stoppage of play.
- The measurement of goalkeeper's equipment, with the exception of the stick, may only be requested immediately at the end of any period.

Interpretation 1: When a request for a measurement is made, the Referees shall require both teams to retire to their respective benches. Measurements should take place in the Referees' crease. Once the measurement has been completed, the Referees shall notify the captain of the team to be penalized and give him the results of the measurement.

Interpretation 2: It is not necessary that a player/goalkeeper has actually participated in the game with a piece of equipment to be measured. The fact that a player/goalkeeper is legally on the playing surface is sufficient cause to justify a request for measurement. If a piece of equipment is found to be illegal, it should be returned to the team and a legal piece brought to the penalized player in the penalty box.

Interpretation 3: Referees may take a measurement of any type of stick or equipment that is dangerous without a request from either team. Such sticks or equipment must be taken out of the game. Any other type of illegal equipment must be measured only as an appeal play on request by the opposing team.

3 OFFICIALS AND THEIR DUTIES

300 - APPOINTMENT OF OFFICIALS

For all international games, the following officials shall be appointed:

GAME OFFICIALS
» Two **Referees**

OFF-RINK OFFICIALS
» One **Scorekeeper** (with up to two assistants)
» One **Timekeeper**
» One **Announcer**
» Two **Penalty Bench Attendants**
» One **Video Goal Judge** (May be required at ISBHF championships)
» Two **Goal Judges** (Recommended where possible)

National Associations have the authority to define the number and duties of all off-rink officials in games which are completely under their jurisdiction.

310 - GAME OFFICIALS

311 - REFEREES EQUIPMENT

All Referees shall be dressed in black trousers and official sweaters.
They must wear black "running shoes" and a black hockey helmet with a visor and shall be equipped with an approved whistle and metal tape measure with a minimum **2** m length.

312 - REFEREES DUTIES

The Referees will have general supervision of the game, full control of game officials and players, and their decision shall be final in case of any dispute. They are as well responsible for the infractions concerning the lines (offside, flooring the ball). They shall face-off the ball and will assist the other Referees in conducting the game.

The complete duties of the Referees are outlined in Annex 2.

320 - OFF-RINK OFFICIALS

321 - GOAL JUDGE

» Where possible, it is recommended that there shall be one goal judge stationed behind each goal.
» The Goal Judges shall not change goals during the game. In the final game of an ISBHF Championship competition they may not be nationals of either team engaged in the game.
» The Goal Judge shall decide only if **the ball has passed between the goal posts and completely over the goal line** and will then give the appropriate signal.
» The **Referees** may consult with the Goal Judge, but the Referees **shall give the final** decision in matters of a disputed goal.
» The Goal Judges shall wear official sweaters.
» If, after the start of the game, it becomes apparent that a Goal Judge is guilty of giving unjust decisions, the Referees may appoint another Goal Judge.

322 - SCOREKEEPER

The complete duties of the Scorekeeper are outlined in Annex 2.21 to 2.23.

323 - TIMEKEEPER

The complete duties of the Timekeeper are outlined in Annex 2.24.

324 - ANNOUNCER

The complete duties of the Announcer are outlined in Annex 2.25.

325 - PENALTY BENCH ATTENDANT

There shall be one Penalty Bench Attendant per team penalty bench.

330 - VIDEO REVIEW

A play shall be reviewed only at the request of the Referees or the Video Judge. The following situations are subject to review by the Video Judge:

GOAL SITUATIONS SUBJECT TO VIDEO REVIEW

» Ball crossing the goal line,

» Ball in the net prior to the goal frame being displaced,

» Ball in the net prior to or after the expiration of time at the end of a period,

» Ball directed into the net by hand or kicked into the net, or deliberately directed into the net by any part of body or equipment, other than players stick

» Ball deflected into the net off an official,

» Ball struck with a high stick above the height of crossbar by an attacking player prior to entering the net.

» An Attacking player is standing in the goal crease and interfered with the goaltender or was in a position to influence a goaltender's movement

VIDEO REVIEW TO VERIFY TIME ON CLOCK

» Establishing the correct time on the official clock, provided the game time is visible on the Video Judge's monitor.

VIDEO REVIEW OF ACTIONS THAT MAY RESULT IN THE ASSESSMENT OF MAJOR AND/OR MATCH PENALTIES

» Such reviews will be conducted exclusively by the Referees in consultation with the Video Judge only when a suitable technology is provided by the Host Organizing Committee and/or TV/stream broadcaster for the event. The ISBHF Technical Committee has the right to take the final decision if the provided technology is suitable for this point in this rule to be applicable for the given event.

» The Referees have the following options following Video Review of the action:

(I) confirming their original Major/Match Penalty call.

(II) reducing their original Major/Match Penalty call to a lesser penalty for the same infraction.

(III) nullifying the original Major/Match Penalty altogether.

(IV) assessing Major/Match Penalty when their original call was no penalty, or Minor/Double Minor/Misconduct Penalty

340 - PROPER AUTHORITIES

The term "**Proper Authorities**" or "**Proper Disciplinary Authorities**" as applied under these rules, is defined as the immediate governing body of the games involved.

4 PLAYING RULES

400 - PLAYERS ON THE RINK

A team shall not have more than **six players** on the rink at any time while the play is in progress. Bench Minor penalty for Too Many Players on the Rink (Rule 573).
The six players shall be:

Goalkeeper
Right Defence **Left Defence**
Right Wing **Centre** **Left Wing**

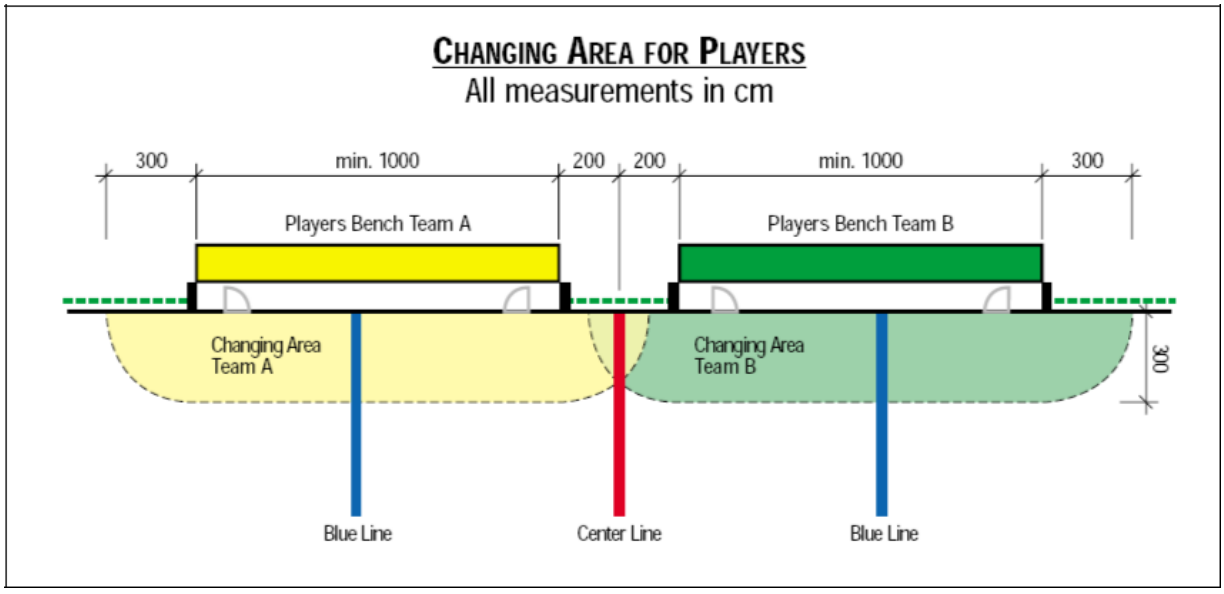
Interpretation: Except for ISBHF World Championships, the ISBHF as well as National Associations have the authority to use a 4+1 line-up version in games under their jurisdiction.

Each team shall be allowed to have only one goalkeeper on the rink at a time.
This goalkeeper may be removed, and another player substituted. Such player shall not be permitted the privileges of the goalkeeper.

402 - START OF GAME AND PERIODS

The game shall begin at the scheduled time with a face-off at the centre face-off spot. A face-off conducted in the same manner shall take place at the start of each period. The teams shall start the game defending the goal nearest to their player bench. Teams shall change ends for each succeeding regular or overtime period.

410 - CHANGE OF PLAYERS AND GOALKEEPERS



» Under the conditions set out in this section, the players and goalkeepers **may be changed at any time** during the play or during a stoppage of play.
» If, during a substitution, the player entering the game plays the ball or makes any physical contact with an opponent while the retiring player is actually on the rink, there shall be a penalty. Bench Minor penalty for Too Many Players on the Rink (Rule 573).
» If, during the substitution, either the entering player or retiring player is struck accidentally by the ball, the play will not be stopped, and no penalty called.
» If the home team has not been established, the competing teams shall decide which team shall be the home team by mutual agreement, by the flip of a coin or some similar method.

» **Home team privileges:**
  » choice of the players bench,
  » choice of uniforms colours.
  » At the face-off following a stoppage of play, the home team will place his line-up after the visiting team.
» At any time in the game, the Referees may request, through the Captain, that the visiting team put a playing line-up on the rink to promptly commence play.
» When a team attempts to make a player change after its allotted period of time, the Referees shall send the player(s) back to the bench.
» Any subsequent infraction of this procedure at any time during the course of the game shall result in the team receiving a: Bench Minor penalty (see Rule 575).

Interpretation:

1. This rule is used mainly for situations where the visiting team is delaying their players on the rink in the hope that the home team will put their players on first and as a result this will be their only change and then the visiting team will put on their players which, in effect, would give them the last change. In this situation, the Referees can be strict with the 5 second count not permitting them to change players. However, the Referees must permit players who are in the process of coming over the board to continue even though the five seconds are up.
2. Where both teams are changing their players quickly or, if the Referees can see that a coach is trying to get his players on the rink and not making any deliberate attempt to delay the change (by either team), the Referees may give the teams a few extra seconds to get their players on the rink.
3. Where there has been a stoppage of play, the Referees should look at the bench of the visiting team and if there is no indication of a change, count the required time then put the arm up. The he follows the same guidelines for the home team. It is here that the Referees must have some feeling for the game as well to see whether or not there will be change of players. The Referees should put his arm p and then down on all stoppages of play even if there is definitively no change of players.
4. If teams try to make a change after the required time, send them back. Referees should not hesitate to go to the bench and explain to the coach before assessing any penalty. The Referees should warn the team before assessing a penalty for second infraction of this rule.
5. If during a stoppage of play 5 payers off the rink go to their bench, but only 4 or less players come to the rink, and the Referees has signalled the time is up to make a player change, no new players are allowed to come on the rink, but one or more of the players who left the rink are called back.
6. After a goal has been scored, the Referees must follow the same signalling procedure for a change of players as during any other stoppage of play.

412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY

» Following a stoppage of play, the visiting team shall promptly place a line-up of players on the rink for play and no substitution shall be made until play has resumed. The home team may then make any desired substitution which does not result in the delay of the game. If there is any undue delay by either team in changing lines, the Referees shall order the offending team or teams to take their positions immediately and shall not permit a line change.
» In the application of the rule, the change of one or more players shall constitute a line change.

» The procedure shall be carried out as follows:
  1. The Referees will take his position for the start of the next play, and the other Referees dropping the ball will proceed promptly to the location of the face-off.
  2. The Referees shall allow the visiting team **five seconds** to make their player changes.
  3. After the five seconds, the Referees shall raise his arm to indicate that the visiting team may no longer make a player change.
  4. With the arm still up, the Referees shall allow the home team **five seconds** to make their player changes.
  5. After the **five seconds**, the Referees shall drop his arm to indicate that the home team may no longer make a player change.
  6. As soon as the Referees drops his arm, the Referees conducting the face-off will blow the whistle, which signals both teams that they will have no more **than five seconds** to line-up for the face-off.
  7. At the end of the **five seconds** or sooner if the facing-off players are ready, the other Referees will drop the ball. It will not be the responsibility of the Referees to wait for the players to come into position for the face off.

413 - CHANGE OF PLAYERS FROM THE PENALTY BENCH

A player serving a penalty, who is to be changed after the penalty has been served, must proceed at once, by way of the rink, and be at his own player's bench before any change can be made. In case of an infraction a Bench Minor penalty (Rule 563) is assessed.

415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY

» During a stoppage of play, goalkeepers shall not be permitted to go to the player's bench except to be replaced or during a time out. In case of an infraction a Minor penalty (Rule 592) is assessed.
» When a goalkeeper substitution has been made during a stoppage of play, the goalkeeper who left the game may re-enter the game as soon as the play resumes.
» **No warm-up** shall be permitted for a substitute goalkeeper.

416 - INJURED PLAYERS

If a player is injured and cannot continue to play or go to the bench, the play will continue until his team has secured possession of the ball, unless this team is in a scoring position. If a player other than the goalkeeper is injured or compelled to leave the rink during the game, he may retire and be replaced by a substitute, but play must continue without the teams leaving the rink.

» If it is obvious that a player has sustained a serious injury, the Referees shall stop the play immediately.
» If an injured penalized player returns from the dressing room before his penalty is expired, he shall go to the penalty box at the first stoppage of play.
» If an injured player received a Misconduct Penalty, no substitute is required on the penalty bench.
» In case of an infraction a Minor penalty (Rule 571) is assessed.

417 - INJURED GOALKEEPERS

If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play immediately or be replaced by a substitute goalkeeper. If both goalkeepers of the team are incapacitated and unable to play, when possible the team shall have **ten minutes** to dress another player in uniform as a goalkeeper.

» When goalkeeper is injured and goes to the bench, he must be replaced. If he goes back in goal at that time, he will be assessed a Minor Penalty.
» Referees should stop play immediately when a goalkeeper is hit in the face or head especially with a hard shot.
» If the player replacing the injured goalkeeper is dressed and ready to play before the 10 minutes is up, the remaining time may be used for a warm-up. The Referees is to check with the team whether or not the regular goalkeeper is able to return. If the team says "no", then the 10 minutes period begins.
» Once a player puts on pads and goes to the goal, the regular goalkeeper(s) may not return.

418 - PREVENTION OF INFECTIONS

A player bleeding or covered by the blood of an opposing player will be considered as an injured player and must leave the rink for treatment and/or clean-up.
Such player shall be permitted to return to the rink surface provided that:
» the cut is completely closed and sealed with appropriate bandages,
» any blood is removed from the player and his equipment and uniform are replaced or properly cleaned.

If the surface, rink facilities or any objects are stained with blood, the referees shall ensure that the blood stains are removed by rink personnel after the first stoppage of play.

420 - TIMING OF GAME

The regular game shall consist of **three 15-minute actual time periods** and two 10-minute intermissions. The teams shall change ends for each period.
ISBHF as well as National Associations have the authority to change the length of a game (as well as of intermissions) for games under their jurisdiction.

Playing time shall commence from the instant the ball is faced-off and shall stop when the whistle is blown.
If any unusual delay occurs within **5 minutes** of the end of the first and second period, the Referees may order the next regular intermission to be taken immediately. When play resumes, the remaining time will be played with the teams defending the same goal as before the intermission, after which time the teams change ends and resume playing the ensuing period without delay.

In open air rinks, teams shall change ends at the midway point of the third and overtime periods.

421 - OVERTIME PERIOD AND SHOOTOUT

In all games where a winner must be declared, the game will be prolonged by a «**sudden victory**» overtime period.

- **In ISBHF World Championships Round Robin games**, if tied after the regulation
  - 3 minutes break is followed by a **5 minutes** sudden victory **overtime** played in **4 vs. 4 players** format, teams **switch sides** after 3rd period, if not decided;
  - **shootout 3 vs. 3** (goalkeepers on their own sides), if not decided;
    - change of shooting order, sudden victory shootout 1 vs. 1, the same shooter can execute as many shots as wished by a team
- **In ISBHF World Championships Play-off games, Crossover games, Relegation games, Placement games and Bronze Medal games**, if tied after the regulation;
  - 3 minutes break followed by a **10 minutes** sudden victory **overtime** played in **5 vs. 5 players** format, teams **switch sides** after 3rd period, if not decided;
  - **shootout 5 vs. 5** (goalkeepers on their own sides), if not decided;
    - change of shooting order, sudden victory shootout 1 vs. 1, the same shooter can execute as many shots as wished by a team
- **In ISBHF World Championships Final game**, if tied after the regulation
  - 10 minutes break followed by **continuous** sudden victory **overtime** played in **5 vs. 5 players** format
  - Teams switch sides each overtime period
  - In continuous overtime, **each overtime period** lasts **15 minutes** (until decided) and between two overtime periods, there are 10 minutes breaks

Interpretation: Above mentioned Overtime period and Shootout rules are defined for A-Pool Men's and Women's World Championships. For all other categories, the Overtime period and Shootout rules are defined by the ISBHF Technical Committee for every event.

Overtime rules:

- The face-off will take place at the rink centre.
- All penalties continue.
- The game finishes with the scoring of a goal. The team scoring the goal will be declared the winner.
- If either team refuses to play overtime, the other team will be declared the winner.

422 - TIME-OUT

Each team shall be permitted **one 30 second time-out** during the course of regular time or during overtime. During a normal stoppage of play, any player designated by the Coach may ask the Referees for the time-out. The Referees shall report the time out to the Scorekeeper. The players and goalkeepers of both teams, except for penalized players, are allowed to go to their respective benches.
Each team may take their time-out at the same stoppage of play, but the team taking the second time-out must notify the Referees before the end of the first time-out.

No warm-up is permitted to any goalkeeper during a time-out by either team. Players may be changed during a time-out including players who have been removed from a face-off just prior to the time out being called. No player who has been removed from a face-off during a stoppage of play in which a time-out is requested may take part in the face-off upon completion of the time-out.

423 - COMMERCIAL BREAKS

Upon the ISBHF Technical Committee approval in collaboration with the local organizing committee of any ISBHF event, especially in games, that are live TV broadcasted and/or live streamed, commercial breaks are allowed. If commercial breaks are introduced for a specific event / game, then commercial breaks are governed by the following rules:

a) Commercial breaks will always occur in the first stoppage of play following the 7th minute of the first, second, and third periods (i.e., from the 7:00 minute mark) on indoor rinks. When the teams are required to change ends in the 3rd period, and always on outdoor rinks, where the change of sides is mandatory, commercial break in the 3rd period will occur in time 7:30.

b) The total length of a commercial break from its start to its end is 60 seconds, but upon a request from the organizing committee (and/or TV broadcaster) can be shorter, but no longer.

c) A commercial break cannot occur:
- » After a flooring call, except in the situation where a penalty is assessed to one of the teams or its player and the other team has the advantage of a power play as a result of such a penalty.
- » During a power play.
- » After a goal is scored.
- » If the play is interrupted due to a penalty shot being awarded.
- » If a fight is taking place on the playing surface during the stoppage of play.
- » If an injured player is being attended to on the playing surface.

**If a commercial break cannot occur for one of the reasons listed in this paragraph, it is postponed to the next stoppage of play in which no obstacle to its occurrence arises.*

d) A commercial break cannot also occur:
- » In the last minute of the first and second period and in the final two minutes of the third period. If it does not occur by this time, the commercial break is cancelled without replacement in this period.

e) A commercial break can occur:
- » If one team is playing shorthanded and the play is interrupted as a result of a penalty being assessed to the other team, after which both teams are to continue with the same number of players on the playing surface.

f) There are no commercial breaks in overtime.

g) During the commercial break, goaltenders are allowed to leave the playing surface to go to the players' benches, and teams may substitute players. This substitution is subject to the same procedure as a regular substitution during a stoppage of play.

h) Teams cannot request a timeout from the referees after the end of a commercial break in the same stoppage of play.

i) The commercial break is announced from the timekeeper's box in coordination with the game referees.

j) If the game is being broadcast live on television, it is the responsibility of the game organizer to coordinate with the television broadcast / stream provider of the commercial breaks and to agree on a common procedure for announcing the commercial breaks. The game resumes after the end of the commercial break only after a signal from the TV company's director or another authorized person by approved means (for example horn from timekeepers' box).

430 - DETERMINING THE OUTCOME OF THE GAME

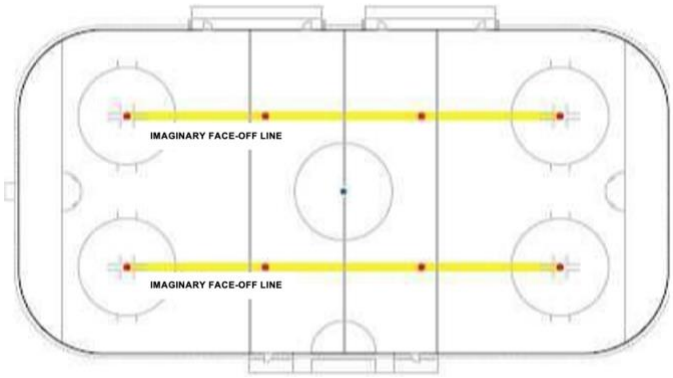
» The team scoring the greatest number of goals during the three 15-minute periods shall be declared the winner and shall be credited with **three points** in the standings. If the game proceeds to overtime and/or penalty shootout, the winning team shall be credited with **two points** in the standings, the losing team shall be credited with **one point** in the standings.

440 - FACE-OFFS

1) A face-off shall be conducted **at the beginning of each period and after any stoppage of play.**
2) All face-offs shall be conducted **exclusively**:
   a) at the nine designated face-offs spots, or
3) The face-offs shall be conducted at the **centre spot**:
   a) at the start of a period,
   b) after a goal scored,
   c) after an error of an official on flooring,
   d) Premature substitution of a goalkeeper.
   e) Stoppages caused in the neutral zone by either team to ensure that the least advantageous location to the team causing the stoppage in play.
4) Face-offs shall be conducted at the **end zone spots of the defending team**:
   a) when stoppage occurs between the end face-off spots and the near end of the rink (the ball shall be faced-off at the end face-off spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules),
   b) a goal illegally scored as a result of a ball deflected off an official.
   c) after an attacking team does not score on a Penalty shot
5) Face-offs shall be conducted at the **end zone spots of the attacking team:**
   a) when the ball is floored by the attacking team,
   b) after an intentional off-side by the attacking team,
6) Face-offs shall be conducted at the **neutral zone spots:**
   a) after an offside,
   b) after any infringement of a rule made by the attacking team in his attacking zone.
   c) Following a stoppage of play, should one or both defensemen who are playing near their attacking blue line or any player coming from the bench of the attacking team enter into the attacking zone beyond the outer edge of the end zone face-off circles.
7) When an infringement of a rule has been committed or a stoppage of play has been caused by an attacking player in the attacking zone, the ensuing face-off shall be in the neutral zone at the nearest face-off spot.
   Note: This includes a stoppage of play caused by a player of the attacking side shooting the ball on the back of the defending teams' net without any intervening action by the defending team.
8) When an infringement of any rule has been committed by players of both teams, the ensuing face-off shall be at the nearest end zone face-off spot based on the cause of the stoppage of play and not related to the location of the ball when play was stopped.
9) All face-offs in the neutral zone shall be conducted at the designated face-off spots as dictated by reason for the stoppage of play. The face-off location to be used will be one of the two face-off spots nearest the offending team's blue line in the neutral zone, thus causing a loss of territorial advantage to the offending team.
10) When players of both teams cause the stoppage of play the face-off will take place at nearest neutral zone faceoff spot to where the stoppage occurred and not related to the location of the ball when play was stopped.
11) For the purpose of an off-side pass: if the pass originated from the offending team's side of centre in the neutral zone the face-off will be at the face-off dot outside the offending teams blue line however if the offending team has crossed the centre red line into the opposing team's neutral zone (the area between the blue line and red line of the opposition) and an off-side pass is made from this area the face-off will take place outside the oppositions blue line at the closest face-off dot.
12) When any stoppage of play in the end zone is caused by a defending player or the goaltender the ensuing faceoff shall take place the nearest end zone face-off spot based on the cause of the stoppage of play and not related to the location of the ball when play was stopped.

13) When one or both defensemen, point players or any player coming from the players' or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit) when a gathering is taking place following a stoppage of play, the ensuing faceoff shall take place at the nearest face-off spot in the neutral zone, near the blue line of the defending team.

FACE-OFF SPOTS



441 - DETERMINING FACE-OFF LOCATION / PENALTIES ASSESSED

When players are penalized resulting in penalties to one team being placed on the score clock, the ensuing faceoff will take place at one of the two end zone faceoff spots in the end of the team that will play Short-handed except:

a) When a penalty is assessed after the scoring of a goal, the ensuing faceoff will take place at centre spot;

b) When a penalty is assessed before the start or at end of a period, the ensuing faceoff will take place at centre spot;

c) When the defending team is about to be penalized and an attacking player enters the attacking zone beyond the outer edge of the end zone faceoff circles during a player confrontation, the ensuing faceoff will take place at one of the two faceoff spots outside the attacking zone.

» If a player of the attacking team is assessed a penalty during a faceoff in the attacking zone, the faceoff will be moved to the defending zone of the team being penalized.

» If penalties are assessed to both teams during the same stoppage of play but at different instances and for different reasons, the faceoff will be in the defending zone of the team that committed the last of the fouls.

» When both teams incur penalties, which are displayed on the score clock, the ensuing faceoff will take place at the nearest faceoff spot in the zone where game action was stopped.

» If an attacking player incurs a misconduct or game-misconduct penalty in his attacking zone, the ensuing faceoff will take place at the nearest faceoff spot in the neutral zone to where game action was stopped.

442 - PROCEDURE FOR CONDUCTING FACE-OFFS

» The Referees will **drop the ball between the sticks of the two players «facing-off»**.

» The players shall be positioned squarely facing their opponent's end of the rink, approximately one stick length apart, with the blade of their stick on the rink on the white part of the face-off spots.

» The player of the defending team in his defending half of the rink shall place his stick on the rink first followed immediately by the player of the attacking team. However, when the face-off is at the centre rink spot the player of the visiting team shall place his stick first.

» The whistle shall be blown by the official to start play.

» No substitution of players shall be permitted until the face-off has been conducted and play has resumed, except when a penalty is assessed that will affect the on rink strength.

» If the player facing-off fails to take his proper position immediately when directed to do so by the official, the official may issue a warning or order him replaced for the face-off by another teammate on the rink.
» If a player enters the face-off circle, the Referees shall blow the whistle to re-face-off the ball, unless the non-offending team gains possession of the ball.
» The Referees shall assess the corresponding **penalty(s)** to the offence made by the player.

450 - OFFSIDES

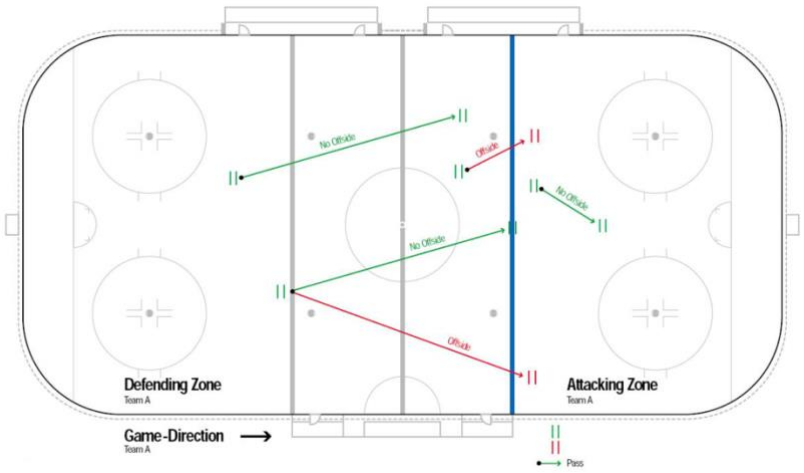
Players of an attacking team **may not precede the ball** into their attacking zone.
The determining factors in deciding an offside are:

a) the **player's shoes position** - player is on-side when either of their shoes are in contact with the blue line, or on their "own side" of the line, at the instant the ball completely crosses the leading edge of the blue line. On their "own side" of the line shall be defined by a "**plane**" of the blue line which shall extend from the leading edge of the blue line upwards. If a player's shoe has yet to "break the plane" prior to the ball completely crossing the leading edge, they are deemed to be on-side for the purpose of the offside rule.
b) the **ball position** - the ball must have completely crossed the blue line into the attacking zone.

In violation of this rule, play shall be stopped and a face-off shall be conducted:

a) at the nearest neutral zone face-off spot if the ball was carried over the blue line by the attacking player,
b) at the place where the pass or shot originated when the ball was passed or shot over the blue line by an attacking player,
c) at the end face-off spot in the defending zone of the offending team if, in the opinion of the Referees, a player has **intentionally** caused an offside.

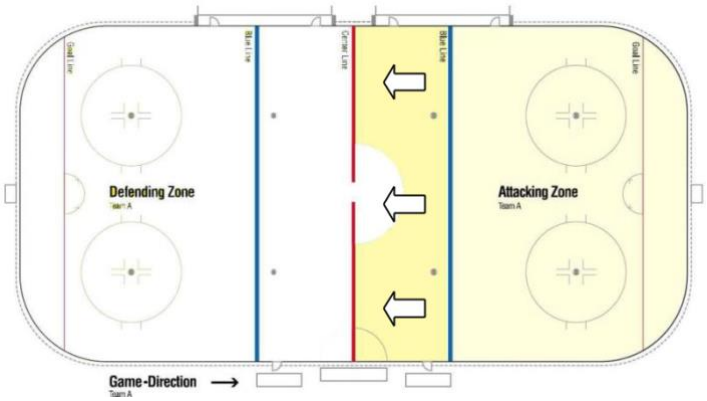
OFFSIDE PASS SITUATIONS



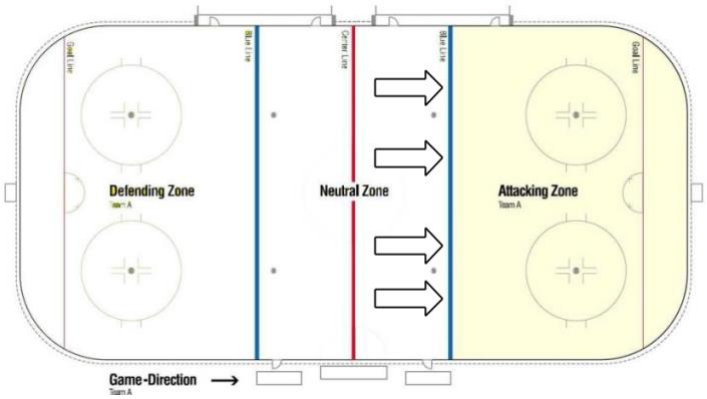
Once the ball legally crossed the attacking blue line, then the blue line is set and the attacking zone becomes the area from the centre red line in (the blue line "floats" onto the centre red line). If the ball was propelled back into the neutral zone, then the blue line "returns" and encompasses the attacking zone again ("Floating Blue Line" Rule)

Interpretation: The terminology used when a team has to eliminate the blue line is "Set the blue line". The blue line is "set", when the ball is propelled entirely across the outside edge of the line, regardless if the player has moved across the line or not.
The blue line remains as set until the ball is propelled across the centre red line or an illegal action has been made by the attacking player, in which case the blue line returns to the initial position.

FLOATING BLUE LINE



When Team A legally crosses the opponent's blue-line with possession of the ball, the Attacking Zone expands all the way to the centre-line.



When Team B clears the ball passed the centre-line, the blue-line is reset to its original position.

- National Associations have the authority not to use the "Off-Side" Rule in games under their jurisdiction.
- A player actually propelling and in control of the ball, who crosses the line ahead of the ball, shall not be considered offside.
- If a defending player carries or passes the ball into his defending zone while a player of the attacking team is in an offside position, no offside will be called.
- An **intentional offside is** made for the purpose of securing a stoppage of play, regardless of the reason.
- When a penalty is over, the Off Rink Official (Penalty Box Attendant) shall open the door. Even though the player coming out would be off-side, the fact that he may wait until the ball crosses the blue line to come onto the rink would not change the fact the he is still off-side. As soon as the gate opened, the player is considered on the rink.
- For face-offs in the neutral zone, when the ball is dropped, the Referees not taking the face-off will go with the ball in either direction and cover that line. This means that he may stay at the line where the face-off took place and as such, the other Referees will drop back.
- Referees should most definitely refrain from using the washout signal every time the play crosses the blue line when there is no offside.

451 - DELAYED OFFSIDE PROCEDURE

If an attacking player precedes the ball into the attacking zone, but a defending player is able to play the ball, the Referees shall raise his arm to signal by «**delayed offside**», except if the ball has been **shot on goal causing the goalkeeper to play the ball**. The Referees shall drop his arm to nullify the offside violation and allow the play to continue if:

a) the defending team either passes or carries the ball into the neutral zone, or
b) all attacking players **immediately** clear the attacking zone by making shoe contact with the blue line. ("3D" plane judgement is not used in this situation)

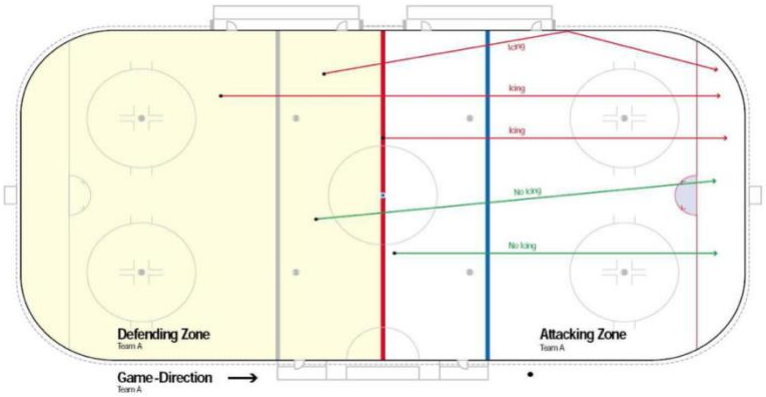
» The attacking zone must be **completely clear of attacking players** before the delayed offside can be nullified with the ball still in the attacking zone.
» **"Immediately"** means that the attacking players must not touch the ball, or attempt to gain possession of a loose ball, or force the defending ball carrier further back in the zone.
» In this second case, when the Referee drop his arm, any attacking player may re-enter his attacking zone.

460 - FLOORING THE BALL

» For the purpose of this rule, the centre red line divides the rink into two halves. The point of last contact with the ball by the team in possession shall be used to determine whether or not flooring has occurred.
» Should a player of a team equal or superior in numerical strength shoot, bat or deflect the ball from **his own half of the rink beyond the goal line** of the opposing team, play shall be stopped, and flooring shall be called.
» A face-off will take place at the end zone face-off spot of the offending team nearest to where they last touched the ball.
» **No flooring** will be called:

a) if the ball enters the goal - the **GOAL is allowed**,
b) if the offending team is **«short handed»** at the instant the ball is shot,
c) if the ball touches any part of an opposing player, including the goalkeeper, before crossing the goal line,
d) if the ball is floored directly from a player participating in a face-off,
e) if, in the opinion of the Referees, any player from the other team, except the goalkeeper, is able to play the ball before it crosses the goal line.

FLOORING THE BALL



» If the Referees have erred in calling a flooring, the ball shall be faced-off on the centre face-off spot.
» The purpose of this section is to enforce continuous action and both Referees should interpret and apply the rule to produce this result.
» **"SHORT HANDED"** means that due to a penalty(s), the team must be below the numerical strength of its opponents on the rink.

» No line change shall be permitted for the offending team prior to the ensuing face-off.

Interpretation: this rule has no exception in any category

Line Changes – Exceptions: The team is allowed to take changes only in the following cases:

- **the return of a goalkeeper who has been replaced by another player in the field**
- **replacement of an injured player**
  this player cannot rejoin the game until the next interruption of the game
- **in the moment that any team is penalized, which will change the number of players on the rink**
  not in case of misconduct penalties – only new player instead of penalized player is allowed
- **replacement of a player who has broken equipment**
  e.g. damaged helmet, helmet visor, full face cover or grid
- **a player who has broken his stick may go to his bench for a new stick**

Teams can use 30 second time-out after flooring the ball, if they wish.

470 - DEFINITION OF A GOAL

A **goal** shall be scored:

a) when the ball has been put between the goal posts below the crossbar and entirely across the goal line by the stick of a player of the attacking team,
b) if the ball has been put into the goal in any way by a player of the defending team,
c) if the ball has been deflected into the goal from the shot of an attacking player by striking any part of a teammate,
d) if a player of the attacking team has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the ball enters the goal, unless if in the opinion of the Referees, he had sufficient time to get out of the crease,
e) if the ball should become loose in the goal crease and then put into in the goal by the stick of the attacking player,
f) when the ball deflects directly off the shoe of an attacking or defending player.

471 - DISALLOWING A GOAL

No goal shall be scored:

a) if an attacking player deliberately kicks, throws, bats with the hands or otherwise directs the ball by any means other than his stick into the goal even if the ball has been further deflected by any player, goalkeeper or official,
b) if an attacking player contacted the ball with the stick above the cross bar,
c) if the ball has been directly deflected into the goal off an official,
d) if an attacking player stands or holds his stick in the goal crease when the ball enters the goal, unless he has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the ball enters the goal, unless if in the opinion of the Referees, he had sufficient time to get out of the crease or unless Rule 470 applies.
e) if the goal has been displaced from its normal position.
   Exception: where a goal has been scored and the displacement of the goal net did not adversely affect the entry of the ball, the goal will be awarded.
f) if the goal is scored by any type of "kick shot". A "Kick shot" is made by placing the blade of the stick behind the ball and then propelling the ball by kicking the stick.

» No goal shall be disallowed after the face-off immediately following the scoring of that goal.
» The goal crease is defined as a **volume**, extending from the crease area on the rink up to 1.27m above the rink surface.
» Where a goal is scored at the end of the period (14:59) and the buzzer sounds to end the period (but the goal was scored before the buzzer sounds and the Referees allows the goal to count), it is not necessary for the Referees to conduct a face-off at the centre rink. In such a case, the Referees should ensure that the Timekeeper records the goal at 14:59 on the Official Game Sheet. No goal may be counted if the clock is 15:00 or 0:00

472 - GOAL AND ASSIST AWARDED TO THE PLAYER

» A «**goal**» shall be credited in the scoring records to the player who propelled the ball into the opponent's net. Each goal shall count **one point** in the player's record.
» When a goal has been scored, an «**assist**» shall be credited to the player(s) taking part in the play immediately preceding the action. No more than two assists can be given to any goal. Each assist shall account for **one point** in the player's record.

» Only one point may be awarded to any one player on a goal.
» Only one assist may be awarded when a player scores after a rebound off of the goalkeeper.
» In the case of an obvious error in awarding a goal or assist, the error should be corrected promptly, but changes shall not be made once the Referees have signed the Official Game Sheet.

480 - BALL OUT OF BOUNDS

When the ball goes outside the playing area or strikes any obstacles, other than the boards above the rink surface, the play will be stopped and the face-off will take place at the place from where the ball was shot or deflected, unless expressly provided in these rules.

481 - BALL ON THE NET / BALL OFF GOAL NET

When the ball is lodged in the outside netting of the goal for more than **three seconds** or frozen against the goal between opposing players, the Referees shall stop the play and face-off the ball:

a) at the nearest end zone face-off spot
b) at the nearest neutral zone face-off spot if, in the opinion of the Referees, the stoppage has been caused by an attacking player

If a ball is shot by an attacking player and hits any part of the goal frame or goal net and goes out of play directly, without touching an opponent in any way, the ensuing face-off will take place in the attacking zone. If the ball is deflected before or after hitting the goal frame or goal net by a player of the defending team, the ensuing face-off will take place at the end face-off.

482 - BALL OUT OF SIGHT

Should a scramble take place or a player accidentally fall on the ball and the ball is out of sight of the Referees, he shall immediately stop the play, and the ball shall be faced-off at the point where the play has been stopped, unless provided for in the rules.

483 - ILLEGAL BALL

If, at any time, while play is in progress, a ball other than the one legally in play shall appear on the playing surface, the play shall not be stopped until the play then in progress is completed by change of **possession**.

484 - BALL STRIKING AN OFFICIAL

Play shall not be stopped because the ball touches an official except when the ball has entered the goal.

490 - STOPPING/PASSING THE BALL WITH HANDS

A player shall be **permitted to stop or bat the ball** in the air with the open hand or push it along the surface of the rink with his hand, unless in the opinion of the Referees, the player has **deliberately** directed the ball to a team-mate:

» If a teammate of such player obtains possession of the ball in the **Neutral zone**, play shall be stopped and the ball faced-off at the location where the offence occurred, unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.
» If a teammate of such a player obtains possession of the ball **in his Defending zone, the Referees will not stop the play** provided the hand pass is completed before the player and ball leave the zone.

» However, when the ball is passed with the hand from a player in the **Neutral Zone** to a teammate in his **Defending Zone**, the Referees will stop the play with the Face-off at point of stoppage.
» If a teammate of such player obtains possession of the ball **in his Attacking Zone, the Referees will stop the play** with the Face-off at the Neutral zone faceoff spot outside the Attacking zone.
» A goal shall be disallowed if the ball was batted by an attacking player even deflected into the goal by any player or his stick, goalkeeper or official into the goal.

491 - KICKING THE BALL

Kicking the ball shall be permitted in all zones, but **a goal may not be scored by the kick of an attacking player** unless deflected off the stick of an attacking player.

492 - HIGH STICKING THE BALL

Stopping or batting the ball with the stick above the height of the shoulders is prohibited, the play will be stopped, unless:

a) the ball is batted to an opponent in which case the play shall continue, and the Referees shall give the «**wash out**» signal.
b) a player of the defending team bats the ball in his own goal, in which case the goal is allowed.

» If the ball has been high-sticked by an attacking player in his Attacking Zone the face-off shall take place at the nearest spot in the Neutral Zone.
» If the ball has been high-sticked by a player in his Defending Zone or in the Neutral Zone face-off shall take place at the closest face off point to the place where the offence occurred unless the offending team gains a territorial advantage, then the face-off shall be at the closest face off spot to the place where the stoppage of play occurred.
» No goal can be scored when the stick of an attacking player above the height of the cross bar of the goal contacts the ball.

493 - INTERFERENCE BY SPECTATORS

» In the event that objects are thrown on to the rink which interferes with the progress of the game, the Referees shall stop the play and the ball shall be faced-off at the spot the play was stopped.
» In the event of a player being held or interfered with by a spectator, the Referees shall stop the play. If the team of the player interfered with is in possession of the ball, the play shall be allowed to be completed. Such an incident has to be **reported** to the Proper Authorities.

5 PENALTIES

500 - PENALTIES - DEFINITION AND PROCEDURES

Penalties are divided into the following categories showing time (in minutes) to be served:

- » **MINOR** PENALTY (2)
- » **BENCH MINOR** PENALTY (2)
- » **MAJOR** PENALTY (5)
- » **MISCONDUCT** PENALTY (10)
- » **GAME MISCONDUCT** PENALTY (GM)
- » **GROSS MISCONDUCT** PENALTY (GR M)
- » **MATCH** PENALTY (MP)
- » **PENALTY SHOTS** (PS)

All penalties shall be **actual playing time**.

- » Penalties imposed after the end of the game shall be reported by the Referees on the Official Game Sheet.
- » Some rules state that the Manager or coach shall designate a player to serve a penalty. If they refuse to do so, the Referees have the authority to name any player of the offending team to serve the penalty.
- » When the Minor or Major penalties of two players of the same team terminate at the same time, the Captain of that team shall designate the Referees which player shall return on the rink first. The referees will then instruct the Scorekeeper accordingly.
- » For a Game Misconduct penalty, a total of **20 minutes** shall be recorded against the penalized player.
- » For a Match penalty, a total of **25 minutes** shall be recorded against the penalized player.
- » When a player is assessed a Major and a Minor penalty at the same time, the Major penalty shall be served first.
- » This applies when both penalties are imposed on the **SAME** player (see Rule 513).
- » For all Game Misconduct and Match penalties, the Referees shall: **Report to the Proper Authorities** immediately following the game.

See Annex 3 Referee procedure to signal and call a penalty.

Table of Penalties

Penalty	Players		Goalkeepers		Remarks		
	Player out for	Served on the penalty bench by	Goalkeeper out for	Served on the penalty bench by	Recorded on game sheet	Observations	Coincidental-penalties
MINOR	2 Minutes	Offender	–	Player on the ice	2 Minutes	May expire on a goal	May apply
BENCH MINOR	2 Minutes	Any player	Not applicable	-	2 Minutes	May expire on a goal	May apply
MAJOR	Balance of the game	Any player except the offender for 5 minutes	Balance of the game	Player on the ice for 5 minutes	5 Minutes	–	May apply
MISCONDUCT	10 Minutes	Offender	–	Player on the ice	10 Minutes	–	–
GAME MISCONDUCT	Balance of the game	None	Balance of the game	None	20 Minutes	Report	–
MATCH	Balance of the game	Any player except the offender for 5 minutes	Balance of the game	Player on the ice for 5 minutes	25 Minutes	Report	May apply
PENALTY SHOT	–	–	–	–	Penalty shot	–	–

501 - MINOR PENALTY

For a **MINOR penalty**, any player, other than the goalkeeper, will be ruled off the rink for **two minutes** and **no substitution** shall be permitted.

502 - BENCH MINOR PENALTY

For a **BENCH MINOR PENALTY**, any player, other than the goalkeeper, of the penalized team, designated by the Manager or the Coach through the Captain, will be ruled off the rink for **two minutes** and **no substitution** shall be permitted.
The designated player shall take his place on the penalty bench promptly and serve the penalty as it was a **Minor penalty** imposed to him.

If, while a team is **shorthanded** because of one or more **Minor or Bench Minor penalties**, the opposing team scores a goal, the **first** of such penalties shall automatically terminate.

- » **SHORT HANDED** means that, due to a penalty(s), the team must be below the numerical strength of its opponents on the rink at the time the goal is scored.
- » This rule also applies when a goal is scored on a Penalty Shot.

503 - MAJOR PENALTY

For a **MAJOR PENALTY**, any player, including the goalkeeper, will be ruled off the rink **for the balance of the game** (**Game Misconduct penalty**) and **substitution** shall be permitted **after five minutes**.

- » When a player is assessed a Major and a Minor penalty at the same time, the Major penalty shall be served first.
- » This applies when both penalties are imposed on the **SAME** player (see Rule 513).

504 - MISCONDUCT PENALTY

For his first **MISCONDUCT PENALTY**, any player, other than the goalkeeper, will be ruled off the rink for **ten minutes** and immediate **substitution** shall be permitted. The player whose Misconduct penalty has expired shall stay on the penalty bench until the next stoppage of play.
For his second **MISCONDUCT PENALTY**, any player, including the goalkeeper, will automatically be ruled off the rink for **the balance of the game** (**Game Misconduct penalty**) and immediate **substitution** shall be permitted.

- » When a player is assessed a **Minor** or **Major penalty** and a **Misconduct penalty** at the same time, the penalized team shall immediately put a substitute player on the penalty bench to serve the Minor or Major penalty without change.
- » In this case the **Misconduct penalty** starts only after the **Minor** or **Major penalty** has been served by the Substitute player.
- » If a Misconduct penalty is inflicted while the time remaining in the game (including a possible overtime) is less ten 10 minutes, a player sanctioned with a Misconduct penalty may go to the changing room and must not take place on the penalty bench.

505 - GAME MISCONDUCT PENALTY

For a **GAME MISCONDUCT penalty**, any player, including the goalkeeper or team official, will be ruled off the rink and ordered to the dressing room **for the balance of the game** and **immediate substitution** for the player or the goalkeeper shall be permitted.

- » A Game Misconduct penalty does not incur automatic suspension, except for that game, but the Proper Authorities shall have the power to suspend the player or the team official from participating in further games.
- » In championships and tournament games, any player or team official assessed his second Game Misconduct Penalty shall be automatically suspended for his team´s next championship or tournament game.

506 - GROSS MISCONDUCT PENALTY

Gross Misconduct penalties shall be assessed where a person conducts him/herself in such a manner as to make a travesty of the game. A total of twenty minutes shall be charged in the records against the penalized player for a Gross Misconduct.

Any player, including the goalkeeper, or team official, will be ruled off the rink and ordered to the dressing room **for the balance of the game** and **immediate substitution** for the player or the goalkeeper shall be permitted. Any player, including the goalkeeper, or team official that gets a Gross Misconduct shall be automatically suspended for his team´s next game.

507 - MATCH PENALTY

» A Match penalty shall be assessed to any player, including the goalkeeper, or team official, who deliberately attempts to injure or deliberately injures an opponent or a referee in any manner.
» Where a player is high-sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend them self, a Match penalty shall be assessed.

Note: Referees are instructed not to substitute other penalties. This rule must be strictly enforced.

» For a **MATCH penalty**, any player, including the goalkeeper, will be ruled off the rink and ordered to the dressing room **for the balance of the game** and **substitution** shall be permitted **after five minutes**.
» The player shall be ordered to the dressing room and a substitute player shall be permitted to replace him **after five minutes** playing time has elapsed.
» A player or team official incurring a Match penalty shall be awarded an **automatic further suspension**, which means that he shall be suspended for the next game as a minimum, and his case shall be dealt with by the Proper Authorities.

508 - PENALTY SHOT

Where there is an infraction of the rules that calls for a **PENALTY SHOT**, and if the infraction involves a **Minor penalty**, the non-offending team will be given the **option of**:

a) **accepting the Penalty Shot** and the penalty will not be assessed regardless of whether the Penalty Shot results in a goal or not, or
b) **have a Minor penalty** assessed to the offending player.

If the infraction involves any other penalty, the shot will be awarded, and the penalty shall be assessed regardless of whether the Penalty Shot results in a goal or not.

» If the foul upon which the Penalty Shot is based occurred during actual playing time, the Penalty Shot will be awarded and taken immediately in the usual manner, notwithstanding any delay occasioned by a slow whistle by the Referees. In this case, the play shall be permitted to be completed, which delay results in the expiry of the regular playing time in any period.
» If the goalkeeper leaves his crease before the player has touched the ball, or commits any foul, the Referees shall raise his arm but allow the shot to be completed. If the shot fails, he shall permit the Penalty Shot to be taken again. If the goalkeeper leaves the goal crease too early, the Referees shall: issue a **WARNING** the first time and a new **Penalty Shot**, issue a **Misconduct penalty** the second time and a new **Penalty Shot**, award a **Goal** the third time,
» The goalkeeper may attempt to block the shot in any manner, except by throwing his stick or any other object, in which case a goal shall be awarded.
» When the Penalty Shot is taken, if any player of the opposing team interferes or distracts the player taking the shot, and because of such action the shot fails, the Referees shall allow a second **Penalty Shot** and assess a **Misconduct penalty** on the offending player.

509 - PENALTY SHOT PROCEDURE

1) The Coach or the Captain of the non-offending team selects and reports to the Referees the number of any non-penalized player who shall take the shot.
2) The Referees shall cause to be announced the name and number of the player, who cannot be serving a penalty or have been assessed a delayed penalty.
3) The players of both teams shall withdraw to the respective teams' players' benches, except for the goaltenders in-play.
4) The Referees shall place the ball on the centre spot. Only a goalkeeper may defend against the Penalty Shot.
5) The goalkeeper must stay in his crease until the player has touched the ball.
6) The player will, on instruction of the Referees, play the ball and proceed towards his opponent's goal line and attempt to score on the goalkeeper.
7) Once the ball is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
8) If a goal is scored, the face-off will take place at centre rink.
9) If no goal is scored, the face-off will take place at either of the end zone face-off spots in which the Penalty Shot has been attempted.

The time required for taking a Penalty Shot will not be recorded in the actual playing time in any period.

510 - SUPPLEMENTARY DISCIPLINE

In addition to the suspension imposed under these rules, the proper authorities may, at any time after the conclusion of the game, investigate any incident and may assess additional suspensions for any offence committed on or off the rink at any time before during and after the game, whether or not such offences have been penalized by the Referees.

511 - GOALKEEPER PENALTY PROCEDURE

A goalkeeper never goes to the penalty bench.

For **Minor, or first Misconduct** penalties assessed to the goalkeeper:

- » His penalty will be served by another player of his team who was on the rink when the offense was committed and was designated by the Manager or Coach through the Captain.
- » The goalkeeper continues to play.

For **Major, Game Misconduct or Match** penalties, the goalkeeper shall be ruled off the rink **for the balance of the game**.

- » He will be replaced by the substitute goalkeeper, if available, or otherwise by a member of his team, who shall be permitted 10 minutes to dress in the goalkeeper's full equipment.
- » In case of Major or Match Penalties the 5 minutes Penalty will be served by another player of his team who was on the rink when the offense was committed and was designated by the Manager or Coach through the Captain.

» If under these rule players receiving a Major or Match penalty are immediately substituted it is not necessary that their penalty is served on the penalty bench by any other player.
» All penalties imposed to a goalkeeper, regardless of who serves the penalty, shall be charged in the records against the goalkeeper.
» Any additional penalties which were assessed to the goalkeeper at the same stoppage of play will apply and will be served by another player of his team who was on the rink when the penalties were assessed.
» If the penalties of two players of the same team expire at the same time, the Captain of the team will designate to the Referees which of the players will return to the rink first, and the Referees shall instruct the Scorekeeper accordingly.

512 - COINCIDENTAL PENALTIES

When an equal number of identical penalties (**Minor, Major or Match**) are assessed to both teams at the same stoppage of play, such penalties shall be known as: **COINCIDENTAL PENALTIES.**

If teams are playing 5-on-5 and only one minor or bench-minor penalty is assessed to each team, teams will play 4-on-4. The two players must go to the penalty box without substitution, and they can return to the floor at the expiry of the penalties.

For all other cases where penalties are assessed to both teams in other than the above situation, **immediate substitutions** shall be made for those coincidental penalties and they shall not be taken into account for the purpose of delayed penalties. In the case where the penalized players remain in the game, they shall take their place on the penalty bench and shall not leave until the first stoppage of play following the expiry of their respective penalties.

In the application of this rule, Minor and Bench Minor penalties are considered as identical.

» If the penalties of two players of the same team expire at the same time, the Captain of the team will designate to the Referees which of the players will return to the rink first, and the Referees shall instruct the Scorekeeper accordingly.
» A player involved in the coincidental penalty rule may go to the dressing room and not be replaced by a substitute on the penalty bench. The only case where a substitute would be required on the penalty bench is where a player must serve a time penalty with his team playing shorthanded.
» When a Major and a Minor penalty are imposed at the same time on two or more players of the same team, the Scorekeeper shall record the Minor penalty as being the first of such penalties. This also applies when the two penalties are imposed on DIFFERENT players (see Rule 501).

For examples of coincidental major penalties see Annex 4.

513 - DELAYED PENALTY

This rule applies only when Minor, Bench Minor, Major or Match penalties are involved.

» If a third player of any team is assessed a penalty while two players of his team are serving penalties, his penalty time shall not commence until the penalty time of one of the other players has elapsed.
» The players shall proceed at once to the penalty bench, but may be replaced on the rink by a substitute.
» When any team has three or more players serving penalties at the same time, and because of the delayed penalty rule a substitute for the third offender is on the rink, none of the three penalized players may return to the rink until play has been stopped, unless by reason of the expiration of his penalty the penalized team is allowed to have more than four players including the goalkeeper on the rink, in which case the penalized players will be permitted to return in the order of their penalties.

514 - CALLING OF PENALTIES

Should an infraction of the rules be committed which would call for a penalty:

» If the team of the offending player is **in possession** of the ball, the Referees shall immediately blow the whistle and assess the penalty. The face-off shall take place in the defending zone of the offending team. Exceptions are **Misconduct penalty**, **Game Misconduct penalty** and **Gross Misconduct penalty**, where the face-off shall take place at the nearest face-off spot to where the play was stopped.
» If the team of the offending player is **NOT in possession** of the ball, the Referee shall raise his arm, signifying the calling of a penalty and, upon **completion of the play** by the team in possession, will blow the whistle and assess the penalty.

» If, after the Referee has raised his arm, a goal is scored in any manner against the non-offending team, the goal will not be allowed and a penalty shall be imposed in a normal manner.
» If, after the Referee has raised his arm, a goal is scored by the non-offending team, the goal will be allowed and the first **Minor penalty** will not be assessed. All other penalties shall be assessed. If the offending team is already **shorthanded**, the **Minor penalty being served** will be **washed out**. All other penalties that occurred during the same play shall be assessed.
» If the team in control of the ball during a delayed penalty situation scores into its own goal, the goal will be credited to the opposition, but the penalty will still be assessed. The team receiving the penalty must in no way be responsible for the ball being shot into the other goal.

FOULS AGAINST PLAYERS

520 - BOARDING

a) A player who body checks, elbows, charges or trips an opponent in such a manner that it causes the opponent to be thrown violently into the boards, shall be assessed at the discretion of the Referees, a:

Minor penalty (2')
or
Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

b) A player who injures his opponent as a result of boarding shall be assessed at the discretion of the Referees a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

Rolling an opponent, who is the ball carrier, along the boards when he is endeavouring to go through an opening, is not boarding.

521 - BUTT-ENDING

» **Butt-ending** identifies the act of a player who uses the shaft of the stick above the upper hand to check an opposing player.
» **Attempt to Butt-end** shall include all cases when a butt-end gesture is made but no contact is made.

a) A player who attempts to butt-end an opponent shall be assessed a:

Double Minor penalty + Misconduct penalty. (2'+2'+10')

b) A player who butt-ends an opponent shall be assessed a:

Major penalty + Automatic Game Misconduct penalty. (5'+GM)

c) A player who injures his opponent by a butt-ending shall be assessed a:

Match penalty (MP)

522 - CHARGING

» **Charging** identifies the act of taking more than two steps or strides to contact an opposing player.
» A player who makes physical contact with an opponent after the whistle has been blown, and if, in the opinion of the Referees, the player had sufficient time after the whistle to avoid such contact, shall be assessed, at the discretion of the Referees, a penalty for charging.

» A goalkeeper is not “Fair Game” just because he is outside of the goal crease area. A penalty for interference or charging should be called in every case where an opposing player makes unnecessary contact with a goalkeeper.

a) A player who runs, jumps or charges an opponent or who runs, jumps or charges the opposing goalkeeper in his crease shall be assessed, at the discretion of the Referees, a:

Minor penalty (2’)
or
Major penalty + Automatic Game Misconduct penalty. (5’+GM)
or
Match Penalty (MP)

b) A player who injures his opponent as a result of charging shall be assessed, at the discretion of the Referees, a:

Major penalty + Automatic Game Misconduct penalty. (5’+GM)
or
Match Penalty (MP)

523 - CHECKING FROM BEHIND

» A check from behind is a check delivered on a player who is not aware of the impending hit, is unable to protect himself and contact is made on the back part of the body.
» However, if a player intentionally turns his body to create contact, this would not be classified as check from behind.

a) A player who runs, jumps, charges or hits in any manner an opponent from behind shall be assessed, at the discretion of the Referees, a:

Minor penalty (2’) + Automatic Misconduct penalty. (2’+10’)
or
Major penalty + Automatic Game Misconduct penalty. (5’+GM)
or
Match Penalty (MP)

b) A player who injures an opponent as result of checking from behind shall be assessed, a

Match penalty (MP)

524 - CLIPPING

» **Clipping** is the act of throwing the body across or below the knee of an opponent, charging, or falling into the knees of an opponent after approaching him from behind, side or front.

a) A player delivers a check in a clipping manner or lowers his own body position to deliver a check on or below an opponents knees, shall be assessed a:

Minor penalty (2’)
or
Major penalty + Automatic Game Misconduct penalty. (5’+GM)
or
Match Penalty (MP)

b) A player who injures his opponent by a clipping action, shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5’+GM)
or
Match penalty (MP)

525 - CROSS-CHECKING

A **Cross-check** is a check delivered with both hands on the stick and no part of the stick on the rink.

a) A player who cross-checks an opponent shall be assessed, at the discretion of the Referees, a:

Minor penalty (2')
or
Major penalty + Automatic Game Misconduct penalty. (5'+GM)
or
Match Penalty (MP)

b) A player who injures an opponent by cross-checking shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

526 - ELBOWING

a) A player who uses his elbow to foul an opponent shall be assessed a:

Minor penalty (2')
or
Major penalty + Automatic Game Misconduct penalty. (5'+GM)
or
Match Penalty (MP)

b) A player who injures an opponent by elbowing shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

527 - EXCESSIVE ROUGHNESS

Any player who commits an action not permitted by the rules that may cause or causes an injury to an opponent, to a team or game official shall be assessed a:

Match penalty (MP)

528 - FISTICUFFS OR ROUGHING

A player who, having been struck, retaliates with a blow or attempted blow, shall be assessed a:

Minor penalty (2')

Fighting definition: A player who punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

» A player who starts a fight will be assessed a **Match penalty**.
» A player who in any way retaliates to being punched will be assessed at least a **Minor penalty**.
» A player who removes his glove(s) or helmet with the intention of engaging in a confrontation with an opponent will be assessed a **Misconduct penalty** in addition to any other penalties.
» If there is a clear instigator and aggressor in a fight, that player will be assessed a **Minor penalty** as the aggressor in addition to any other penalties he/she may incur.
» If there is no clear instigator or aggressor in a fight, both players can be assessed **Match penalties**.
» A player who is on the floor and is the first to intervene in a fight already in progress (third man in) between two opposing players will be assessed, in addition to any other penalties incurred during the incident, a **Game Misconduct penalty**. The degree of intervention is the criterion for interpretation of enforcement.
» A player who tries to fight or continues to fight after he has been ordered by the referee to stop, or who resists a referee who is trying to circumvent the continuation of a fight, will be

assessed a **Double Minor penalty** or a **Major penalty** and automatic **Game Misconduct penalty** or a **Match penalty**.

» If a fight involves one player on the floor with another player off it, both players will be assessed a **Misconduct penalty** or a **Game Misconduct penalty** or a **Match penalty**. For the application of this rule, if one player is on the rink and one is off the rink, both shall be considered on the rink.

» A team official who is involved in a fight, on floor or off, will be assessed either a **Game Misconduct penalty** or a **Match penalty**.

» The first player from either team to leave the players' bench or penalty box during a player confrontation on the floor will be assessed a **Double Minor penalty** and automatic **Game Misconduct penalty**. Subsequent players who leave the players' bench during a player confrontation will be assessed a **Misconduct penalty**. Subsequent players who leave the penalty box during a player confrontation will be assessed a **Minor penalty** and **Game Misconduct penalties**. These penalties will be served at the expiration of all previous penalties. The act alone of leaving either the players' bench or penalty box constitutes a violation of these rules, even if the players do not engage in fighting once they are on the floor.

» Player substitutions (i.e. line changes) made prior to a player confrontation are allowed, but any player subsequently becoming involved in a player confrontation will be penalized as if he left players' bench or penalty box to participate in that confrontation.

» If players of both teams leave their respective benches at the same time, or if players from one team leave their players' bench after seeing players from the other team do so, the first identifiable player of each team will be penalized under this rule.

» A maximum of five **Misconduct penalties** and/or **Game Misconduct penalties** per team can be assessed under this rule.

» A player cannot be assessed both a **Match penalty** and a **Game Misconduct penalty** for continuing a fight.

529 - HEAD-BUTTING

A player who attempts or deliberately head-butts an opponent shall be assessed a:

Match penalty (MP)

530 - HIGH STICKING

a) Carrying sticks above the normal height of the shoulders is prohibited and any player violating this rule shall be assessed, at the discretion of the Referees, a:

Minor penalty (2')

or

Major penalty + Automatic Game Misconduct penalty. (5'+GM)

or

Match Penalty (MP)

b) A player who carries or holds any part of his stick above the height of the shoulders and causes an injury with the stick to an opposing player shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)

or

Match penalty (MP)

c) However, if the high sticking action that caused the injury was judged accidental, the offending player shall be assessed a:

Double Minor penalty (2'+2')

531 - HOLDING AN OPPONENT

A player who holds an opponent with his hands or stick shall be assessed a:

Minor penalty (2')

532 - HOLDING THE STICK

A player who holds an opponent's stick with his hands or in any other way shall be assessed a:

Minor penalty (2')

533 - HOOKING

a) A player who impedes or seeks to impede the progress of an opponent by hooking him with his stick shall be assessed a:

Minor penalty (2')

or

Major penalty + Automatic Game Misconduct penalty (5'+GM)

b) A player who injures an opponent by hooking shall be assessed at the discretion of the Referees:

Major penalty + Automatic Game Misconduct penalty (5'+GM)

or

Match penalty (MP)

c) In a **breakaway situation**, when a player in **control of the ball** outside his own defending zone has no opponent to pass to other than the goalkeeper and he is hooked from behind, thus preventing a reasonable opportunity to score, he will be awarded a:

Penalty Shot

d) If, when the opposing goalkeeper has been removed from the rink, and the player in **control of the ball** outside of his own defending zone is hooked, with no opposition between him and the opposing goal, thus preventing a reasonable opportunity to score, the Referees will immediately stop the play and shall award a:

Goal

» A **breakaway situation** can be defined as situation when a player is in full control of the ball and has no opposing player between himself and the opposing goalkeeper or goal, if the goalkeeper has been removed.
» **Control of the ball** is the act of propelling the ball with the stick. If the ball is touched by another player or his equipment while it is being propelled and hits the goal or goes free, the player shall no be longer considered to be in control of the ball.
» The Referees shall not stop the play until the attacking team has lost **possession of the ball**.
» The position of the ball shall be the determining factor. The ball must be fully outside the defending zone, which can be the red line or the blue line depending on the fact, whether the blue line has "jumped" on the red line or not to award a Penalty Shot or a goal.
» The intention of this rule is to restore a reasonable scoring opportunity which may have been lost by reason of a foul from behind.

534 - INTERFERENCE

a) A player who interferes or impedes the progress of an opponent who is **not in possession of the ball** shall be assessed a:

Minor penalty (2')

b) A player on either the players bench or the penalty bench who, by means of his stick or his body, interferes with the movement of the ball of any opponent on the rink during the progress of the play, shall be assessed a:

Minor penalty (2')

c) A player who, by means of his stick or his body, interferes with or impedes the progress of the goalkeeper while he is in his goal crease, shall be assessed a:

Minor penalty (2')

d) If, when the goalkeeper has been removed from the rink, any member of his team, including a team official not legally on the rink, interferes by means of his stick or his body with the movement of the ball of an opposing player, the Referees shall award to the non-offending team a:

Goal

In case of a minor infraction, it is at the discretion of the referee to inflict:

Double Minor penalty + Misconduct penalty. (2'+2'+10')

This rule applies to any interference action, such as:

» knocking a stick out of an opponent's hands,
» preventing a player who lost his stick to regain possession,
» kicking or shooting any abandoned or broken stick or any object towards an opposing ball carrier.

» The **last player to touch** the ball, other than a goalkeeper, shall be considered as in **possession of the ball**.
» If an attacking player **deliberately stands in the goal crease**, without interfering with the goalkeeper, the Referees shall stop the play and the ensuing face-off shall take place at the nearest face-off stop in the neutral zone.

535 - KICKING

A player who kicks or attempts to kick another player, shall be assessed a:

Match penalty (MP)

536 - KNEEING

a) A player who uses his knee to foul an opponent shall be assessed a:

Minor penalty (2')
or
Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

b) A player who injures an opponent by kneeing shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

537 - SLASHING

a) A player who impedes or seeks to impede the progress of an opponent by slashing with his stick shall be assessed, at the discretion of the Referees, a:

Minor penalty (2')
or
Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

b) A player who injures an opponent by slashing shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

c) A player who swings his stick at another player in the course of any altercation shall be assessed a:

Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

538 - SPEARING

» **Spearing** is the action of stabbing an opponent with the point of the stick blade, whether or not the stick is being carried with one or both hands.
» "Attempt to spear" shall include all cases when a spearing gesture is made but no contact is made.

a) A player who attempts to spear an opponent shall be assessed a:
Double Minor penalty + Misconduct penalty. (2'+2'+10')

b) A player who spears an opponent shall be assessed a:
Major penalty + Automatic Game Misconduct penalty (5'+GM)

c) A player who injures an opponent by spearing shall be assessed a:
Match penalty (MP)

539 - TRIPPING

a) A player who shall place his stick, leg, foot, arm, hand or elbow in such a manner that it shall cause his opponent to trip or fall shall be assessed, at the discretion of the Referees, a:
Minor penalty (2')
or
Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

b) A player who injures an opponent by tripping shall be assessed a:
Major penalty + Automatic Game Misconduct penalty (5'+GM)
or
Match penalty (MP)

c) A **Minor penalty (2')** or, at the discretion of the Referee, a **Major penalty + Automatic Game Misconduct penalty (5'+GM)** shall be assessed any player who uses his feet to knock an opponent's feet out from under him with a kicking or leg dragging motion from behind ("slew footing").
Note: If a player in the process of falling or sliding along the floor, hits or knocks the ball from her opponent's stick prior to making actual body contact, the tripping shall be called.

d) In a **breakaway situation**, when a player, in **control of the ball** outside his own defending zone with no opponent to pass to other than the goalkeeper, is tripped from behind, thus preventing a reasonable scoring opportunity, his team will be awarded a:
Penalty Shot

e) If, when the opposing goalkeeper has been removed from the rink, and the player in **control of the ball** outside his own defending zone, with no opponent between him and the opposing goal is tripped from behind, his team shall be awarded a:
Goal

Important: If, in the opinion of the Referees, a player is unquestionably **hook checking the ball** such a manner that it shall cause his opponent to trip or fall and obtains possession of it, thereby tripping the ball carrier, **no penalty** will be imposed.

» A **breakaway** can be defined as a situation where a player is in full control of the ball and has no opposing player between himself and the opposing goalkeeper or goal, if the goalkeeper has been removed.
» **Control of the ball** is the act of propelling the ball with the stick. If the ball is touched by another player or his equipment while it is being propelled, or hits the goal or goes free, the player shall no be longer considered as being in control of the ball.
» The Referees shall not stop the play until the attacking team has lost **possession of the ball**.
» The position of the ball shall be the determining factor. The ball must be fully outside the defending blue line respectively red line to award a Penalty Shot or a goal.
» The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind.

540 - CHECKING TO THE HEAD AND NECK AREA

a) A player who directs a check or blow, with any part of his body, to the head and neck area of an opposing player or ”drives” or ”forces” the head of an opposing player in to the protective glass on boards, shall be assessed at the discretion of the Referees a:

Minor penalty + Automatic Misconduct penalty (2’+10’)
or
Major penalty + Automatic Game Misconduct penalty (5’+GM)
or
Match penalty (MP)

b) A player who injures an opponent as result of checking to the Head and Neck Area shall be assessed, a:

Match Penalty (MP)

Blows to the head area during a fight or altercation are covered are to be penalized under 528 Fisticuffs or Roughing.

541 - BODY CHECKING

A **Minor penalty (2’)** or, at the discretion of the Referee, a **Major penalty + Automatic Game Misconduct penalty (5’+GM)** shall be Assessed any player who, in the opinion of the Referee, intentionally body checks, bumps, shoves or pushes any opposing player. If a player is injured, a **Major penalty + Automatic Game Misconduct penalty (5’+GM)** must be assessed.

A **Minor penalty (2’)** shall be inflicted where the physical impact of the player body checking his opponent is considered not to be violent. In case of a violent physical impact, the referee may inflict a **Major penalty + Automatic Game Misconduct penalty (5’+GM)** especially if the body check is executed in a way, that the health of the checked player is clearly endangered

When the offensive player is running towards the defensive player, the defending player may not hit the offensive player by going in the opposite direction to that player. The body contact must be as a result of the movement of the offensive player. There must be no action where the offensive player is pushed, checked or shoved into the boards. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

542 - LATE HIT

a) A player who delivers a late hit on an opponent, shall be assessed, at the discretion of the Referees, a:

Minor penalty (2’)
or
Major penalty + Automatic Game Misconduct penalty. (5’+GM)
or
Match Penalty (MP)

b) A player who injures his opponent as a result of a late hit, shall be assessed, at the discretion of the Referees, a:

Major penalty + Automatic Game Misconduct penalty. (5’+GM)
or
Match Penalty (MP)

OTHER PENALTIES

550 - ABUSE OF OFFICIAL AND UNSPORTSMANLIKE CONDUCT BY PLAYERS

Bench Minor penalty for violations occurring **on or in the vicinity of the player's bench**, **but off of the playing surface** and affecting non-playing personnel.
Misconduct penalty for violations occurring o**n the playing surface or in the penalty bench** and where the penalized player is readily identifiable.

a) A player who dives in an attempt to have his opponent assessed a penalty shall be assessed a:

Minor penalty (2')

b) If any player,
- » when penalized, does not go directly to the penalty bench or the dressing room,
- » while off the rink, uses obscene, profane or abusive language or to any official, or any person or
- » while off the rink, interferes in any manner with any official, his team shall be assessed a:

Bench Minor penalty (2')

c) A player who,
- » challenges or disputes the ruling of any official during the game
- » shoots intentionally the ball out of reach of an official who is retrieving it, or
- » enters or remains in the Referees crease while the Referees is reporting to any official, shall be assessed a:

Minor penalty (2')

For any further dispute, he shall be assessed a:

Misconduct penalty (10')

For any further dispute after the misconduct penalty during the same stoppage of play, the player shall be assessed a:

Game Misconduct penalty (GM)

If this type of behavior continues after the game misconduct penalty, the player shall be assessed a:

Match penalty (MP)

If, after the game has resumed, a player serving any penalty commits unsportsmanlike conduct again, the player shall be assessed a bench penalty, and the sequence of misconduct penalty, game misconduct penalty shall be repeated.

d) The player's gloves and stick shall be delivered to him at the penalty bench by a teammate. If a player on the rink,
- » uses obscene, profane or abusive language or makes any obscene gesture to any person on the rink or anywhere in the rink before, during or after the game except in the vicinity of the bench,
- » bangs the boards with a stick or other object at any time,
- » fails to go directly and immediately to the penalty bench following a fight or any altercation which he has been involved or causes any delay retrieving his equipment,
- » persists to incite an opponent into occurring a penalty, or deliberately throws any stick or equipment but of the playing area, he shall be assessed a:

Minor penalty (2')

e) If a player on the rink, persists in any course of conduct for which he has been previously assessed a Misconduct penalty, he shall be assessed a:

Minor penalty + Game Misconduct penalty (2'+GM)

f) A player who uses or makes any racial remark or ethnic slur shall be assessed a:

Minor penalty + Game Misconduct penalty (2'+GM)

g) A player who makes a travesty or is detrimental to the conducting of the game, shall be assessed a:

Match penalty (MP)

h) Any player who
- » intentionally touches with hands or stick, holds or pushes or checks with hands, stick or body, trips, slashes, hits in any manner or spits at a game official, or
- » makes a travesty of or interferes with or is detrimental to the conducting of the game, or
- » spits to any person on the rink or anywhere in the rink, shall be assessed, a:

Match penalty (MP)

551 - ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT BY TEAM OFFICIALS

a) If any team official:
- » uses obscene, profane or abusive language or makes any obscene gesture to any official or any person, or
- » interferes in any manner with any of the officials of the game, or - bangs the boards with a stick or other object at any time, his team shall be assessed a:

Bench Minor penalty (2')

b) If he persists, or if he is guilty of any type of misconduct he shall be assessed a:

Bench Minor penalty + Game Misconduct penalty (2'+GM)

c) A team official who uses or makes any racial remark or ethnic slur shall be assessed a:

Bench Minor penalty + Game Misconduct penalty (2'+GM)

d) A team official who makes a travesty or is detrimental to the conducting of the game, shall be assessed a:

Match penalty (MP)

e) If any team official:
- » holds or strikes an official,
- » spits at a game official, he shall be assessed a:

Match penalty (MP)

554 - DELAYING THE GAME

554a) - KEEPING THE BALL IN MOTION

The ball must be kept in motion at all times. A team in possession of the ball in its own defending zone shall advance the ball towards the opposing goal except:
- » to carry the ball behind his goal **once**,
- » if it is prevented to do so by players of the opposing team, or
- » if the team is shorthanded.

A player beyond his defending zone shall not pass or carry the ball backward into his defending zone for the purpose of delaying the game, except when his team is shorthanded. For the first infraction, the Referees shall assess, to the Captain of the offending team:

Warning

For the **second infraction, during the same period,** the offending player shall be assessed a:

Minor penalty (2')

Any player or goalkeeper who holds, freezes, or plays the ball with his stick, runs or body along the boards in such a manner to cause a stoppage of play, unless he is actually checked by an opponent, shall be assessed a:

Minor penalty (2')

554b) - DISPLACING THE GOAL

a) A player or goalkeeper who deliberately displaces a goal post from its normal position shall be assessed a:

Minor penalty (2')

b) If it happens during the last two minutes of the game, or at any time in overtime, by a defending player or goalkeeper in his defending zone the Referees shall award to the non-offending team a:

Penalty Shot

c) If a player or goalkeeper deliberately displaces a goal post from its normal position when an opponent is in control of the ball with no opposition between him and the goalkeeper, and with a reasonable opportunity to score, the Referees shall award to the non-offending team a:

Penalty Shot

d) If, when the opposing goalkeeper has been removed from the rink, a player of his team displaces a goal post from its normal position the Referees will award to the non-offending team a:

Goal

554c) - SHOOTING OR THROWING THE BALL OUTSIDE THE PLAYING AREA

a) A player who deliberately shoots the ball outside the playing area, or a goalkeeper who shoots the ball directly outside the playing area, or a player or goalkeeper who throws or deliberately bats the ball with his hand or stick outside the playing area, shall be assessed a:

Minor penalty (2')

b) If a player shoots, throws or kicks the ball outside the playing area from his defensive zone (up to and including the red line): No line change shall be permitted for the offending team prior to the ensuing face-off.

Interpretation: this rule has no exception in any category

Line Changes – Exceptions: The team is allowed to take changes only in the following cases:

- **the return of a goalkeeper who has been replaced by another player in the field**
- **replacement of an injured player**
  this player cannot rejoin the game until the next interruption of the game
- **in the moment that any team is penalized, which will change the number of players on the rink**
  not in case of misconduct penalties – only new player instead of penalized player is allowed
- **replacement of a player who has broken equipment**
  e.g. damaged helmet, helmet visor, full face cover or grid
- **a player who has broken his stick may go to his bench for a new stick**

554d) - ADJUSTMENT OF EQUIPMENT

Play shall not be stopped, nor the game delayed, by reason of repair or adjustments to player's equipment and uniform, and the player requiring such adjustments shall retire from the rink.

Play shall not be stopped, nor the game delayed, by reason of repair or adjustments to goalkeeper's equipment and uniform, and the goalkeeper requiring such adjustments shall retire from the rink and the substitute goalkeeper shall take his place immediately. For any infraction to this rule the player or goalkeeper shall be assessed a:

Minor penalty (2')

554e) - INJURED PLAYER REFUSING TO LEAVE THE RINK

An injured player who refuses to leave the rink shall be assessed a:

Minor penalty (2')

554f) - MORE THAN ONE CHANGE AFTER GOAL SCORED

If a team after scoring a goal has more than one change of players on the rink it shall be assessed a:

Bench Minor penalty (2')

554g) - VIOLATION OF FACE-OFF PROCEDURES

a) When a player delays taking up his proper position after a **WARNING**, the player shall be assessed a:

Bench Minor penalty (2')

b) When a player has been removed from the face-off by an official and another player of the same team delays taking up his proper position after a **WARNING**, the team shall be assessed a:

Bench Minor penalty (2')

c) When a player not taking the face-off enters the face-off circle before the ball is dropped, the player on his team taking the face-off shall be removed and replaced. For the second violation during the same face-off, the offending player shall be assessed a:

Minor penalty (2')

555 - ILLEGAL OR DANGEROUS EQUIPMENT

a) A player or goalkeeper who,
- » wears his equipment or visor in a way that may cause an injury to an opponent, or wears any non- approved equipment
- » uses or wears illegal or dangerous shoes, sticks or equipment
- » does not wear his equipment, except gloves, head protection and goalkeepers leg guards, entirely under his uniform,
- » A player who wears a glove in play from which all or part of the palm has been removed or cut to permit the use of bare hand,

shall be ruled off the rink and a **WARNING** shall be issued to his team.

For a second violation by any player of the same team for any offence, the Referees shall assess, to the offending player, a:

Misconduct penalty (10')

The guilty player shall not be allowed to participate in the game until the illegal equipment has been corrected or removed.

b) If a player or goalkeeper refuses to surrender or destroys his stick or any part of his equipment for measurement when requested by the Referees, this equipment shall be regarded as illegal and he player or goalkeeper shall be assessed a:

Minor penalty + Misconduct penalty (2'+10')

c) If a team has requested the measurement of any equipment of the opposing team and if the complaint is sustained the offending team shall be assessed a:

Minor penalty (2')

d) If a team has requested the measurement of any equipment of the opposing team and if the complaint is not sustained the team shall be assessed a:

Bench Minor penalty (2')

e) A player on the rink whose helmet comes off during play, who does not put the helmet back on with chin strap properly fastened, or does not return to his bench, and continues to play shall be assessed a:

Minor penalty (2')

556 - BROKEN STICK

- » A «**broken stick**» is one which, in the opinion of the Referees, is unfit for normal play.
- » A player without a stick may participate in the game.

» A player or goalkeeper whose stick is broken may not receive a stick thrown onto the rink but may receive a stick from a team-mate without proceeding to his player bench.

a) When a **player** whose stick is broken does not immediately drop the broken portions, he shall be assessed a:
Minor penalty (2')

b) When a **goalkeeper** whose stick is broken does not immediately drop the broken portions, he shall be assessed a:
Minor penalty (2')

c) If an identified player throws a new stick to a goalkeeper from the players bench, the player shall be assessed a:
Minor penalty + Game Misconduct penalty (2'+GM)

d) If a team official throws the new stick to him from the players bench his team shall be assessed a:
Bench Minor penalty (2')

and the team official shall be assessed a:
Game Misconduct penalty (GM)

e) If the stick is thrown by an unidentified person in the vicinity of the players bench, the team shall be assessed a:
Bench Minor Penalty (2')

f) If the goalkeeper goes to the bench during a stoppage of play to replace his stick, he shall be assessed a:
Minor penalty (2')

However, the goalkeeper is allowed to go to the bench and change his stick when the play is in progress.

g) If a player participates in the play while taking a replacement stick to a player or goalkeeper, he shall be assessed a:
Minor penalty (2')

557 - FALLING ON THE BALL BY A PLAYER

A player who drops on the rink to block a shot should not be penalized if the ball is shot under him or becomes lodged in his clothing or equipment, but any use of the hands to make the ball unplayable will be penalized.

a) If a player, other than the goalkeeper, who deliberately falls on, holds or gathers the ball into his body, he shall be assessed a:
Minor penalty (2')

b) If a defending player, other than the goalkeeper, **deliberately** falls on, holds or gathers the ball into his body when the ball is in the goal crease of his team, the Referees will award to the non-offending team a:
Penalty Shot

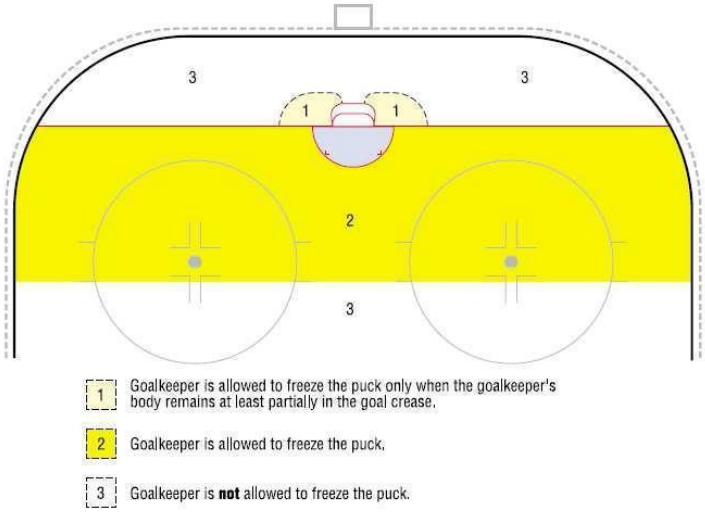
c) If the opposing goalkeeper has been removed from the rink and a player deliberately falls on, holds or gathers the ball into his body when the ball is in the goal crease of his team, the Referees will award to the non-offending team a:
Goal

558 - FALLING ON THE BALL BY A GOALKEEPER

If a goalkeeper, whose body is entirely outside the goal crease, and when the ball is behind the goal line or beyond the two lines on each side of the face-off circles, deliberately falls on or gathers the ball into his body, or holds or places the ball against any part of the goal or the boards, he shall be assessed a:

Minor Penalty (2')

FALLING ON THE BALL BY A GOALKEEPER



559 - HANDLING THE BALL WITH HANDS BY A PLAYER

A player is permitted to stop, bat or push the ball along the rink with his hands. However, NO GOAL can be allowed if the ball was batted by an attacking player with the hand, even if it deflects off of a player of either team or official.

If a player, except the goalkeeper, closes his hand on the ball, it shall result in a stoppage of play. The corresponding face-off shall take place at the nearest face-off circle to the infraction towards to the offending player's goal.

a) Any player, except the goalkeeper, who picks up the ball from the rink with hands shall be assessed a:

Minor Penalty (2')

b) If any player, except the goalkeeper, **picks up the ball** with his hands from the rink in the goal crease, the Referees shall award to the non-offending team a:

Penalty Shot

560 - HANDLING THE BALL WITH HANDS BY A GOALKEEPER

The object of this rule is to keep the ball in play continuously and any action by the goalkeeper which causes an unnecessary stoppage of play shall be penalized.

a) Unless he is being pressured, a goalkeeper who holds the ball **more than three seconds** shall be assessed a:

Minor penalty (2')

b) If a goalkeeper throws the ball forward and the ball is first played by a teammate, he shall be assessed a:

Minor penalty (2')

c) A goalkeeper who deliberately drops the ball into his pads shall be assessed a:

Minor penalty (2')

561 - INTERFERENCE WITH SPECTATORS

A player who physically interferes with a spectator shall be assessed, at the discretion of the Referees, a:

Match penalty (MP)

562 - PLAYERS LEAVING THE PENALTY OR PLAYERS BENCH

a) Any player, other than as specified in Rule 564 below, who leaves the penalty bench or players bench and incurs a Minor, Major or Misconduct penalty for his actions, shall be automatically assessed a:

Game Misconduct penalty (GM)

b) If a player illegally enters the game and interferes with a player of the opposing team possession of the ball, who has no opponent between him and the goalkeeper, the Referees shall award a:

Penalty Shot

c) If, when the opposing goalkeeper has been removed from the rink, a player illegally enters the game and interferes with a player of the opposing team in possession of the ball, the Referees shall award a:

Goal

563 - PLAYERS LEAVING THE PENALTY BENCH

» If a player shall illegally enter the game from his own player's bench or from the penalty bench by his own error or the error of the Penalty Bench Attendant, any goal scored by his own team shall be disallowed, while he is illegally on the rink, but all penalties imposed to both team shall be served.
» If the player leaves the penalty bench because of an error of the Penalty Bench Attendant, he shall not be penalized but shall serve the remaining amount of time of his penalty when he re-entered the game.
» The Penalty Bench Attendant shall note the time and advise the Referees at the first stoppage of play.

Except at the end of a period, a penalized player who leaves the penalty bench before his penalty time has expired shall be assessed a:

Minor penalty (2')

If the violation occurs during a stoppage of play during an altercation, the offending player shall be assessed a:

Minor penalty + Game Misconduct penalty (2'+GM)

to be served at the expiration of his previous penalty.

If a player serving a penalty on the penalty bench is to be changed after the penalty has been served, and does not proceed at once by way of the rink to his own players bench before any change is made, his team shall be assessed a:

Bench Minor penalty (2')

564 - PLAYERS LEAVING THE BENCHES DURING AN ALTERCATION

No player may leave the players or penalty bench at any time during an altercation.
The first player to leave the players or penalty bench during an altercation shall be assessed a:

Double Minor penalty + Game Misconduct penalty (2'+2'+GM)

Any other player or players who leave the players or penalty bench during an altercation shall be assessed a:

Misconduct penalty (10')

» Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.
» If players of both teams leave their respective benches at the same time, the first identifiable player of each team will be penalized under this rule.
» For the purpose of determining which player was the first to leave his players bench, the Referees may consult off-rink officials.
» **A maximum of five Misconduct and/or Game Misconduct penalties per team** can be assessed under this rule.

565 - TEAM OFFICIALS LEAVING THE PLAYERS BENCH

Any team official who goes on the rink during any period without the permission of the Referees shall be assessed a:

Game Misconduct penalty (GM)

566 - REFUSING TO START PLAY - TEAM ON THE RINK

If, when both teams are on the rink and one team refuses to play for any reason when ordered to do so by the Referees, the Referees shall warn the Captain and allow to the team so refusing **30 seconds** to begin the game or resume play.

If, at the end of that time the team still refuse to play, the Referees shall assess a:

Bench Minor penalty (2')

If there be a recurrence of the same incident, the Referees will declare the game forfeited to the non-offending team and the case shall be reported to the proper Authorities for further actions.

567 - REFUSING TO START PLAY - TEAM NOT ON THE RINK

If a team, which is not on the rink, fails to go on the rink to start playing when ordered by the Referees through the Captain, Manager or Coach, the Referees will allow to the refusing team **two minutes**.

If the team resumes play within these two minutes, it shall be assessed a:

Bench Minor penalty (2')

If, at the end of that time the team still fails to go on the rink, the Referees will declare the **game forfeited** to the non-offending team.

All forfeit decision made by any referee is only provisional. The proper authority has to review all such decisions before they become definitive.

568 - THROWING A STICK OR ANY OBJECT OUT OF THE PLAYING AREA

Any player or goalkeeper who throws a stick or part of it out of the playing area shall be assessed, at the discretion of the Referees, a:

Game Misconduct penalty (GM)

569 - THROWING A STICK OR ANY OBJECT WITHIN THE PLAYING AREA

Any player or goalkeeper on the rink who throws his stick or any part of it or any other object in the direction of the ball in his attacking zone or in the neutral zone shall be assessed a:

Minor penalty (2')

» When a player or goalkeeper discards the broken portion of a stick by tossing it to the side of the rink (and not over the boards) in such a way not to interfere with play or opposing player, no penalty will be imposed for so doing.

If any player, goalkeeper or team official of the defending team on the rink throws his stick or any part of it or any other object in the direction of the ball in his defending zone, his team shall be assessed a:

Penalty Shot

If the goalkeeper intentionally leaves his stick or any part of it or any other object in front of his goal, and if the ball hits such objects while the goalkeeper is on or off the rink, the Referees shall award to the non-offending team a:

Goal

570 - THROWING A STICK OR ANY OBJECT ON A BREAKAWAY SITUATION

When a player in control of the ball outside his own defending zone, and having no opponent to pass to other than the goalkeeper, is interfered with a stick or any object thrown or shot by any member, including team officials of the defending team, the Referees shall award to the non-offending team a:

Penalty Shot

» The position of the ball shall be the determining factor in this instance. The ball must be fully outside of the defending zone blue line in order to award a Penalty Shot or a goal.

If, when the opposing goalkeeper has been removed and a player of that team on the rink throws his stick or any part of it or any other object in the direction of the ball thereby preventing a shot on the empty net, the Referees shall award to the non-offending team a:

Goal

571 - PREVENTION OF INFECTIONS BY BLOOD

A player bleeding or covered by blood of an opponent player will be considered as an injured player and must leave the rink for treatment and/or cleaning. If he does not comply with this regulation, he shall be assessed a:

Minor penalty (2')

572 - CAPTAIN AND ALTERNATE CAPTAIN ATTITUDE

If the Captain or Alternate Captain comes off the bench when not invited by the Referees, his team shall be assessed a:

Bench Minor penalty (2')

» This does not include the situation where a Captain or Alternate Captain enters the rink during a normal change of players.

Any Captain or Alternate Captain complains about a penalty shall be assessed a:

Minor penalty (2')

573 - TOO MANY PLAYERS ON THE RINK

If, at any time during play a team has more than the number of players on the rink to which they are entitled, the team shall be assessed a:

Bench Minor penalty (2')

If, in the **last two minutes of the game** and at **any time in overtime** a **deliberate** illegal substitution (too many players on the rink) is made, the Referees shall award to the non-offending team a:

Penalty Shot

575 - INFRINGEMENT OF CHANGE OF PLAYERS PROCEDURE

Where a team attempts to make a player(s) change after its allotted period of time, the Referees shall send the player(s) back to the bench and issue a **warning** to the team. Any subsequent infraction of this procedure at any time during the course of the game shall incur a:

Bench Minor penalty (2')

590 - PENALTIES FOR GOALKEEPERS

The procedures for goalkeeper penalties are outlined in Rule 511.
Specific rules for goalkeepers are outlined in the following rules:

- 509 Penalty shot procedure
- 554c Shooting or Throwing the Ball Outside the Playing Area
- 556 Broken Stick
- 558 Falling on the Ball
- 560 Handing the Ball with Hands
- 568 to 570 Throwing a Stick or any Object

591 - GOALKEEPER BEYOND THE CENTER RED LINE

If a goalkeeper participates in the play in any manner when he is beyond the center red line, he shall be assessed a:

Minor penalty (2')

592 - GOALKEEPER GOING TO THE PLAYERS BENCH DURING STOPPAGE OF PLAY

If a goalkeeper goes to the player's bench during a stoppage of play, except to be replaced or during a time out, he shall be assessed a:

Minor penalty (2')

593 - GOALKEEPER LEAVING HIS CREASE DURING AN ALTERCATION

If a goalkeeper leaves the immediate vicinity of his crease during an altercation, he shall be assessed a:

Minor penalty (2')

594 - GOALKEEPER DROPPING THE BALL ON THE GOAL NETTING

If a goalkeeper drops the ball on the goal netting to cause a stoppage of play he shall be assessed a:

Minor penalty (2')

6 SPECIFIC RULES

SPECIFIC RULES FOR WOMEN

600 - WOMEN WEARING FULL FACE MASKS

Full face masks, which meet approved international standards, shall be worn by all women street & ball hockey players.

The full-face masks must be constructed in such a way that neither the ball nor a stick blade might get through it.

601 - WOMEN BODY CHECKING

In women's street & ball hockey, if a player makes a direct body check, she shall be assessed, at the discretion of the Referees, a:

Minor penalty (2')

or

Major penalty + Automatic Game Misconduct penalty (5'+GM)

SPECIFIC RULES FOR JUNIORS

650 - UNDER 18 CATEGORY AND YOUNGER WEARING FULL FACE MASKS

Full face masks must be constructed in such a way that neither the ball nor a stick blade might get through it.

Players and goalkeepers in the category under 18 years and younger must wear a full-face mask which meets approved international standards.

7 ANNEX 1 – GAME COUNTDOWN AND WARM-UP PROCEDURES

The following countdown procedure must be followed prior to all ISBHF competitions:

Time	
60 min	Teams provide the **Team Lineup Forms** to the Scorekeeper.
20 min	Teams appear on the rink for a **15-minute warm-up**. Clock starts 20 minute countdown.
5 min	Siren announces the **end of warm-up**. Teams leave the rink.
3 min	**Referees appear on the rink**.
2 min	**Teams appear on the rink**.
15 sec	Referees calls the teams to face-off at the centre rink face-off spot.
0	**Game starts**.

National Associations are allowed to define the pre-game procedure for all games (national and international) within their territory.

The game clock in the arena is the timing device which is critical for these procedures.

» During the warm-up:

  » each team shall confine their activities to their own half of the rink, so as to leave clear an area nine metres wide across the centre of the neutral zone,
  » It is recommended that all players wear their complete equipment.

» Music may be played during the warm-up.

» In ISBHF Championships, the stand-by Referees shall take care of the warm-up procedures.

8 ANNEX 2 – DUTIES OF OFFICIALS

A2.1 - INCAPACITATED REFEREES - BEFORE THE GAME

If, for any reason, the appointed Referees are prevented from appearing, the team leaders shall agree on a replacement Referees. If they are unable to agree, the Proper Authorities shall appoint the officials.

A2.2 - INCAPACITATED REFEREES - DURING THE GAME

If a **Referee** leaves the rink or is injured, the other Referees shall stop the play, unless one team has a scoring opportunity. If the Referees is unable to continue to officiate, the other Referee shall have the power to appoint a replacement if he deems it necessary.

» If the appointed official reappears during the progress of the game, he shall replace the temporary official at once.

A2.8 - TWO OFFICIAL SYSTEM

The Referees will have general supervision of the game, full control of game officials and players, and their decision shall be final in case of any dispute.

A2.9 - TWO OFFICIAL SYSTEM - REFEREES DUTIES BEFORE THE GAME

Before starting the game, the Referees shall ensure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order. They shall order the teams on the rink at the appointed time for the beginning of each period.

A2.10 - TWO OFFICIAL SYSTEM - REFEREES DUTIES DURING THE GAME

» The Referees shall **impose and report** to the official scorer such **penalties** as described by the playing rules for infractions thereof.
» They shall **stop play for any other infractions to the rules**.
» They shall **allow the goals scored**.
» They shall **report** to the official scorer the **name or number of the goal scorer** and any player entitled to **assists**.
» They shall cause to be announced over the public address system the reason for not allowing a goal.
» They will measure any equipment at their own discretion or if requested by the Captain of either team (Rule 260).
» They shall order the teams on the rink at the appointed time for the beginning of any period.
» They will **face-off the ball** at any stoppage of play.

A2.11 - TWO OFFICIAL SYSTEM - REFEREES DUTIES AFTER THE GAME

The Referees shall remain on the rink at the conclusion of each period until all of the players have left the rink and are proceeding to their dressing rooms.

Immediately following the game, they shall secure the Official Game Sheet from the Official Scorer, verify and sign the report and return it back to the Official Scorer.

Immediately following the game, they shall report on the Official Game Sheet and provide full details to the Proper Authorities on all:

Game Misconduct penalties
Match penalties

A2.20 - OFF-RINK OFFICIALS

National Associations are allowed to define the number and tasks of the off-rink officials for all games (national and international) within their territory.

A2.21 - SCOREKEEPER DUTIES BEFORE THE GAME

The Scorekeeper shall obtain the Team Lineup Form from the Manager or Coach of both teams, latest 60 minutes before the game.

The scorekeeper shall insert the data from the Team Lineup Form to the ISBHF Electronic Gamesheet system, as well as the names of the officials, date and time, and location.

A2.22 - SCOREKEEPER DUTIES DURING THE GAME

The Scorekeeper shall record on the Official Game Sheet:

- the goals scored,
- the number of the scorers and players to whom assists have been allowed,
- all penalties imposed by the officials with the numbers of the penalized players,
- the infraction, the time at which it has been imposed, and the duration of each penalty,
- each Penalty Shot awarded with the name of the player taking the shot and the result of the shot,
- the time of entry into the game of any substitute goalkeeper,
- the time of each teams' time-outs.

In the A-Pool ISBHF Championships, the Scorekeeper shall determine the players entitled to receive assists.

No request for changes in any award of points shall be considered unless they are made by the Captain before the conclusion of actual play in the game or before the Referees has signed the Official Game Sheet.

The Scorekeeper shall be responsible for:

- correct posting of the penalties and goals scored on the scoreboard,
- ensuring that the time served by all penalized players is correct,
- promptly calling to the attention of the Referees any discrepancy between the time recorded on the clock and the official correct time,
- making any adjustments as ordered by the Referees,
- advising the Referees when the same player has received his second Misconduct penalty in the same game.

A2.23 - SCOREKEEPER DUTIES AFTER THE GAME

The Scorekeeper shall prepare the Official Game Sheet for signature by the Referees and forward it to the Proper Authorities.

A2.24 - TIMEKEEPER

The Timekeeper shall record:

- game countdown before the game (see Annex 1 - Game Countdown and Warm-up Procedures),
- time of starting and finishing of each period and game,
- 10 minutes intermission between each period,
- all actual playing time during the game,
- time of the start and finish of all penalties,
- start and finish of time-outs.

In case no automatic buzzer or siren is provided, he will signal by a buzzer, siren or whistle the end of each period or overtime period.

The Timekeeper shall give a preliminary warning by signal to the officials and both teams two minutes before the start of each period.

In the event of any dispute regarding time, the Referees' decision will be final.

A2.25 - ANNOUNCER

The Announcer will announce by means of a public address system:

- awarding of goals and assists,
- penalties,
- end of penalties,
- when one minute remains in the first and second period.
- when two minutes remains at the end of the game.

9 ANNEX 3 – REFEREE PROCEDURE TO SIGNAL AND CALL A PENALTY

1) To signal a penalty, the Referee will put his arm up, but it is not necessary to point to the offending player while play is in progress.

2) On the delayed calling of a penalty, the back Referee has the responsibility for watching the exchange of players if a team substitutes for the goalkeeper.

3) After stopping play, the Referee indicates to a player by calling out his number, team colour, and signal for the infraction committed, and should go backwards toward the Penalty Box, to avoid additional infractions not observed by the Referees.

4) At no times should the Referees take his eyes off the penalized player with the most crucial time being immediately following the stoppage of play.

5) Do not go towards the penalized player as this will only cause further antagonism.

6) The Referee should go quickly to the Penalty Box while not waiting for the penalized player to catch up to him, and if there is a possibility of further incidents, he should remain in the Referees' crease until he is certain of no incidents.

7) At the Penalty Box, the Referee should report the penalty quickly, giving the signal for the infraction, and leave before the penalized player arrives to avoid encountering the player (if the above solution is not considered).

8) To signal a double delayed penalty to the same team, on the first delayed penalty the Referee will raise his arm to signal a penalty, when the second delayed penalty is to be called, the Referee will point to the offending player, while keeping the original arm up until the stoppage of play.

10 ANNEX 4 – COINCIDENTAL MAJOR PENALTIES

When cancelling coincident Major/Match penalties the following procedure will be used in the order listed - “MOTO”:

1) Cancel as Many penalties as possible.
2) Cancel in a way to make the team only One player short.
3) Cancel in a way to avoid Taking an extra player off the floor.
4) Cancel using the order of penalty Occurrence or in the order that they were reported by the Referee.

SITUATION 1
A6 - MATCH (5) B12 - 5+GM Immediate Substitution - Full Strength.
A6 - 5+GM+5+GM B12 - 5+GM B11 - 5+GM Immediate Substitution - Full Strength.
A6 - 5+GM B12 - 5+GM A7 - 5+GM Team A to resume play 1 player short.A7 to serve the time penalty to be served by player from on the floor. A6 penalty is cancelled due to order of occurrence.
A6 - 5+GM+5+GM B12 - 5+GM Team A will play 1 player short for 5 minutes. Team A must take a player from the floor to serve the time penalty.
A6 - 5+GM+2 B7 - 5+GM + 2 Immediate Substitution - Full Strength.
A6 - 5+GM+2 B7 - 2 B8 - 5+GM Immediate Substitution - Full Strength.
A6 - 5+GM+2 B8 - 2 + 2 A7 - 5+GM+2 B9 - 5+GM+5+GM Immediate Substitution - Full Strength.

SITUATION 2
A3-2B7-2
A4-2B8-5+GM
A6 - 5+GM
Team A will resume play 1 player short for 2 minutes. A4 will serve the time penalty because of order of occurrence.

SITUATION 3
A3-5+GM+2B7-2
A4 - 5+GM+2+2 B8 - 5+GM+ 2 A6 - 5+GM B9 - 5+GM+5+GM+ 2 Immediate Substitution - Full Strength.

SITUATION 4
A player involved in the coincidental penalty rule must serve the full amount of time assessed to him, except if a goal scored against his team washes out a portion of a Minor penalty.
A9 - 5+GM+ 2 B14 - 5+GM 8:40
B Scores 8:25
The coincidental penalty rule is applied and immediate substitution is permitted for B14.
Team A is required to send a player from the floor to the penalty bench to serve the time penalty assessed to A9. The time penalty starts at 8:40. With the goal by Team B at 8:25, the time penalty being served is washed out.

SITUATION 5
A6 - 5+GM + 2 B11 - 5+GM
A7 - 5+GM
Team A will play 1 player short for 7 minutes. A7 will cancel with
B11 to place Team A only 1 player short.

SITUATION 6
A6 - 2+2 B11 - 5+GM+2
A7 - 5+GM+ 2 B12 - 5+GM+5+GM
A8 - 5+GM

Team A and B will each resume play 1 player short. A6 will serve the 4 minute time penalty. Team B will need a player from the floor to serve the 5 minute time penalty to B12.

SITUATION 7
A6 - 5+GM+2 B11 - 5+GM+5+GM+2+2
A7 - 5+GM B12 - 5+GM+5+GM
A8 - 5+GM
Team B will start 1 player short. Team B will need a player from the floor to serve the 7 minute time penalty to B11. The Major is to be served first.

SITUATION 8
A6 - 2 B11 - 5+GM+5+GM
A7 - 5+GM+2 B12 - 5+GM
A8 - 5+GM
Team A will start 2 players short. A6 will serve the 2 minute time penalty. Another player from the floor will serve the 2 minute time penalty to A7. Team B will start one player short with a player from the floor serving the 5 minute time penalty to B12.

SITUATION 9
A3-5+GM+2B7-2
A6 - 5+GM+2+2 B8 - 2
A9 - 5+GM B11 - 5+GM+2
B12 - 5+GM+5+GM+2
Team B will resume play 1 player short. The Minors to B11 and B12 are cancelled to avoid taking another player from the floor.
B8 serves the time penalty. B7 penalty is cancelled because of order of occurrence.

SITUATION 10
A3 - 5+GM+2 B7 - 5+GM+2
A4 - 5+GM+2+2 B8 - 5+GM+5+GM
Both teams will resume play 1 player short. Team A will need 1 player from the floor to serve the 4 minute time penalty to A4.
Team B will need 1 player from the floor to serve the 5 minute time penalty to B8.

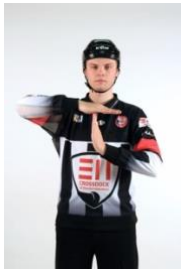
SITUATION 11
A6 receives a 5 minute Major and automatic Game Misconduct for High-sticking. Subsequently is assessed a 5 minute Major for fighting with B12.
RULING: A6 - 5 and automatic Game Misconduct for High-sticking + 5 and automatic Game Misconduct for Fighting. B12 - 5 and automatic Game Misconduct for Fighting. Plus any other penalties incurred.

11 ANNEX 5 – REFEREES SIGNALS

Player Change Signal
Rule 410



Time-Out
Rule 422



Wash Out Signal



Offside Call
Rule 450





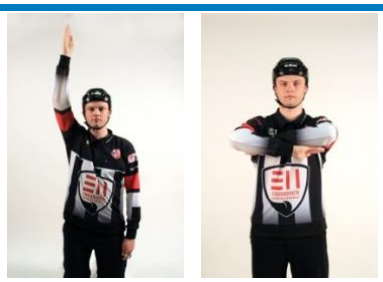
Ball In / Out of the Attacking Zone
Rule 450



Delayed Offside
Rule 451



Flooring the Ball
Rule 460



Goal Scored
Rule 470



Attacking Player in the Goal Crease
Rules 470, 471, 534



Hand Pass
Rule 490



Misconduct Penalty
Rules 504, 505, 506



Match Penalty
Rule 507



Penalty Shot
Rule 508



Delayed Calling of Penalty
Rule 514



Boarding
Rule 520



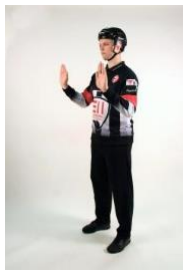
Butt-Ending
Rule 521



Charging
Rule 522




Checking from Behind
Rule 523




Clipping
Rule 524



Cross-checking
Rule 525





Elbowing
Rule 526



Roughing
Rule 528



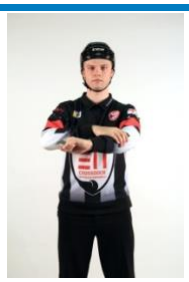
High Sticking
Rule 530



Holding an Opponent
Rule 531



Holding the Stick
Rule 532




Hooking
Rule 533




Interference
Rule 534



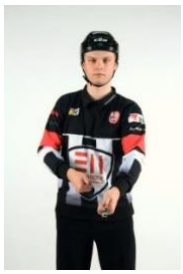
Kneeing
Rule 536



Slashing
Rule 537



Spearing
Rule 538

Tripping
Rule 539



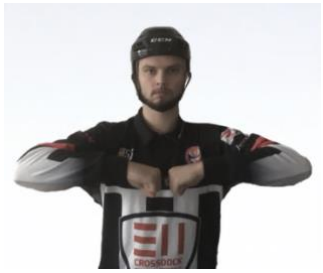

Checking to the Head and Neck Area
Rule 540



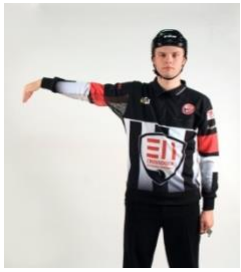
(Women) Body Checking
Rules 541, 601



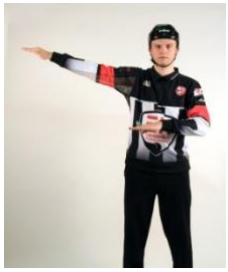
Late Hit
Rule 542



Unsportsmanlike Conduct – Diving
Rule 550a

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Rule 559



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Rule 573



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