

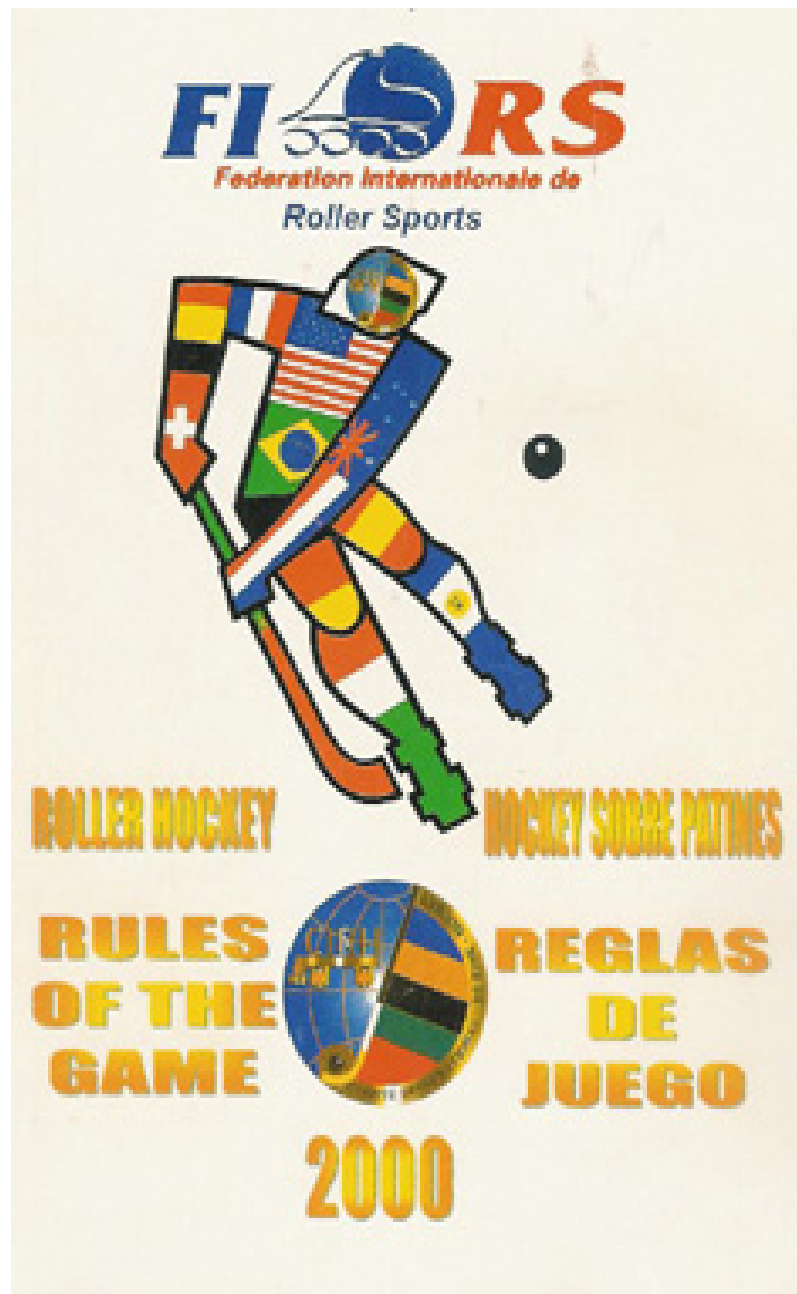


Comité Internationale de Rink-Hockey



# *Rules of the Game*

*June 2007*



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## CHAPTER 1 DEFINITION OF THE GAME OF RINK-HOCKEY

### ARTICLE 1

#### THE GAME OF RINK-HOCKEY

1. The game of Rink-hockey is played by two teams, each one formed by a maximum of ten players.
2. During the whole game, each team cannot have more than 5 players on the rink.
3. The rink will have a rectangular **shape**, the **surface** will be level and smooth of a material considered convenient, that will allow a good use, at the level of adherence and sliding of the skate.

### ARTICLE 2

#### CONDITIONS TO EFFECT A GAME

1. Matches can be played on rinks built in the open air or in enclosed sites with specific and regulated characteristics, for the practice of this Game.
2. The following are considered basic elements of the Game: **the rink**, which along the whole perimeter of the rectangular surface and its limits should present a fence of vertical profile and two goal cages that should be placed in each half **of the** rink and near the top ends of the same **and a “ball”**.
3. The players **participating** in the game, **while performing** on the rink, must use skates, a stick and adequate and regulated **protection**. **Goal keepers’ protections** are specific for them.
4. At the beginning of the Game and whenever a team scores a “goal” (**the ball** in the goal cage of the **opposing** team), the players of each team should occupy the half rink, which was **designated to them at the tossing of the coin**, before the Game.

After the resting period (break) between the two halves of the game, the teams will occupy the half rink opposed to the one used at the beginning of the game.

5. It is only considered a “valid goal” when scored by the manipulation of the stick and used according to the established Rules.
6. One or two Referees acting in the Game rink will be responsible for the enforcement of the rules of the game. The periods of the game are controlled and signalled by officially appointed **delegates**, and placed **on** the outside of the rink **at the division line of the** two half rinks.

**CHAPTER 2 SITE OF THE GAME**  
**ARTICLE 3**  
**THE RINK**

1. The rink, rectangular shaped, should have proportionate dimensions, in which the length should correspond to twice the width dimension and of which the limits are the following:
 

Minimum	-	34 x 17 metros
Standard	-	40 x 20 metros
Maximum	-	44 x 22 metros

  - 1.1. The whole perimeter of the rink is enclosed by a barrier, with a base, consisting of elements of vertical profile attached to the floor in a solid and resistant way and of which the height cannot be inferior to 1 (one) metre for the barrier, and the base must be 20 (twenty) centimetres high and 2 (two) centimetres thick.
  - 1.2. Each of the four corners of the rectangle of the rink must have a semi-circular shape, drawn with basis on a circle radius of 1 (one) metre as from the corner of the rectangle.
2. Whenever the top and exterior areas of the rink are meant for the passage or localisation of people, "it is compulsory" to place a protection net, that may be removable, placed along the width of the rink and of which the height is not less than will never be inferior to 4 (four) metres, measured as from the surface of the rink.
3. The rink should have specific demarcations, shown in the diagram (annex), according to the localisation and measures indicated.
  - 3.1. The division line of each half rink, marked at the centre and between the two side planks barriers, measured between its localisation and one of the top planks barriers, being half the total length of the rink.
  - 3.2. ~~It is called~~ The goal cage keepers' area -the inside surface of the rectangle drawn from the "line of the cage" with the length of 9,00 (nine) metres, the "penalty line" placed at 5,40 (five coma forty) metres and also with 9,00 (nine) metres of length, parallel to this, closing the perimeter of the rectangle, by two parallel side lines, with the length of 5,40 (five coma forty) metres forming corners with the former two of 9,00 (nine) metres.
  - 3.3. The demarcation of the "goal-cage line" is placed parallelly to each top plank barrier of the rink and it may have a variable minimum distance of 2,70 (two coma seventy) metres and maximum of 3,30 (three coma thirty) metres, of the mentioned plank barrier.
  - 3.4. The demarcation of "~~the line of penalty~~" "penalty line" is placed parallel to the goal-cage line and at a distance of 5,40 (five coma forty) metres from it. At half the length of this line (of 9 metres) and coinciding with the imaginary axis of the width of the rink, the place to score the "penalties" is signalled on this line.
  - 3.5. The demarcation of a line, called "penalty limit line", parallel to the goal-cage line and distant from it, on the fore side of the goal-cage, 0,50 (zero coma fifty) metres and 1,84 (one coma eighty four) metres long, of which measure its half should coincide with the imaginary axis of the width of the rink (obsolete as per new rules)
  - 3.6. The demarcation line, drawn as a semi-circle on the fore side of the goal-cage and as from it, is called "protection area of the goal-keeper", signalled as a broken line, (0,10/0,05/0,10) metres, with the axis counting from the centre of the goal-cage localisation and extremities of the circle ending on its interception with the goal-cage line.

- 3.6.1. The semi-circle area is drawn based on distances of 1,50 (one coma fifty) metres, determined between the goal-cage line and the far-end of the semi-circle in front of the goal-cage and coinciding with the imaginary axis of the width of the rink and the extremes of the same, in the interception with the goal-cage line, should be situated at 1,00 (one) metre from the goal-cage poles, of the right and left sides of the goal-cage.
- 3.6.2. The demarcation line of the semicircle is drawn with basis on the axis of the centre of the goal-cage, which should coincide with the imaginary axis of the width of the rink, being the centre of the radius for drawing the semicircle set at 1,987 (one coma nine hundred eighty seven) metres - 1,50 + 0,487 metres - as per Annex ~~2~~ 1A.
- 3.7. The demarcation of “C” points on each half rink, meant only for the free direct hits, is made on the rink at 10,40 (ten coma forty) metres from the goal-cage line and 4,50 (four coma fifty) metres from the imaginary axis line of the width of the Rink and to both sides of this. The demarcation on the rink is made with two crossed lines, with the length of 0,20 (zero coma twenty) metres each.
- 3.8. The demarcation of the “anti-game line” is made with a distance of 22 (twenty two) metres from the top ~~plank~~ **barrier** and towards the length of the Rink and its signalisation therein determined by a line between the side ~~planks~~ **barriers** and parallel to the top ~~planks~~ **barriers**.

In rinks measuring 44 x 22 metres, these anti-game lines may be coincident with the demarcation of the división line of each half rink.

#### **ARTICLE 4 PUBLICITY ON THE RINK**

1. The display of publicity on the inner side of the rink ~~planks~~ **barriers** will have to consider the following conditions:
  - 1.1. The paintings, posters or publicity banners that are affixed, cannot endanger or hinder the action of skaters on the rink.
  - 1.2. The minimum distance of 30 (thirty) centimetres from the floor should be considered, allowing the ~~planks~~ **barriers** - in a space of 20 centimetres - to be painted in a neutral and different colour.
  - 1.3. It is allowed to affix posters or publicity banners on the top ~~planks~~ **barriers** zone, provided the conditions, established on paragraph 1.2 of this same Article, are complied with.
  - 1.4. Publicity inscriptions on the surface of the rink are also permitted provided they do not hinder the clear definition of demarcation lines.

#### **ARTICLE 5 DEMARCATON LINES ON THE RINK**

1. All demarcation lines on the rink, must compulsorily be 8 (eight) centimetres wide.
2. The demarcation line between the goal mouth poles, ~~with~~ **being** the same width mentioned ~~on~~ in paragraph 1, may never, under ~~no~~ any circumstance, ~~have~~ **be** the same colour as the colour of the ball being used.

**ARTICLE 6  
CHECKING THE DEMARCATION LINES**

1. The demarcation lines on the rink floor are the responsibility of the Organisation's Committee in International competitions, and in National the Club's, competitions.
2. Before the beginning of International competitions, the Executive Committee or Delegate Member for it and in the National competitions the Game Referee, will check all the demarcation lines to verify if they were drawn according to the Rules.

Verification that demarcation lines were drawn according to the Rules will be done before the beginning of a competition - by an Executive Committee or Delegate Member for International competitions, or by the Game Referee in National competitions.

3. If any lack of accuracy on the demarcation lines of the rink is found, the Delegate for the Committee or the Referee will have all the "errors" rectified, which might hinder the good running of the match.
4. In cases of minor importance anomalies, the Referee may start the game, after informing the Captains of both participating teams, and always referring the facts on the ~~Bulletin~~ [Game Sheet](#) of the Game.

**ARTICLE 7  
THE GOAL-CAGE**

1. The goal cage consists of a frame of hollow galvanised, standard iron tube, made of three elements welded to each other, designated
  - a) Front Frame: an arch composed of three segments with 3 inches diameter standard size, being two vertical and one horizontal (topside) of which the inner measurements should be 1,70 (one coma seventy) metres width between vertical segments and these 1,05 (one coma zero five) metres high. The "outer" upper corners, after forming the arch, should be cut at 45° relatively to the vertical and horizontal levels of the same.
  - b) The rear structure / Lower: is formed by an arch built with the standard size of 2 inches diameter and a circle radius of 0,640 (zero coma six hundred forty) metres, with basis on the centre and lining up with the exterior of the frontal structure, welded to this. A bar should be placed and connected on the inside of the arch at 0,250 (zero coma two hundred and fifty) metres from the outer lining of the front frame and parallel to this. The inner bar should have 0,120 (zero coma hundred and twenty) metres of width on the side looking to the front frame and set with a bending of 20° relatively to the floor.
  - c) The rear structure / Upper: Is formed by a composition -rectangle and semi-arch -, made of solid iron with 0,150(zero coma hundred and fifty) metres diameter, attached by welding to the front frame. The whole arch is supported by two crossed bars of the same material (solid iron) being one segment parallel to the front structure, placed at 0,400 (zero coma four hundred) metres distant from it and with a length of 1,70 (one coma seventy) metres, welded to the arch. Another segment perpendicular to the former, placed in the centre and axis of the front structure, attached by welding to this and also to the front bars and the end also fixed to the upper arch. The total length of this segment is 0,650 (zero coma six hundred and fifty) metres.



- d) Net / Outside: All the back structure, having as basis “the arch of the front structure” should, as from this, be completely covered by a “netting” that can be made of rope, cotton or nylon, and the size of its mesh should be 25 x 25 mm. The netting should be fixed and held at the rear, upper and lateral sides of the frontal structure, as well as through the whole perimeter of the arch of the lower structure, so as not to allow the passage of the ball from the outside in or vice-versa.
  - e) Net / Inside: The mesh of the inside net should have the same size as the one of the outside net (25 x 25 mm) and the dimensions of 1,80 (one coma eighty) metres of width and 1,10 (one coma ten) metres of height. The net should be suspended and pending on the inside of the goal cage as from the rear upper structure and fixed to the crossbeam placed at 0,400 (zero coma four hundred) metres from the front structure.
  - f) The front structure of the cage should be painted in “orange” and all the rest of the structure in “white”. The inside and outside nets should also be white coloured.
2. The goal cages are placed on the goal cage line of each area on each side of both rink halves, making the half of the width of ~~the~~ these coincide with the imaginary axis of the width of the rink.

## CHAPTER 3 INSTRUMENTS AND PLAYERS' EQUIPMENT

### ARTICLE 8 THE SKATES\*

1. The players, including the goal-keepers, must wear boots to which roller skates should be fixed. Each roller skate (right and left) has four wheels that must roll freely and have a diameter not ~~inferior to~~ **less than** 3 (three) centimetres.
2. Between the wheel sets, front and back of the skates, no kind of supplementary protection or toestops **is are** allowed.
3. It is allowed to use toestops placed at the front of each skate or boots as long as the raw material they are made of and its placing do not represent any danger to the other players on the rink.
4. Any type of “metallic” protection on the boots is forbidden, even when covered by other material.
5. The toestops, attached to the boots or skates will have to comply with the following characteristics:
  - 5.1. In the case of “circular toestops” to have a diameter not ~~superior to~~ **more than** 5 (five) centimetres.
  - 5.2. In the case of “non-circular toestops” the sides should not have more than 5 (five) centimetres.

### ARTICLE 9 THE STICK\*

1. The characteristics of the stick, including the goal-keeper's, must all comply with the following conditions:
  - 1.1. Length of the stick, measured on the outer side of its bend
    - a) Maximum length 115 (**one** hundred and fifteen) cm ~~90~~
  - 1.2. All ~~the~~ sticks should be able to pass through a ring with a diameter of 5 (five) cm.
  - 1.3. The weight of each stick will not exceed 500 (five hundred) grams.
2. The stick, including the goal-keeper's, must be made of wood or plastic, or any other material **except metal**. It must have the previous approval of the Comité International de Rink Hockey -C.I.R.H..
  - 2.1 No stick may be manufactured of metal, nor have any metallic reinforcements.  
It is allowed to stick a publicity band, as from the upper part of its bend  
A publicity band is allowed from the upper part of its bend.
  - 2.2 . The lower part of the stick (also called shaft) must have both sides completely flat

### ARTICLE 10 THE BALL\*

1. The ball must weigh 155 (**one** hundred and fifty five) grams, must be completely round, with a perimeter of 23 (twenty three) centimetres.

2. The ball should ~~have~~ **be** one colour only, which may vary (preferably black or orange) and in contrast to:
  - a) the colour of the Rink surface;
  - b) the colour of the demarcation lines on the Rink;
  - c) the colour of ~~boards (planks)~~ **the barriers** around the Rink.
3. Only balls officially approved by the Comité International de Rink Hockey - C.I.R.H. may be used in all official competitions.
4. In case of disagreement on the choice of the ball to be used, between Captains of both teams, the Referees will **choose** the one that is officially approved.
  - 4.1. If among the balls offered, none is of the Official type, the Referee will select the one which, in ~~his~~ their judgement, has the better balance and the least elasticity.
  - 4.2. The referee's decision regarding the choice of the ball is final and irrevocable.
5. Whenever a game is TV broadcasted, the Organising Entity, with the approval of the Comité Internacional de Rink Hockey - CIRH is allowed to impose the colour of the ball.

#### ARTICLE 11 PROTECTIVE EQUIPMENT

1. All players, including the goalkeeper, may wear **non metallic protective** equipment, placed directly over their bodies and totally adjusted to it, so as to preserve exclusively their physical integrity but the use of **this protective equipment must never give them any type of unfair advantage in the Game.**
2. All players, for their physical protection may wear the following equipment:
  - 2.1. Padded gloves, with a maximum thickness of 2,5 (two coma five) centimetres, with the configuration of the fingers totally separated and of which the length should not overpass 10 (ten) centimetres as from the pulse line to the forearm\*;
  - 2.2. Knee pads, with a maximum thickness of 2,5 (two coma five) centimetres for the exclusive protection of the knee\*;
  - 2.3. Shin Pads, adjusted to the legs with a maximum thickness of five (five) centimetres and placed under the ~~stockings~~ socks\*\*;
  - 2.4. Elbow pads, of non rigid material or any other that ~~might represent~~ **wont be** any danger to the other players;
  - 2.5. Coquille of resistant plastic material, for the protection of the genitals\*\*\*;
  - 2.6. Light helmet to protect the head made of non rigid leather or plastic.
3. The goalkeepers, besides the specific Game ~~instruments~~ **equipment** (shin pads and proper gloves, of which the types are indicated in the next Articles) the following protection material is also allowed:
  - 3.1. Helmet and face masks for the protection of the whole head and perfectly adjusted to it. The helmet or face mask should be made of rigid plastic or another material covered, whenever necessary, so that it may not endanger the physical integrity of the remaining players. Its use by the goal-keeper is compulsory\*\*\*\*;
  - 3.2. A protection for the neck and adjusted to it with a maximum height of 5 (five) centimetres. This protection, whenever used, will have to be placed under the chest pads and game shirt;
  - 3.3. A chest pad, of compulsory use, **always made of one piece**, intended to protect the chest or both chest and back. To the chest-pad and as a part of this piece in its global

composition, shoulder pads may be added for the protection of shoulders and arms. The chest and shoulder pads have to be made of plastic material flexible enough so as to shape the body of its user and the thickness of the pieces should not be more than 1,5 (one coma five) centimetres. Underneath or over the chest and shoulder pads no other material can be placed that would allow the user to increase the natural dimensions of the above mentioned protections\*;

- 3.4. An elastic or semirigid protection for the thighs, made of plastified material in the form of a hose, adjusted to the leg and of which the thickness cannot overpass 0,5 (zero coma five) centimetres.

#### **ARTICLE 12 GOALKEEPER'S SHIN – PADS**

1. The goalkeeper's ~~shin~~ leg-pads are meant for the partial protection of the legs and feet of the user and consist of one or two interconnected pieces attached by wrapping straps to the limbs;
2. The goalkeeper's shin pads must be manufactured according to the sketch shown in Annex, and having as maximum measurements the ones mentioned and which are defined as follows:

##### **WIDTH**

UPPER TOP - 30 cm (thirty centimetres)  
 CENTRAL TOP - 27,5 cm  
 LOWER TOP - 25 cm (twenty five centimetres)  
 HEIGHT 65 cm (sixty five centimetres)

- 2.1. The protection for the feet may be ,or not, an individual and separate piece of the said ~~shin~~ leg-pads, but it will always have to observe the maximum HEIGHT of 65 (sixty five) centimetres, indicated in point 2 of this Article, and it cannot altogether increase, from out to out, the referred size. This protection will have a maximum WIDTH of 25 (twenty five) centimetres, adjusted to the inner part of the ~~shin~~ leg-pad, with a side reinforcement, with 11 (eleven) centimetres maximum height and 20 (twenty) centimetres from ~~out to out~~ **end to end**, lengthwise and along the shoe.
- 2.2. The maximum thickness allowed for these pieces is 5 (five) centimetres.
- 2.3. The fastening to the limbs – leg and foot – of each protection unit will have to be made independently and around each limb through 2 (two) or 3 (three) straps at the most, which can be fastened crossing the front parts of each piece or starting from the far sides, but always around the limbs of the user.
3. The materials to be used in the manufacture of these protections may be leather, cloth, canvas, synthetic or plastic products (provided they are malleable and flexible) and may never have, either outside or inside, any metallic products or with metallized coalings, or any other product that will be considered as endangering the physical **integrity** of the user and remaining players\*.

#### **ARTICLE 13 GOALKEEPER'S GLOVES**

1. The goalkeeper's gloves are meant for the protection of the hands and partially of the arms, and being not necessarily uniform in their shape and use in both upper limbs but each piece has **to** abide by the manufacturing sketch and sizes established and approved, for each piece.

2. The shape and manufacture of both goalkeeper's gloves is different from one another.

One of them must be articulated and flexible on its outer side, covered by a protection of determined thickness, and with the inner side, corresponding to the hand area, malleable and which will allow the user to hold and manipulate the "stick", of which the use is compulsory, by the goalkeeper.

This piece is subject to the following maximum measures:

WIDTH	20(twenty)cm
HEIGHT	40 (forty) cm
THICKNESS	5 (five) cm
Just in the areas designated as "protection"	

The other piece should be manufactured in such a way that when the hand is put inside it, it will assume the shape of two fingers, separated from one another, i.e. when open, being the maximum size at the end of the four fingers, 20 cm (twenty centimetres), with the stretching of the thumb (open) of 25 cm (twenty five centimetres) at the most.

This piece is subject to the following maximum measures:

WIDTH	20 (twenty) cm 25 (twenty five) cm
HEIGHT	40 (forty) cm
THICKNESS	5 (five) cm

None of these pieces, in all their perimeter and areas may have raw edges that may jeopardise the physical integrity of its user or remaining players, and its manufacture should abide by configurations of Annex and corresponding angle quota.

3. The materials to be used in their manufacture may be leather, cloth, canvas, synthetic or plastic products (provided they are malleable and flexible) and can never show either inside or outside, metallic or metal coated products, or any other product which could be considered as jeopardising the physical integrity of its user and remaining players\*.

#### **ARTICLE 14 PLAYER'S EQUIPMENT**

1. During a competition, the players will use a shirt or a T-shirt with the identification colours of the Club, District or Country they are representing.
  - 1.1. The player of each team called "Captain of the team" will compulsorily use an armband that will identify him/her, placed on the left arm, which will have be a different colour from the equipment shirt;
  - 1.2. In all official competitions the T-shirts or shirts of the players will have to be tucked inside the shorts.
2. The goal-keepers will use a shirt of a different colour from the ones of the field players of his/her team and also that will not be mistaken with the colour of the shirts of the opponent's team (including the one of the goal-keeper).
3. If two teams show up on the rink with shirts or T-shirts of the same or similar colours, that may induce in an error, the Referees will inform the "Team captain" of the local team to change the equipment to a different colour from his/her opponents'.
  - 3.1. If the game is disputed in a "neutral rink" for both teams, or in the case of International Tournaments and competitions, the team first mentioned on the designation of the calendar of the Games, will be considered the one that will have to change the equipment when the Referee so requires.

4. All the Shirts or T-shirts of the Players will have to be identified with numbers from 1 to 99, on the back of their equipment, in a colour different from the colour of the shirt and 30 (thirty) centimetres high.
5. Publicity on the Players' equipment, is allowed, provided it does not hinder the identification of the colour base of the equipment.
  - 5.1. Publicity is only allowed on dressing equipment pieces (T-shirts or shirts, shorts and ~~stockings~~ socks) and the space used for "publicity" cannot exceed the following measurements.

Game T-shirts (chest):	17 cms of height
T-shirt sleeves:	10 cms of width
Shorts (on the vertical / sides):	07 cms of width
<del>Stockings</del> socks:	07 cms of width

## CHAPTER 4 THE TEAM

### ARTICLE 15 COMPOSITION OF A TEAM

1. A roller hockey team is composed of 6 (six) players as follows: 1 (one) goalkeeper, 4 (four) ~~outplayers~~ **floor players** and compulsorily 1 (one) substitute goalkeeper. The limit of players' entries per team participating in a competition is 10 (ten) players, 5 (five) of them considered substitutes and who may, during the Game, substitute their team mates.
2. The official entry and identification of the players of each team is made through numbers (1 to 99), inserted individually on the back of the players' T-shirts or shirts - Art. 14~~th~~, paragraphs - 4 ~~and 4.1~~.
  - 2.1. Duplicated numbers are not allowed.

### ARTICLE 16 MINIMUM NUMBER OF PLAYERS TO START A MATCH

1. A team cannot be present on the rink to start a game with less than 5 (five) players "fit" to play on pain of forfeiting.
  - 1.1. A team can, in this case, be represented by 5 (five) players, but two of these will compulsorily have to be goal-keepers.
2. A 15 (fifteen) minute delay will be granted for the teams to be on the rink in the minimum conditions to start the game.
  - 2.1. After this time has elapsed, the referee will deem that the team or teams that are not present or still incomplete have **forfeited the match**.
  - 2.2. In case of forfeit of one or both teams, the referee will inform the organisers and mention this fact on the Match Return Sheet, for eventual sanctions that may later be applied by the qualified authorities.

### ARTICLE 17 MINIMUM NUMBER OF PLAYERS AFTER THE START OF THE MATCH

1. If, at any time during a match, due to injuries or sanctions, a team is reduced to only the goalkeeper and one ~~outplayer~~ **floor player** on the rink, the Referee must stop the game and consider the match ended.
  - 1.1. If the team that caused the suspension of the game for having reached the limit of the number of players on the rink, due to suspensions or banishments, the victory will automatically be awarded to the other team, under the conditions laid down by Rules of the Competition.
  - 1.2. If, however, the players left the rink due only to injuries, ratified by the Referees, the game can be repeated under the conditions laid down by the Rules of the Competition.

**ARTICLE 18  
ABANDONING THE MATCH**

1. A team that voluntarily abandons the rink during a game (friendly or official), will be excluded from the Competition and fined with an amount to be determined by the National or International Entities.

**ARTICLE 19  
THE TEAM CAPTAIN**

1. Each team will be represented by a player on the rink and before the Referees, designated as Captain of the Team, who will have to be identified and mentioned on the Game ~~Bulletin~~ **Sheet** of the Official Table and on the rink, on his/**her** uniform as indicated in Art° 14°, item 1.1.
  - 1.1. The Captain of the Team will be the only player who may address (in correct terms) and request any explanation from the Referees, that ~~these~~ will deem justified and correct.
  - 1.2. Whenever the appointed Captain is not in the rink, he/**she** must indicate **to** the Referees which of the players on the rink assumes the role of Team Captain.



**CHAPTER 5 THE GAME OF RINK-HOCKEY**  
**ARTICLE 20**  
**PRELIMINARIES**

1. Up to 10 (ten) minutes before the time scheduled for the beginning of the game, and near the Referees' dressing room, the choice of the half rink will ~~have to be made, drawing lots by the Referees~~ **be made by the Referees** tossing a coin in the presence of the Captains of both Teams and / or their Delegates.
2. The Captain or Delegate of the team winning the toss will choose the half rink that will be used during the first period of the game, having as alternative the choice of the starting stroke to begin the game. In either situation and according to the decision made by the Team with the choosing option, the other team will be subject to the decision of its opponent and subsequent alternating situation.
3. After this, the Referees, still in the presence of the Team Captains and / or Delegates, will choose the Game ball from among the balls presented by these.
  - 3.1. In Tournaments or International Championships, the balls of the game are supplied by the Organisation and placed on the Official Game Table, before the beginning of each Game.

**ARTICLE 21**  
**NORMAL DURATION OF A MATCH**

1. The normal duration of a roller hockey match is set depending on the age categories, which are the following:
  - 1.1. For **Senior category matches**: 2 (two) periods of 25 (twenty-five) minutes each, or
  - 1.2. 2 (two) periods of 20 (twenty) minutes each when the schedule compels the teams to make two games per day or still daily games and consecutive days for a period of more than 4 (four) days.
  - 1.3. For Junior category matches:  
2 (two) periods of 20 (twenty) minutes each;
  - 1.4. For Schoolboys category matches:  
2 (two) periods of 15 (fifteen) minutes each.
2. All the times indicated are effective playing times.
  - 2.1. Between the first and second periods of the game there will always be an interval of 10 (ten) minutes
3. At the beginning of the second period of the Game, the teams will occupy the half-rink opposed to the one they had at the beginning of the game.

**ARTICLE 22**  
**TOLERANCE FOR THE BEGINNING OF THE GAME**

1. Any team will have a tolerance of 15 (fifteen) minutes (over the time scheduled and indicated in the calendar of games for the beginning of the game) to be on the rink, prepared to dispute the same.

**ARTICLE 23  
NO SHOW OF A TEAM**

1. Once the time for the mentioned tolerance has elapsed (Art. 22 of these Rules) any team that does not show on the rink or that, although present, does not have the minimum number of players required to begin the game, will lose the game due to “no show”.
2. Whenever a “no show” is registered to any of the teams, the Referees should mention the circumstances that determined such a decision on the Game ~~Bulletin~~ [Sheet](#).

**ARTICLE 24  
STARTING THE GAME**

1. At the beginning of the game (first half) the ball is placed on the centre of the 3 (three) metres circle that is signalled on the line of half rink.
  - 1.1. Identical procedure will be followed at the beginning of the second half, and whenever a goal has been scored.
  - 1.2. The team effecting the first shot at the beginning of the game (first half) will be chosen by drawing lots (Article 20 of these Rules). The other team will execute the starting shot at the beginning of the second half (re-starting) the game.
  - 1.3. After a goal is scored, the game will be re-started again by the team ~~that suffered it~~ [scored against](#).
2. During the execution of the starting stroke all players must be in their own half of the rink and only 2 (two) of them - the executing player and another one of his/[her](#) team - will be allowed to stay within the circle.
  - 2.1. Upon the sound of the referee’s whistle, to execute the restarting stroke the ball will be at play and the player designated to do so may strike the ball in any direction, and the opponents will be allowed to strike the ball if he/[she](#) hesitates or takes too long doing it.
  - 2.2. On the rinks with maximum size (44m x 22m) where the anti-play line coincides with the line dividing each half rink, upon the execution of re-starting stroke it is allowed to send the ball back into the half rink of the executing player, as long as it does not overpass the central circle.
3. If the player in charge of restarting the game decides, after the referee’s whistle, to shoot directly to the opponent’s goal-cage and scores a goal - without the ball having been touched or played by any other player-, the goal will not be validated by the Referee who will then order a face-off in one of the ~~inferior~~ [rear](#) corners of the goal-cage [keepers](#) area through where the ball entered.

**ARTICLE 25  
GETTING IN AND OUT OF THE RINK**

1. Each team will enter and leave the rink by the entrance indicated by the organisers of the competition.
2. Any player may be replaced by a substitute player.

- 2.1. During the execution of a penalty shot or direct free hit substitution of players cannot be affected by any of the teams.
  - 2.2. The teams may proceed to any replacement before the Referees whistle for the execution of a penalty shot or direct free hit.
  - 2.3. However, if a replacement should occur during a penalty shot or direct free hit, the referees will have to stop the game, punishing with a “Blue card” and a 2 (two) minute suspension both the replaced and replacing players.
  - 2.4. In this case, and after punishing the transgressors the game will be restarted with the repetition of the penalty shot or direct free hit that was being performed.
1. The substitute player will not be allowed to come onto the rink before the player being substituted has left. Substitutions should only be made through the approved entrance to the rink that was allocated to be used by each team.
  2. The goalkeepers may be substituted availing of a stoppage in the game.
    - 2.1. In this case, and after being informed the Referees will allow a maximum of 30 (thirty) seconds for the substitution to be effected, before restarting the game.
  3. A team may never, regardless of circumstances, have more than 5 (five) players on the rink.
    - 3.1. Should an infraction to this Rule occur, the Referees will stop the game immediately and expel the player(s) who unduly entered the rink and the player(s) who was (were) about to be replaced with the exhibition of the “blue card” and for two minutes.
    - 3.2. If it is not possible to identify any of the players that ~~was~~ were going to be replaced, the captain of the offending team shall be suspended.
      - 3.2.1. When more than one irregular substitution takes place at the same time, the Captain of ~~the~~ team of the offenders shall have to indicate ~~to~~ the Referees which of the other players on the rink, should have to be suspended.
    - 3.3. The game will be restarted with an indirect free hit against the offending team, ~~effected~~ near the place where the transgression was committed.
  4. ~~It is not allowed for a player~~ A player is not allowed to jump or climb over the barrier, without having the explicit authorisation of the Referee.
    - 4.1. If an infraction to this Rule is verified, the offending player will be warned, by the exhibition of the “yellow card”. Should the player repeat the same infraction, he will have to be suspended for five minutes by the exhibition of direct “blue card”. According to the type of infraction the Team of the offending player, will be punished with an indirect free hit on the place where the fault was committed or a direct free hit (point C of the Rink).

**ARTICLE 26  
RESERVE PLAYERS**

1. A player who leaves the Rink becomes a “substitute”, except when:
  - a) He/she has been expelled, (red card) situation in which he/she is definitely excluded of any participation in the Game having to abandon the substitutes’ bench.
  - b) He/she has been temporarily suspended, (blue card) situation during which he/she cannot take any part in the Game while the suspension lasts, and he/she cannot therefore be considered ~~A~~ a substitute player.

**ARTICLE 27  
SUBSTITUTION OF GOALKEEPERS**

1. The goalkeepers may be replaced under the same conditions as the other ~~field~~ floor players.
2. In the event of all goalkeepers being injured, a term of 3 minutes will be granted to enable any other player to get equipped and take the place of the goalkeeper.
3. If the goalkeeper on the rink suffers an injury, or if his equipment is damaged, he must immediately be replaced by the substitute goalkeeper.

**ARTICLE 28  
TIME OUT**

1. Each team may request a time-out for each period of the match, which will last 1 (one) minute.
  - 1.1. If a team does not request the time-out, it is entitled to, **during the first period of a match then that team is not entitled to two “time-outs”**, ~~may not request two “time-outs”~~ during the second period of the game.
  - 1.2. The “time-out” can only be allowed during normal playing time, ~~hence~~ **hence** during extra-time of any game, no time-out is allowed, even if the team has not requested any “time-outs” during the normal time of the Game.
2. A request for “time-out” must be made by the Delegate of the team to the Official Game Table, and the latter, upon the first interruption of the Game, should:
  - 2.1. switch on the sound signal of the Official Table and in a visible way advise the Referees, with a gesture, of the interruption to grant a time-out beckoning at the same time to the left or right, thus indicating which team made the request.
  - 2.2. Control the duration of the time - out (one minute), informing the Referees also by means of a sound signal of its end and restarting of the Game.
  - 2.3. Indicate on the Game ~~Bulletin~~ **Sheet** all the “time-outs” allowed to each team.
3. A time-out requested by any of the teams shall only be allowed after the confirmation and specific authorisation of the Referees, upon a stoppage in the game.
  - 3.1. If, when the stoppage occurs, the Referees verify there is one or more injured players on the rink, the time-out will only start counting after the injured players have been assisted or after their leaving the rink.
  - 3.2. In any case, it falls to the Referees to indicate to the Official Table the start of the requested “time-out”, which will always be recorded on the Game ~~Bulletin~~ **Sheet** to the team that requested it, even if the team renounces ~~to~~ it afterwards.

- 3.3. If the team that requested the “time-out” does not wish to use the maximum time allowed, the Referee will order the game to restart immediately, and it will not be necessary to wait for the end of the full period of the “time-out”.
4. During the “time-out”, the players of both teams on the rink are allowed to gather by the side barriers near the area reserved for substitute players, assistant coaches and Delegates but these however, are not allowed to enter or stay within the rink.

Only the substitute players when replacing any of their team mates, may enter the rink as long as what is established under Article 25 of the present Rules is carried out.

5. During the period of “time-out” the Referees must position themselves in the centre of the rink, facing the Official Game Table, keeping the ball during the “time-out”. When time-out elapses, they will always have to order the restarting of the game by blowing the whistle, respecting the transgression and the ~~local~~ location indicated before the interruption for “time-out”.

#### **ARTICLE 29 FACE-OFF**

1. Whenever the Referees stop the game, without any foul having been committed by the players of both teams, a face-off will be ~~effected~~ signalled to restart the game.
  - 1.1. Whenever a player of one of the teams takes the ball under control, and the game is interrupted for accidental reasons not imputable to that team, the game will be restarted with an indirect free hit, awarded to the team who had control over the ball at the moment of the interruption, and on the same place where the ball was when the Referee whistled to interrupt the game.
2. During the execution of a face-off a player of ~~of~~ from each team will stand facing each other, with their backs to their own half rinks and sticks resting on the rink surface at a distance of 20 (twenty) cm from the ball.
  - 2.1. Except for the players placed to take the face-off, all other players of both teams must place themselves at a distance of at least 3 (three) metres from the point where the ball is.
  - 2.2. During the face-off any player may only touch the ball after the Referee’s whistle.
  - 2.3. If the ball is touched or moved by one of the players before the Referee’s whistle is blown, a foul will immediately be indicated and an indirect free hit will punish the offender’s team on the same spot where the ball was to ~~effect~~ affect the face-off.
3. To order a face-off the Referees will lift one of their arms above the head with two fingers separated forming a “V” (victory sign).

**ARTICLE 30  
PLACE WHERE A FACE-OFF IS TAKEN**

1. The place where a face-off is taken shall be indicated by the Referees, depending on the place where the ball was at the moment when the game was stopped, bearing in mind the following specific situations:
  - 1.1. After a non valid goal, scored irregularly due to having been obtained directly by the hit starting the game, the face-off will be taken from one of the inferior corner spots of the goal-cage area, more specifically, the corner nearest to the place where the ball entered the cage.
  - 1.2. When a goal is considered non valid due to having been scored irregularly, directly from an indirect free hit, i.e. without the ball having been touched or moved by another player of the same team of the executing player - the FACE-OFF will be taken from one of the corner spots of the goal-cage area, more specifically, the corner nearest to the place where the indirect free hit was taken.
  - 1.3. Should the ball become “out of play” for having been stuck in the goalkeeper’s shin-pads, nets or in any the outer part of the goal cage, the FACE-OFF will be taken from one of the corner spots of the goal cage area, more specifically, nearest to the point where the ball was at the moment of the interruption of the game.

**ARTICLE 31  
DEFINITION OF GOAL**

It will be considered a goal each time the ball has completely crossed over the line drawn between the two vertical posts of the goal mouth (goal line) or the area delimited by the front structure of the goal-cage.  ~~, composed of “two vertical poles and one horizontal on top of them and attached to both”.~~

**ARTICLE 32  
GOAL AT THE END OF PLAYING TIME**

1. If a goal is scored during the last seconds of the first period or of the end of a match and simultaneously with the “sound signal” of the Official Table of the Game, the Referees will validate the goal and order the execution of the starting shot and immediately after they signal the end of the first period or the end of the Game.
2. In either case, it will always be the whistle of the Referees that will indicate the beginning or end of each period of the Game. The sound signal of the Official Game Table will be blown as a mere indicator of times or in situations of information to the Referees

**ARTICLE 33  
SELF INFLICTED GOAL**

A goal scored by a player in his own goal-cage (against his own team), either off his stick, skate or any part of his body, will always be considered valid, irrespective of that player's position on the rink, and even if scored directly, either from a shot from the centre spot to restart the game or during the execution of an indirect free hit

**ARTICLE 34**  
**GOAL IN THE OPPONENT'S CAGE**

A goal can be scored from a shot from any part of the rink, except when the goal is scored irregularly namely when obtained from a direct shot either during the execution of a starting shot or during the execution of an indirect free hit - see Art. 24 paragraph 3. and article 39 paragraph 1. and 1.2. of these Rules.

**ARTICLE 35**  
**BREAKING OF A TIE**

If, at the end of the second period of the Game the two teams are even in number of goals scored (a draw), and a winner is required, procedure will be as follows:

1. Extra-Time

1.1. After the second period of the game is ended, an interval of 3 minutes will be granted. During this interval, the Referee on the rink, with the presence of the Captains of both teams will draw lots, (tossing a coin) to choose the half rink and the team which will start the game, according to Art.20, paragraph 2.

1.2. The extra-time - two periods of 5 (five) minutes - effective time - each, with no interval between the two periods, will begin. The teams will change ~~half rinks ends~~ at half the extra time. **The game will be finished when one of the team scores the goal (GOLDEN GOAL)**

1.3. Any player who is serving a period of suspension at the end of normal playing time, will have to complete the remaining time of suspension during the beginning of the extra time and will then be allowed to take part in it.

2. Series of Penalty Shots

If, after the end of the extra time, the score is still even (a draw), the winner shall be decided by means of penalty shots, according to the following conditions:

2.1. The Referees on the Rink and in the presence of both Team Captains will take note of the numbers, ordered in sequence, referring to the players of each team that will execute the first series of 5 (five) penalties. Then the Referees, still in the presence of the Captains of both teams, will draw lots (tossing a coin) to define which goal-cage and which Team will begin the execution of the series of penalty shots

2.2. To effect the penalty shots, the players designated to do so, will have to shoot directly towards the goal mouth and they cannot move driving the ball trying to dribble the goalkeeper nor make a second charge to the direct shot.

2.3. Except for the contents of paragraph 2.4 of this Article, teams may use any of their players to execute the penalty shots, except for the players who had been expelled or still serving a period of temporary suspension at the end of preceding extra-time.

2.4. The team scoring more goals at the end of the execution of the series of penalties will be declared winner, and ,to get the winning team ,as many series of penalty shots as necessary shall be taken, according to the following sequence:

2.4.1. Series of (five) penalty shots

The players of each team will have to execute, by turns, the first series of 5 penalties, according to the following conditions:

- a) Each team will have to use 5 (five) different players in the execution of the first series of penalties, but the defending goalkeeper may always be the same;
- b) If before both teams have completed their five shots each, one of them has scored more goals than it will be possible for the other team to obtain with the number of shots left, the game will be over, being declared winner the team that has scored more goals.

#### 2.4.2. Successive series of 1 (one) penalty shot

once the first series of 5 (five) penalty shots is ended, the score is still even (a draw), the winning Team of the Game shall be decided as follows:

- a) A player of each team, by turns, will take 1 (one) penalty shot until one of the teams scores and the other team fails to score and the team that has the greatest number of scores
- b) During the successive series of 1 penalty, one single player may execute all the penalty shots for his team.



**CHAPTER 6 FOULS AND PENALTIES**  
**ARTICLE 36**  
**TRANSGRESSIONS AND ADVANTAGE RULE**

1. All transgressions to the Rules of the Games will be punished, except for ~~the~~ cases when the Referees apply the “**advantage rule**” allowing the game to go on so that the team of the transgressor player will not benefit from it.
2. After the “advantage rule” is granted, the Referees should not interrupt the Game to warn the transgressor player (yellow card), and should, for that effect, wait for the next stoppage to take appropriate disciplinary action.
3. The Referee will only interrupt the game to signal a foul when the rules have been violated in such a way as to hinder the opposing team from playing.

**ARTICLE 37**  
**PENALISATION OF FOULS**

1. Except in those cases where the referee has to apply the” Advantage Rule”, all fouls committed during a match will be penalised, according to their degree of importance, and consequent application of one of the following punishments:
  - 1.1. an indirect free hit
  - 1.2. a direct free hit
  - 1.3. a penalty shot.
2. Fouls committed within the goal-cage area of the offending player’s team will always be penalised with a penalty shot, which should be signalled:
  - 2.1. When committed against a player of the opposing team.
  - 2.2. In the case of deliberate physical contact against an opponent, even if the latter places himself/~~herself~~ or moves within the goal-cage area of the offending player’s team.
  - 2.3. When the fault committed within the goal-cage area of the offending player’s team is intentional and when the ball is detained or deviated from ~~it’s~~ **its** normal course by any part of the body, skate, as well as when using the stick the ball rises above **1.50** (~~one comma fifty~~) metres from the floor of the Rink.
3. Fouls committed outside the penalty area of the offending player’s team will always be penalised with a free hit, either direct or indirect, depending on the nature and / or gravity of the foul.

**ARTICLE 38**  
**THE INDIRECT FREE HIT**

1. The **indirect free hit** is executed moving the ball with a single touch taken by a player or a shot ~~effected~~ **affected** by a player against the team of the offender. Upon the execution of the indirect free hit the ball must be still.
2. Under normal circumstances, the **indirect free hit is freely taken** without the Referees having to whistle to restart the game.

- 2.1. When there is a delay in taking the hit, the Referees will whistle to order the game to start immediately.
- 2.2. If the player taking the hit requests the Referees to order the opposing players to place themselves at the official distance (Art. 38), the indirect free hit will have to be taken only after the Referee's whistle to restart the Game.
- 2.3. After the Referees' whistle, the ball is at play and any player of the team opposing the executing player may get the ball and continue the game.
3. **The place where an indirect free hit** is taken will be determined according to the following rules:
  - 3.1. In case of fouls committed **within the opponent's goal-cage area**, the indirect free hit will be taken in the *highest corner* of the goal-cage area, nearest to the place where the foul was committed.
  - 3.2. In case of fouls committed **behind the goal line**, the indirect free hit will be taken in the *inferior corner* of the penalty area nearest to the place where the foul was committed.
  - 3.3. In case of any other fouls, committed on the remaining areas, the corresponding indirect free hit will be taken on the **same spot where the foul was committed**.
  - 3.4. In the case of fouls committed close to the side barrier, or whenever the ball is thrown out of the rink, the indirect free hit should take place on the spot where the infraction was committed or the ball went out and at a distance of 70 (seventy) cm from the barrier.

#### **ARTICLE 39 TAKING AN INDIRECT FREE HIT**

The player taking the indirect free hit, after touching the ball, may only play it again, after:

- 1) the ball has been touched or played by any other player;  
or
- 2) the ball has touched the exterior of one of the goal cages.

#### **ARTICLE 40 POSITION OF THE PLAYERS DURING INDIRECT FREE HITS**

- 1) When an indirect free hit is being taken, **the players of the punished team must take up their positions on the rink, 3 (three) metres** away from the place where the ball will be placed.
2. The players of the team executing the indirect free hit are free to position themselves anywhere on the rink, except within the opposing goalkeeper's protection area.

#### **ARTICLE 41 GOAL SCORED FROM AN INDIRECT FREE HIT**

1. A goal scored from an indirect free hit, **without the ball having been touched or played by another player** than the striker, regardless of which team he belongs to, **will be annulled**.

- 1.1. If a player of the punished team (including the goalkeeper) touches the ball before it enters, the goal cage, the **goal will be valid**.
- 1.2. However, if the ball touches the goal cage and enters the cage, without having been touched or played by another player, the **goal will be annulled**.

#### **ARTICLE 42 THE DIRECT FREE HIT**

1. The direct free hit is taken on the **offending player's** half rink ~~of the infraction's~~ by a player of the opponents' team and the player executing the hit is allowed to:
  - 1.1. Shoot directly towards the cage of the opponents goal keeper and it will be considered a valid goal if the ball enters the cage without touching any other player (including the goal-keeper);
  - 1.2. Play the ball in all circumstances (passing the ball to another player, making use of a rebound of the ball against the cage or barrier, etc.);
  - 1.3. Skating with the ball towards the opponent's goal-cage, with the intention of beating or dribbling the goalkeeper.
2. During the execution of a direct free hit, the Referees should bear in mind that:
  - 2.1. None of the teams may effect any replacements;
  - 2.2. Excepting the player taking the direct free hit and, the goalkeeper of the punished team ~~who is not allowed to overpass the of 50 (fifty) centimetres demarcation line~~— all the other players must be placed at least 8 (eight) metres behind the ball line (having as reference the limit line of anti-game of the half rink of the executing player's team).
3. The direct free hit will always be taken on spot "C" (see Appendix 1 - Diagram of the rink) nearest to the goal-cage of the offending player's team, regardless of the place where the foul was committed.
4. No player, including the defending goalkeeper, is allowed to move or get away from the limits indicated until the referee has blown his whistle for the execution of the direct free hit.
5. Upon the referee's whistle, the ball is immediately at play and any player of the punished team may try to come closer and / or get hold of the ball and continue the Game.

#### **ARTICLE 43 HOW TO SIGNAL A DIRECT FREE HIT**

1. To signal a direct free hit, the Referees will raise one of his arms, (with his hand open) to show his decision ~~conveniently and~~ with no doubts.
2. Upon the execution of a direct free hit the Referees should require that all players place themselves quickly in the ~~correct~~ **correct** position in the places determined and already indicated.

The players responsible for any deliberate delay will be “admonished” (with the exhibition of a yellow card), as this is considered improper behaviour.

#### **ARTICLE 44 THE PENALTY SHOT**

1. Whenever the goalkeeper or any other player defending his team’s goal-cage commits a fault, within the goal-cage area of his team, it will be punished by a penalty shot.
2. The penalty shot will be taken on the spot indicated to that effect, on the line marking the goal-cage area of the offending player’s team. The player taking the shot ~~is allowed to:~~ **must shoot directly towards the goal cage with only one strike of the ball.**
  - 2.1. play the ball in all circumstances (passing the ball to another player, making use of a rebound of the ball on the cage or barrier, etc.);
  - 2.2. shoot directly towards the goal cage;  
or
  - 2.3. skate with the ball towards the goal-cage with the intention to beat or dribble the opponent’s goalkeeper.
3. When a penalty is signalled and at the **same time the Official Table of the Game blows the sound signal indicating the end of the first or second period of the game**, the Referees will have to extend the effective playing time so that the penalty shot is executed. After the Referee’s whistle, the executing player will have 3 (three) seconds to execute the penalty.
  - 3.1. The above mentioned 3 (three) seconds will be controlled by the Official Table of the Game, using a sound signal to indicate to the Referees the end of the time.
4. The player executing the penalty shot ~~may choose from the following options.~~ **must shoot directly towards the goal cage with only one strike of the ball. (As the rule has been rewritten)** He is not allowed to replay the ball.
  - a) He may take the ball, trying to beat or dribble the opponent’s goal-keeper, having only 3 (three) seconds to shoot at the goal-cage. He is not allowed to replay the ball.
  - b) He may shoot directly at the goal-cage. He is not allowed to replay the ball
  - 4.1. If the result of the penalty shot is a GOAL, the Referees will have to assure that the same is considered valid ordering to that effect the execution of the corresponding starting shot and whistling immediately after this to end the first or second period of the game.
  - 4.2. If from the execution of the penalty shot no goal is scored the Referees will immediately sound the whistle to end the first or second period of the game.
5. During the execution of a penalty shot none of the teams may effect any replacements
  - 5.1. With the exception of the executing player and the goalkeeper of the punished team ~~(who is not allowed to overpass the 50 (fifty) centimetres limitation line)~~ all the other

players must place themselves beyond the line delimiting the half rink, placing themselves on the half-rink of the team of the player executing the penalty.

6. No player, including the defending goalkeeper, is allowed to move or skate until the referee sounds his whistle for the execution of the penalty shot.
  - 6.1. Upon the execution of the penalty shot, and until the Referee does not whistle for the execution of the same, the goalkeeper **must stand on his skates. He may not lean either his stick or his gloves on the rink.**
7. After the Referee sounds his whistle, for the execution of the penalty shot, the ball is at play, and any player of the punished team may try to shorten the distance and / or get hold of the ball and continue the game.

#### **ARTICLE 45 FREE HITS AND DISCIPLINARY ACTION**

1. A free hit can be direct or indirect, depending on the nature and / or gravity of the fault.
2. Unless otherwise indicated, through appropriate signals made by the Referees, all faults are penalised with indirect free hits.
  - 2.1. Whenever the Referees decide to punish a fault with a direct free hit, he will use the appropriate signs (Article 43, paragraph 1 of these Rules).
  - 2.2. A direct free hit will be indicated to punish serious fouls of the players, such as rough play, violent or dangerous tackling and charging, etc., punished with the exhibition of the blue card (five minutes suspension) or exhibition of the red card (expulsion from the rink) as a direct result of the gravity of the fault committed.
3. If, during the course of the game, a player who has already been punished once with a yellow card commits another foul, deserving a second yellow card, the Referees must act as follows:
  - 3.1. Show the yellow card and, considering the accumulation 1+1, this will be followed by the blue card, with indication to the Official Table of the Game of suspension for 2 (two) minutes of the transgressor player;
  - 3.2. If the game is interrupted to ratify an infraction and to exhibit a yellow card, if this is the first shown to the player, an indirect free hit will be ordered against the offender's team.
4. Whenever the gravity of the foul committed against an opponent is susceptible of suspension of the infractor player (irrespective of whether a yellow card has already been shown to the offender or not), the Referees will act follows:
  - 4.1. Interrupt the game and show the offending player directly the blue card indicating to the Official Table of the Game the suspension of the offending player for 5 (five) minutes;
  - 4.2. Have the game restarted with a direct free hit, or a penalty shot against the team of the infractor, and depending respectively on the area where the foul was committed, i.e. inside or outside the goal-cage area of the offending player's team.

**ARTICLE 46**  
**FOULS FOR ROUGH INCORRECT AND UNFAIR PLAYING**

1. The practice of Rink Hockey Game does not allow rough ,incorrect and unfair play and all irregular conduct should be punished by the Referees, forbidding and penalising namely:
  - 1.1. Pressing an opponent against the goal cage or the rink barriers;
  - 1.2. Charging, pushing and deliberately obstructing an opponent;
  - 1.3. Fencing or hitting opponent players with the stick or grabbing them by a part of their bodies or equipment;
  - 1.4. Fighting, punching, kicking, or any other kind of aggressions.
2. Except for the goalkeeper within the goal-cage area of his team, no player is allowed to grab the goal cage structure while playing the ball.
3. Hitting or hooking an adversary with the stick is a particularly violent and dangerous act, that the Referees will severely punish, both technically and disciplinarily bearing in mind the following criteria:
  - 3.1. Hitting or hooking an adversary on the back with the stick while he is skating on the rink shall be regarded as a foul to be punished with the exhibition of a red card, banishment from the rink, for the infractor player.
    - a) However, if the hit or hooking was committed against the opponent's padded lower limbs, and apparently with no intention (it will be so when the player, upon sensing the hooking drops his stick) this fact can be considered by the Referees as an attenuating circumstance of the behaviour of the offending player.
    - b) Whenever this attenuating circumstance may be considered, according to the Referee's opinion, the blue card will be shown to the offending player and a 5 (five) minute suspension will take place.
  - 3.2. In either case, the Referees shall interrupt the game immediately, and after punishing the infraction, with suspension or expelling the offending player, they should penalise his team, ordering a **direct free hit or a penalty shot**, depending on the fault having been committed **within or outside the goal-cage area** of the offending player.
  - 3.3. Nevertheless whenever and **in spite of the infraction**, the opponent's team **benefits from a situation of impending goal**, the Referees shall apply the advantage rule so as not to benefit the infractor, permitting the move in progress to be completed, following which he will act as follows:
    - a) If the move ends in a goal, the Referee will validate it and **before restarting the Game with the relative starting shot**, he shall suspend or expel the offending player.
    - b) If the move **does not end with a goal**, the Referee will interrupt the game, suspend or expel the offending player, restarting the Game with a **face-off** in the place where the Game was interrupted

**ARTICLE 47**  
**DELIBERATE OBSTRUCTION OF AN OPPONENT**

1. Intentional obstruction of an opponent, hindering or preventing him/her from playing the ball is forbidden in all cases.
2. It is considered deliberate obstruction when:
  - 2.1. Placing oneself squarely in front of an opponent, hampering his/her movements;
  - 2.2. Cut off or bar the way of an opponent or, jostling him/her against the barrier, to hinder him/her from playing;
  - 2.3. Enter or place oneself motionless in the opponent goalkeeper's PROTECTION ÁREA, without having the ball;
  - 2.4. Cut off or bar the way of an opponent hindering his/her movement (when he/she does not have the ball), or prevent him/her from taking part in the action in progress.
3. If there is intentional physical contact with the opponent, the offending player will be warned with a yellow card, and his/her team will be penalised as follows:
  - 3.1. with an indirect free hit, whenever the deliberate obstruction was not effected to hinder the ~~isolation of the~~ opponent or another situation susceptible of scoring a goal;
  - 3.2. with a penalty shot or a direct free hit, depending on whether the foul was committed within or outside the goal-cage area of the offending player, or the deliberate obstruction prevented ~~the isolation of the~~ opponent **moving** towards the goal-cage or any other situation susceptible of scoring a goal.

**ARTICLE 48**  
**DISCIPLINARY ACTION OF THE REFEREES**

1. The Referee has the right to take appropriate disciplinary action to punish players, coaches, team assistants and managers whose conducts or behaviours within or outside the rink and during the Game will not be deemed as ~~correct~~ **correct**, bearing in mind all the Rules detailed in these Rules of the Game.
2. In the Game of Roller Hockey any irregular conduct consequent of **incorrect and / or violent game play** should be strictly punished by the Referees particularly in relation with the gravity of the infraction committed by the transgressor player.
  - 2.1. The goalkeeper can be punished like any other player and if he is expelled he will be replaced by the substitute goalkeeper;
  - 2.2. In the event of players being expelled, the Referees must provide on the Game ~~Bulletin sheet~~ **sheet** a detailed information on the incidents and / or infractions that motivated his decision.
3. Upon exercising the disciplinary action the Referees will make use of three cards of different colours measuring 12 (twelve) x 9 (nine) centimetres.

- 3.1. The use and exhibition of the cards - **yellow, blue, red** - by the Referees for the clear indication of the punishments attributed, should correspond to a direct relation infraction / punishment, defined by the criteria of the punishment.
4. During the Game, the above mentioned cards should be used as follows:
- 4.1. The yellow card - warning, whenever:
- Antisporting manners towards the Referees and / or opponents;
  - No regard for established regular distances, upon the execution by the opponent's player of **Direct or Indirect Free Shots and Penalties**;
  - Intentional obstruction (Art. 47 of these Rules);
  - Seizing the opponent player by any part of his body (without causing any physical damage).
- 4.2. The blue card - suspension, whenever:
- Antisporting manners towards ~~sportive~~ Managers and / or public in general;
  - Pushing or squeezing the opponent(s) **against the rink barriers or the goal-cage frame**, in a direct and intentional way;
  - Pushing or charging the opponent(s) violently;
  - Hitting or fencing with the stick against any part of the opponent's body, harming them;
  - Hooking **the** stick on the lower limbs and / or skates of the opponent(s), **throwing them down**.
- 4.3. The red card - expelling, whenever:
- Antisporting manners with aggression attempts and/or aggression of opponent(s), Referee(s) Manager(s) or public in general;
  - Fights, punches, kicks or any other type of aggression on the opponent's or among opponents during the Game;
  - Hooking the stick** on the lower limbs, body or skates of the opponent when the offending player acts **on the back of the opponent**, intentionally and violently;
  - It is always considered intentional attitude when the offending player, sticking the "stick" towards the opponent, keeps manipulating it, **throwing the opponent down**.
5. Whenever an infraction susceptible of becoming an yellow or blue card, will **jeopardise the physical integrity** of the opponent(s), the infringing player should be punished with a **RED CARD**.
6. According to the punishment given to the offending player, the Referees should mark and have the punishments executed against the team of the offending player, according to the determinations of these Rules.

#### ARTICLE 49 GRAVITY OF FOULS

The more a Foul has contributed to **hinder the scoring of a possible goal**, all the more or less **grievous** it will be considered.



**ARTICLE 50  
RESTRICTIONS TO THE PARTICIPATION OF THE PLAYERS**

1. No player will be allowed to play the ball or take active part in the game if any of the under mentioned conditions occur:
  - 1.1. the wheels of his skates are blocked up;
  - 1.2. one of his skates is damaged or separated from the boot;
  - 1.3. his stick is not in one of his hands;
  - 1.4. If, besides his skates, any other part of his body is touching the rink .except for the goalkeeper, in his goal-cage area;
  - 1.5. If he is leaning or grabbing the goal-cage, except for the goalkeeper in his goal-cage area;
  - 1.6. If he is standing still with the ball behind the goal cage, using the goal cage as an obstacle.
2. The Referees will order immediate eviction off the rink of any player whose equipment is in bad conditions.
  - 2.1. However, the Referees will only stop the game if the player in such a condition takes any active part in the game, which will **always** be considered a violation to the Rules;
  - 2.2. If the Rule is infringed and the fault is signalled, the game will restart as follows:
    - a) with the execution of an **indirect free hit**, whenever the violation was not perpetrated to hinder the ~~isolation~~ of the opponent or another situation of possible goal scoring;
    - b) with the execution of a **penalty or a direct free hit**, depending on whether the foul was committed within or outside the goal-cage area of the offending player's team, and whenever the violation ~~avoided the isolation of~~ **hinders** the opponent or any other situation of possible scoring of a goal.

**ARTICLE 51  
PLAYING THE BALL**

1. The ball can only **be played with the stick** although ,and as long it **does not prevent a goal** from being scored, the ball may be stopped with the skate or any part of the body (not deliberately), but never with the hand.
2. Stopping the ball with the hand or kicking it intentionally is a violation that will be penalised as follows:
  - 2.1. If the fault is committed within the goal-cage area of the offending player's team, a penalty shot will be signalled;
  - 2.2. If the fault is committed **anywhere else on the rink**, the offending player's team will be penalised as follows:
    - a) **A direct free hit**, if the fault hinders the development of a move from which the team of the offending player could suffer a goal;
    - b) An **indirect free hit** if the infraction is committed anywhere else on the rink

**ARTICLE 52  
USE OF THE STICK**

1. While playing the ball or being involved in the match action, a player **may not raise any part of his/her stick** above the level of his/her own shoulder.
2. However, **this restriction does not apply** when a player is carrying out a shot at the goal, providing the raised stick does not endanger the physical integrity of any other player on the rink, either opponent or team-mate.

**ARTICLE 53  
POSITION OF THE STICK TO PLAY THE BALL**

1. The ball may only be moved or hit with the ~~flat~~ **flat** parts of the stick blade and, it is **forbidden** to “chop” the ball, i.e. hitting the ball with the sharp edge of the blade of the stick.
2. **Any irregular use** of the stick will be considered as **dangerous play**, which the Referees should punish with the corresponding fault against the team of the offending player and according to the place on the rink where the fault was committed, the execution of an **indirect free hit or a penalty** (whenever committed within the goal-cage area of the offender’s team).

**ARTICLE 54  
BALL OUT OF PLAY**

1. Should the ball get stuck in the goalkeeper’s pads or in the outside netting of the goal cage, it will be considered **out of play**.
2. In this situation, the Referee will interrupt the game that will then restart with a **face-off** in one of the corners of the goal-cage area nearest to the point where the ball was, at the moment of the interruption.

**ARTICLE 55  
RISING OF THE BALL**

1. During the game, the ball must not be risen above 1.50 (~~one-coma-fifty~~) metres, except for the goalkeeper in his goal-cage area.
2. Nevertheless it will not be considered as fault if the ball rises (beyond the height established) resulting from a rebound, including rebounds against the goal-cage or rink barriers, provided that the ball does not leave the rink.

**ARTICLE 56  
BALL OUT OF THE RINK**

1. Should the ball go out of the rink, either by being intentionally thrown by one of the players or unintentionally by skipping on the player, the game will restart with an **indirect free hit** against the offending player’s team.
2. Should the ball go out of the rink either by “ricochet effect” between two sticks, or following a situation involving two or more players, and should the Referees be uncertain as to which player committed the foul, the game will be restarted with a **face-off**.

**ARTICLE 57  
DISPLACING THE GOAL-CAGE**

1. Whenever the goal cage becomes displaced for any reason whatsoever, the game will be immediately interrupted by the Referees.
2. In such a situation the Referees' complementary action should mind the following circumstances:
  - 2.1. if the displacement of the goal cage was due to the intentional act of a player of the defending team, the game will always be restarted with a penalty against the offender's team;
  - 2.2. if the displacement of the goal cage was due to the obstinate and intentional action of a player of the attacking team, the game will be restarted with a direct free hit against the offender's team;
  - 2.3. if the displacement of the goal cage was due to the involuntary and unintentional act of any player of either team, the game will be restarted with a face-off in one of the corners of the goal-cage area namely the one nearest the place where the ball was when the game was interrupted.
3. Whenever the goal cage was willingly and intentionally displaced, the Referees will also have to act disciplinarily against the offending player, whether he is attacking or defending and regardless of whether he prevented or not a possible goal, he will be punished with a blue card (direct) and consequently suffer a temporary suspension for 5 (five) minutes.

**ARTICLE 58  
ANTI-PLAY AND ANTI-PLAY LINES**

1. Whenever both teams are playing a passive game, with no intention of scoring a goal, the existence of a tendency to the practice of anti-play is considered and the Referees should act as follows:
  - 1.1. He will interrupt the match immediately and warn the captains of both teams (or their substitutes on the rink at the moment) with the yellow card, and instruct them to recover the spirit of the competition, playing correctly;
    - a) The game will be restarted with a face-off, executed on the same spot as the game was when it was interrupted
  - 1.2. If nevertheless the teams do not consider the recommendations and restart the practice of anti-play, the Referees should interrupt the game again, punishing both Team Captains with a **blue card** (direct) and consequent temporary suspension for 5 (five) minutes.
    - a) The game will be restarted, with a face-off, in the place where the ball was when the game was interrupted.
  - 1.3. If, in spite of the warnings and disciplinary sanctions both teams persist in the anti-play (whether the team Captains have returned to the rink or not, after the suspension time they were punished with, was ended), the Referees should end the match.

2. Whenever this transgression takes place, the Referees must make a specific and detailed report, explaining the causes for their decision.
3. Whenever, during the course of a game and, according to the opinion of the Technical Committee present in the Official Table of the Game, a situation of notorious anti-play is acknowledged without the Referees taking any measures, the mentioned Technical Committee will have the right to intervene, using the next interruption of the game, and summoning the Referees to the Official Table of the Game, determining that they should act immediately in accordance with the contents of these Rules.
4. Any disciplinary action – yellow or eventually blue cards- which according to these Rules, is taken against the team Captains, will not be taken into consideration to the effect of card accumulation, regarding both disciplinary action which may have been carried out previously or disciplinary action that may possibly be carried out after the intervention of the Referees in the situation of anti -play.
5. The demarcations drawn on the rink floor 22 (twenty two) metres away from each top barrier and parallel to those, are called “Lines of anti-play” and these mark out, for each team:
  - a) The **area of attack**, which lies between the anti-play line and the top barrier of the opposing team;
  - b) The **anti-play area**, which lies between the anti-play line and the top barrier of the team’s half rink.
- 5.1 The **area of attack of a team**, whatever the size of the rink may be, shall always be 22 (twenty two) metres long, although the anti-play area may vary, according to the size of the rink.
6. No team may keep or hold the ball in its own anti-play area for more than 10 (ten) seconds, even if one or more players of the opposing team are placed or moving in that area.
  - 6.1. The time counting will be made by the Referee (mentally), beginning at the moment when the team player takes possession of the ball in his own anti-play zone;
  - 6.2. Violation to this rule will be punished with an indirect free hit taken from the topmost corner of the goal- cage area of the team of the offending player.
7. No player may, under any circumstances, play or throw the ball into his own anti-play area.
  - 7.1. Violation of this Rule will always be punished (unless the advantage Rule is applied) with an indirect free hit, taken on the anti-play line, on the place where the ball crossed the line.

#### ARTICLE 59 THE GOALKEEPER’S ACTION IN THE GAME

1. Like the rest of the players, the goalkeeper must perform his/[her](#) role on skates, although he/[she](#) has special rights, when defending his/[her](#) goal-cage, namely:

- 1.1. The goal keeper may only benefit from special rights, while he/she is inside his/her goal-cage area;
  - 1.2. Whenever the goal keeper is outside his/her goal-cage area, he/she is considered a field player, and therefore, should he/she commit any infraction to the Rules of the Game, he/she will be punished as any other player inside the Rink;
  - 1.3. During an attempt to stop a shot or to avoid his/her team suffering a goal, the goalkeeper may kneel, sit, crawl or ~~lay~~ lie stopping the ball with any part of his/her body, even if in temporary contact with the rink floor
  - 1.4. After making a save, the goalkeeper must get up and back on his/her skates.
2. The goalkeeper is neither allowed to grab or hold the ball with his/her hand, nor act intentionally so as the ball to become unavailable (~~laying~~ lying upon it or holding it between his legs).
  3. If the goalkeeper commits any infraction to this Rule, the Referees will interrupt the Game and punish the offending goalkeeper's team with a penalty shot.

## CHAPTER 7 REFEREEING

### ARTICLE 60 REFEREES

1. In International competitions in which Regional and / or National Selection teams take part, matches will be controlled by 2 (two) officially appointed Referees, affiliated to the C.I.A of the C.I.R.H..
  - 1.1. No other International Referee (A or B level) may be appointed neither control any International Game if the relative annual entry taxes have not been paid to CIA / CIRH within the schedules foreseen to his effect (CIRH Official Regulations).
2. In all remaining competitions, even with International characteristics but at the level of Club competitions, the matches will be controlled by 1 (one) or 2 (two) Referees according to what is determined in the Regulations of the competition, by its relative ~~Organisation~~ **Organising** Committee.

### ARTICLE 61 THE REFEREE'S DUTIES

1. The Referee is the absolute authority on the rink, and any decision that he/~~she~~ makes as far as the game is concerned is final and has to be regulated by impartiality and respect for the Rules and other Regulations in vigour, both at National and International levels.
  - 1.1. The Referees will whistle for the beginning and end of each half period of the Game and the sound signal of the Official Table of the Game will inform the time limit of each half period, either in the regular time of the game or the extra time period, if this has to be played;
  - 1.2. The Referees will have to solve all the incidents of the Game according to the present Rules, appraising and judging all the claims that may arise and taking the measures deemed as necessary;
  - 1.3. It is also up to the Referees to confirm that all the conditions required for a game to be effected are met, checking the conditions of the rink and other requirements including the equipment of the players, getting the Rules to be respected and watching over their execution by the different interveners.
2. For incidents or matters which are not covered by these Rules, the Referees will act according to their own ~~conscience~~ **judgement**.
3. The Referees may punish disciplinarily any player during the Game, during a pause, or in case of serious matters, even after a Game, using the necessary severity, so that the game is played in the ~~correct~~ **proper** manner, free from violence marginal to the spirit of sportive competition.
4. The Referees will move on the rink so as to follow every movement of the game through the participation of its direct interveners (the Players), signalling the infractions to the Rules of the Game by using both a whistle (official model approved by their Federation and / or by the Commission Internationale des Arbitres -C.I.A.) and the regular signals adequate to the Rules of the Game.

**ARTICLE 62  
REFEREE'S NOMINATION AND EQUIPMENT**

1. The Referees are appointed and summoned by the entities that manage Refereeing at National, Continental or World-wide level, bearing in mind the characteristics of each competition and the Regulations determining the grounds for the nominations.
2. The equipment of the Referees will have to be all white and composed of shirt or T-shirt, trousers, and tennis shoes.
  - 2.1. However, if one of the teams uses white shirts, the Referees will have to wear a black shirt or T-shirt. The Referee may not use a black pullover over a white shirt or T-shirt.

**ARTICLE 63  
GAME INTERRUPTIONS**

1. The Referees have the right to interrupt the game whenever deemed necessary.
2. Whenever the Game is interrupted, the stop watches will be stopped and will only be restarted when the Game is resumed.

**ARTICLE 64  
PROLONGED CONFUSION BY THE GOAL CAGE**

1. Should there be prolonged confusion in front of one of the goal-cages, during which it becomes difficult to observe the game conscientiously, the Referees should whistle to interrupt the game, which will be restarted with a face-off on the nearest corner of the demarcation line of the goal cage area.

**ARTICLE 65  
INJURIES OF PLAYERS ON THE RINK**

1. Should a player be injured, the Referees should not stop the game until the action in progress is ended, unless at first sight, the injury may have a serious aspect, requiring immediate assistance.
2. The Referees should take measures for the injured player to be carried off the rink as fast as possible.
3. If the game was interrupted by the Referees so that an injured player may be assisted, the game will be restarted with a face-off.

**ARTICLE 66  
TECHNICAL DELEGATES**

1. The Technical Commission of the Referees (C.I.A.) with the purpose of improving the technical level of the Referees, may appoint Technical Delegates, to ~~supervis~~ supervise and evaluate the International Referees performance in order to check their quality level and to see that the Rules of the Game are interpreted and applied uniformly.
2. The President of the C.I.A. is responsible for the appointment of the Technical Delegates, who will be selected either among former International Referees of acknowledged experience or, and preferably, among the members of the Commission Internationale des Arbitres (C.I.A.) and / or the Committee International de Rink Hockey (C.I.R.H.).

**ARTICLE 67**  
**THE OFFICIAL ENCLOSURE FOR TIMEKEEPING AND INTERNATIONAL MEMBERS**

1. The place and area reserved for the Official Table of the Game, in INTERNATIONAL GAMES, should have the following distribution:
  - a) Two (2) Members of the International or Continental Committees;
  - b) Two (2) ~~elements~~ **people** responsible for the game timekeeping.
  - c) One (1) Member of the Organising Committee
2. The place should be a reserved area outside the rink, provided with a Table with adequate dimensions to install the electronic equipment and five (5) ~~elements~~ **people** to support and control the Game. The top of the table should not be lower than the limit of the top barrier of the rink and placed in the middle of the division line of the two halves of the Rink with the necessary comfort (adequate seats) and completely separated from the areas meant for the teams in competition and public in general.
3. Near the Official Table of the Game and in the immediate areas next to both sides of the Table, two (2) chairs or seats should be placed on each side of it, meant for the players punished with temporary suspension.

**ARTICLE 68**  
**RESERVE PLAYERS BENCH**

1. Outside the rink and next to its barrier, seats (chairs or benches) will have to be provided on the side areas of the Official Table of the Game in a total of 5 (five) which are meant for the RESERVE PLAYERS of each team.
2. In the area meant for each team outside the rink, the following representatives may also stay, when duly accredited and mentioned on the Game ~~Bulletin~~ **Sheet**:
  - a) 2 (two) Team delegates
  - b) 1 (one) Technician / Coach
  - c) 1 (one) Physical Trainer
  - d) 1 (one) Doctor
  - e) 1 (one) Masseur / Physiotherapist
  - f) 1 (one) Mechanic
  - 2.1. Only 1 (one) of the Team Delegates and 1 (one) Technician / Coach may stand by the barrier and gate of the rink used for the Players to enter and leave the rink.
  - 2.2. All the other above mentioned Members of each Team staying in the area reserved for each Team, should remain (standing) near the seats meant for the reserve Players.
3. Each team will always use the enclosure for the Reserve Players placed in front of its own half of the rink and therefore after the end of the first half of the Game, they should occupy the opposite area.
4. In International Games the areas reserved on the outside of the Rink for the Teams, has to abide the configuration shown on annex no 5 of the Rules of the Game.



**ARTICLE 69  
THE TIMEKEEPER'S ROLE**

1. The timekeeper(s), 1 (one) or 2 (two) will sit at the Official Table of the Game, near the seats which will be occupied by the International Members and Organising Committee.
2. The duty of the time-keepers is to control the official time of each period of the game and also the times designated by the Referees upon the suspension of one or more Players.
3. During International Games all the activity of the timekeeper(s)' should be "supervised" by one of the International Members, present at the Official Table of the Game.
4. When the sporting facilities have an electronic luminous device connected to the Official Table of the Game, the ~~manipulation~~ control of the clock will be effected by the time-keeper, according to the technical possibilities of the device, and he/she can be helped by another "manual" chronometer to control the suspensions which may be given to the Players.

**ARTICLE 70  
TEAM DELEGATES**

1. Each team in competition on the rink may have a Team delegate, who is the "only" representative of the latter before the Official Table of the Game.
2. Only the Delegate of each Team may address (in ~~correct~~ proper terms) the International Members present at the Official Table of the Game to ask for any explanation he may consider relevant or necessary.
  - 2.1. Only the Team Delegate can ask the Official Table of the Game for the "time of suspension of the Game" called TIME OUT - and this request will not be considered when made by the Technician / Coach or any other member of the Team.

**ARTICLE 71  
TIMEKEEPING OF THE GAME**

1. The timekeeper(s) will proceed with the count down of the Game, from the first whistle of the Referee to start the game and they will indicate with a sound signal the end of each regular period.
  - 1.1. In all situations, the Game starts and ends with the Referee(s)' whistle. The sound signal ~~of~~ from the Official Table of the Game is merely an indication for each situation.
2. The timekeeper(s) are also responsible for the time keeping of punishments inflicted on the Players suspended temporarily by the Referee(s), and of TIME-OUTS requested by the Delegate(s).
3. The duration of temporary suspension of the Players will be signalled by the Referee(s) with a gesture made in the direction of the Official Table of the Game and the count down of the "suspension time" will be start when the game is restarted.

**ARTICLE 72**  
**EFFECTIVENESS OF A SUSPENSIÓN**

1. If a player has not completed his suspension time up to the end of the first period of the game, he/she will be kept suspended after the start of the second period of the Game until the time of suspension indicated by the Referee, upon the suspension, has elapsed.
2. Any temporary suspension will end with the Game, during which they were inflicted and cannot be carried forward to the next Game.

**ARTICLE 73**  
**FLLING OUT AND SIGNING THE GAME BULLETINS**

1. In International Games, supervised by Members of CIRH., CIA and Federations, Committees or Continental Confederations, a member among the presents should be appointed who will be responsible for filling the Game ~~Bulletin~~ **Sheet** (Match Report), which should be signed at the end of the Game, by the Captains of each Team, the Referee(s) and the Official Members.
2. The Match Reports are composed of an original and 3 (three) copies in a form supplied by the Entity that supervises the Organisation of competitions and which, after the end of each Game should be distributed as follows:

Original – International Official Entity

Duplicate – Organising Committee

Triplicate – Participating Team

Quadruplicate – Participating Team

## CHAPTER 8 PROTESTS AND TEAM CLASSIFICATION

### ARTICLE 74 GAME PROTESTS

1. For a protest, for an alleged -Refereeing technical error - to be considered as valid it will have to be notified within the rink by the Captain of the protesting team to the Referee(s) of the Game, who will immediately inform the Captain of the opposing team and the same information should be expressed by the mentioned Team Captain on the Official Match Report, signed by the respective ~~interveners~~ **representatives** and Official Members.
2. For an administrative protest (bad state of the Game equipment, the rink, licences etc) to be considered valid it will have to be notified before the beginning of the Game by the Captain and / or Delegate of the Team that presented it to the Referees, who will immediately inform the Captain of the opponent's team, that the Game will take place "under protest". At the end of the Game, the Captain of the Team that filed the protest should mention the same on the Official Match Report, signed by the relative ~~interveners~~ **representatives** in the Game and Official Members.
3. The protests will afterwards be addressed to the Official Members that supervise the competition, by an Official letter, accompanied by the necessary fee, within the stipulated term and according to the regulations **in vigour**

### ARTICLE 75 CLASSIFICATION OF THE TEAMS

1. For matches where the point system is being used, these will be allocated as follows:
  - VICTORY – 3 (three) points
  - DRAW – 1 (one) points
  - DEFEAT – 0 (zero) points
2. According to the characteristics of the Rule of the Game (a tournament or championship), of which the final scoring of points is determinant to find the winner, and two or more teams have the same number of points, the final classification will be obtained the following way:
  - 2.1. ~~AMONG~~ **AMONG** TWO TEAMS
    - a) A team that defeated the other will obtain the highest classification;
    - b) If the match resulted in a draw, then classification will be decided by the largest difference between goals scored ~~and allowed~~ **for and against**;
    - c) Should the draw persist, the total number of goals scored should be divided by the total number of goals ~~allowed~~ **against**. The best ratio obtained by one of the teams, will determine the higher classification.
  - 2.2. ~~AMONG~~ **AMONG** THREE TEAMS
    - a) If three or more teams have the same result in points, final classification will be decided by the difference between the number of goals scored ~~and allowed~~ **for and against** during the games effected among the teams with the same number of points;
    - b) If the draw persists after what paragraph a) determines, then classification will be decided by the difference between the number of goals scored ~~and allowed~~ **for and against** during the all the games of the Tournament or Championship;

- c) Should the result still be even, the classification can be obtained by dividing the number of goals scored, by the number of goals ~~allowed~~ **against** during the games played among the teams concerned;
- d) If this rule is not enough to find the winning team, the classification can be obtained by dividing the total number of goals scored, by those ~~allowed~~ **against**, during all games of the tournament or championship.

## SIGNALS OF THE REFEREES

- Beginning of the game
- Following the indirect free hits, direct, and penalties
- Following **Allowing** the play **to continue** not to benefit the infractor



Article 24 - Beginning of the game

Article 36 - Infractions and advantage law

Article 37 - Sanctions for infractions

Indication **Indicating** to the players on the rink for the technical and temporary suspension of the game (1 minute) asked by one of the teams to the Official Table of the Game and signalled when the game stops to **score penalize** an infraction.



Article 28 - Time Out

**Local Place** in on the rink to **score play** the infractions (Fig. 1) **Local Place** on the rink near one of the barriers (Fig. 2)

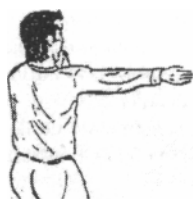


Fig. 1

Fig. 2

Article 38 - Indirect free

Hit Points 2.3.; 3.; 3.3.

- **Local Place** of one of the corners of the goal-cage area to **score play** an indirect free hit



### Article 38 – Execution of indirect free hit

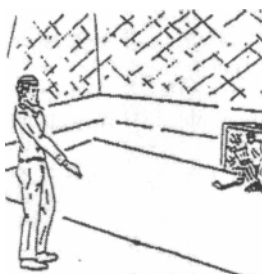
Points: 3.1.; 3.2.

- ~~Indication~~ **Indicating** for the distance (three metres) of the players of the team punished with an indirect free hit.



### Article 40 - Placing of the players during an indirect free hit.

~~Indication~~ **Indicating** for the infraction committed by a player punished with the execution of a direct free hit



### Article 42 - Direct Free Hit Article 43 - Signals of the Direct Free Hit

~~Indication~~ **Indicating** for the infraction committed by a player, punished with the execution of a penalty



### Article 37 - Penalty

Points: 2.; 2.1.; 2.2.; 2.3.

Infractions punished by presentation of cards

**Yellow card:** Fig. 1 and after Fig 2, indications of the Referee to the Official Table of the Game

**Blue Card:** Fig. 1 and after 2 and 3 (this indicating 2 minutes -accumulation of 1 + 1 yellows or 5 minutes (five fingers of the hand) for the infraction punished with blue direct)

**Red Card:** Fig. 1 and after fig. 2 signalling the exit door, for definitive suspension of the game.

Article 45 – Free Hits and disciplinary action

Article 46- Infractions for violent, incorrect and unfair game

Article 47 – Disciplinary action of the Referees

Article 48 – Gravity of the infractions



## ANNEXES TO THE RULES OF THE GAME

ANNEX 1 – Diagram and markings on the rink

ANNEX 1/A – Half rink markings

ANNEX 2 – The goal cage drawings

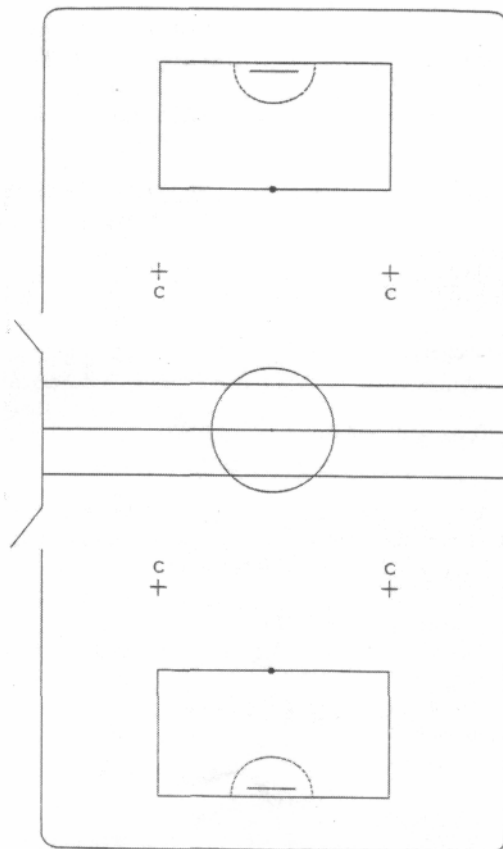
ANNEX 2/A – Goal cage side sight and base structure

ANNEX 2/B – Goal-cage Inside structure

ANNEX 3 – The stick and the ball

ANNEX 4 – Area outside the rink for official members and teams

### ANNEX 1 DIAGRAM AND DEMARCATIONS ON THE RINK



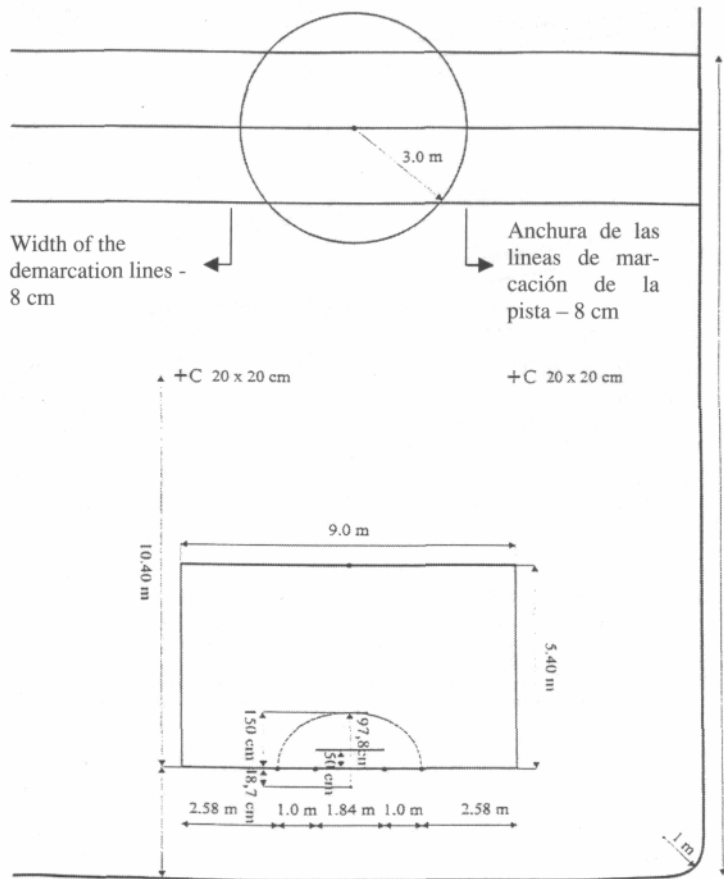
#### **Rink dimension:**

Minimum – 34 x 17 ~~m~~ m

Maximum – 44 x 22 ~~m~~ m

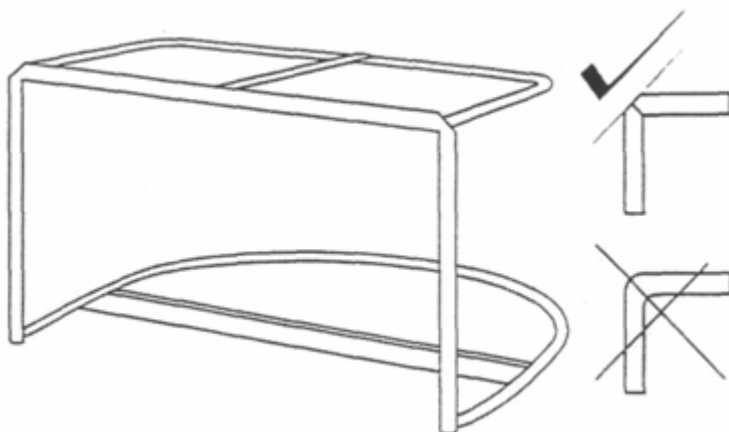
Standard – 40 x 20 ~~m~~ m

**ANNEX 1/A**



Variable distance (2,70 m to 3,30 m) (2.7 m to 3.3 m)  
 In this example - 3 m

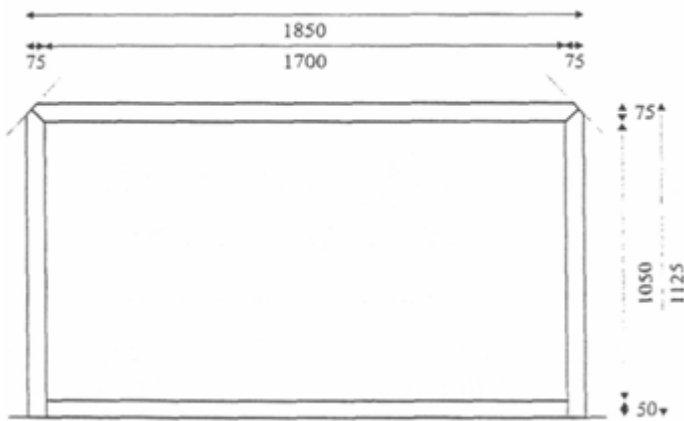
**ANNEX 2  
 DRAWING OF THE GOAL-CAGE**



**PERSPECTIVE OF THE GOALCAGE**

The poles and bars are circular and painted in fluorescent orange with the rest of the structure painted in white.

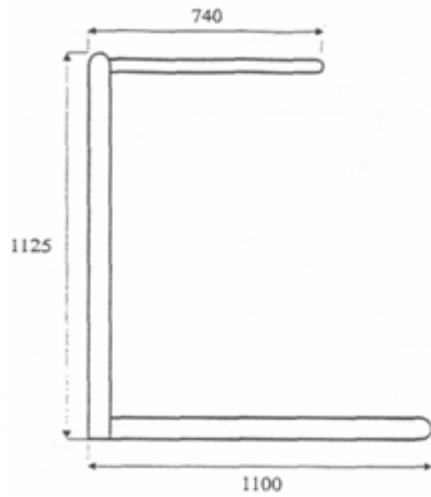




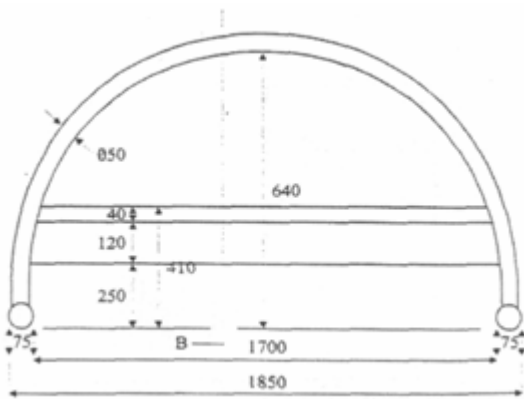
FRONTAL VIEW

Made of galvanised iron, hollow, standard with 9 inches 3 inches.

**ANNEX 2/A**



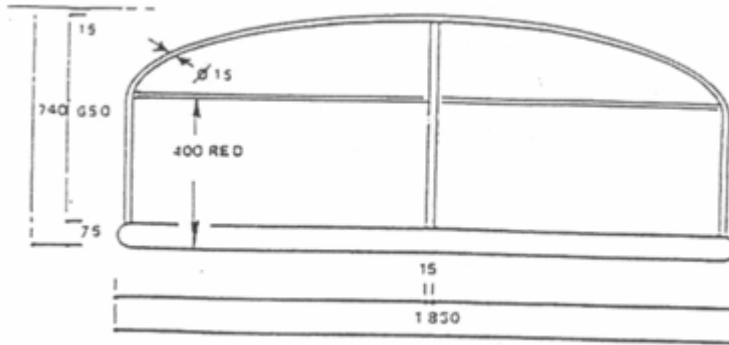
Side view



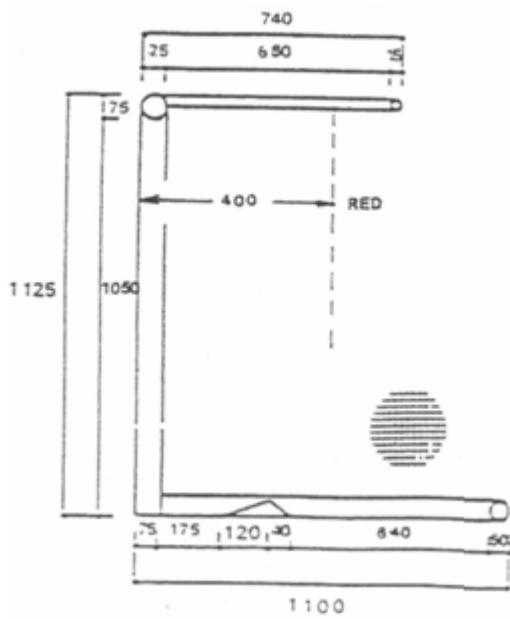
INFERIOR VIEW (structure of the base)

Made of iron tube, galvanised hollow standard with 2 inches.

**ANNEX 2/B  
UPPER STRUCTURE**



Solid iron bar with 15 mm diameter



- Weakening net of Cotton or nylon **netting** of 25 x 25 mm
- Red de amortiguamiento algodón o nylon de 25 mm x 25 mm

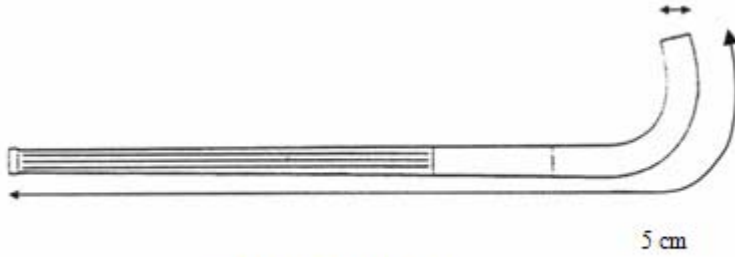
**ANNEX 3**  
**STICK AND BALL OF THE GAME**

**STICK**

Maximum length: 115 cm

Minimum length: 90 cm

Weight: 500 g



Longitud máxima: 115 cm  
Longitud mínima: 90 cm

**BALL**

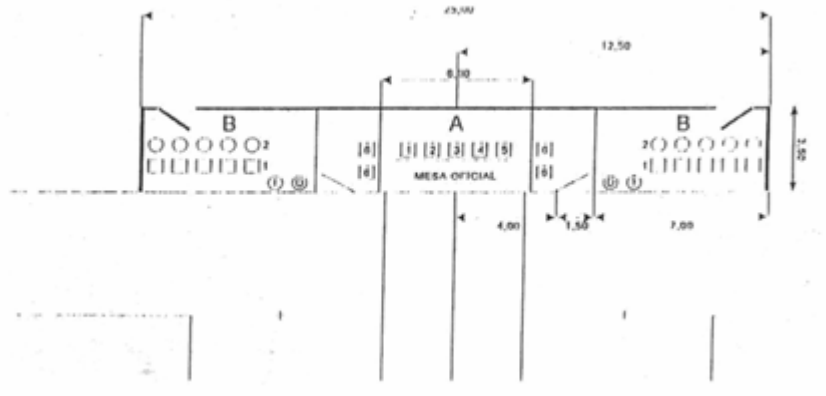
Ball: unique colour

Weight: 155 g

~~Perimeter~~ Circumference: 23 cms



**ANNEX 4  
AREA OUTSIDE THE RINK FOR OFFICIAL MEMBERS AND TEAMS**



- A OFFICIAL AREA
- A1 CIA MEMBER
- A2 CIRH MEMBER
- A3 CRONOMETRIST
- A4 CIRH MEMBER
- A5 MEMBER ORG. COMMITTEE
  
- A6 SUSPENDED PLAYERS
- B TEAM AREA
- B1 RESERVE PLAYERS
- B2 TECHNICAL ASSISTANTS  
DOCTOR
- BD TEAM DELEGATE
- HEAD COACH
- SEATS
- AREA FOR :  
Delegate  
Technical staff  
Assistants  
Doctor  
Physiotherapist

The area for the official members and the teams must be enclosed with a metal or wooden fence with the same height as the barrier of the rink and with two access doors.

The present Rules of the Game were approved during the General Assembly of the CIRH held in San Juan, Argentina, on the 3<sup>rd</sup> of November 1978. The Regulations were revised in the CIRH General and Extraordinary Assemblies, held on:

30/09/1979 - Herne Bay - England

22/07/1983 - Rome - Italy

08/09/1988 - Coruña - Spain

19/11/1984 - Paris - France

15/09/1986 - Ribeirão Preto - Brazil

08/09/1988 - La Coruña - Spain

11/10/1989 - San Juan - Argentina

24/07/1991 - Porto - Portugal

31/07/1992 - Reus - Spain

11/11/1994 - Santiago de Chile - Chile

27/09/1995 - Recife - Brazil

04/11/1996 - Vera Cruz - México

10/09/1998 - Macau - South China

9/06/1999 - Reus - Spain

XX/08/2005 – San Jose - USA

***Any occurrences not accounted for in these Rules will come under the jurisdiction of the Executive Committee of the CIRH, whose decisions will be final and binding.***

***June 2007***